Fate Zero Board Game

1. Specification

Name: Fate Zero
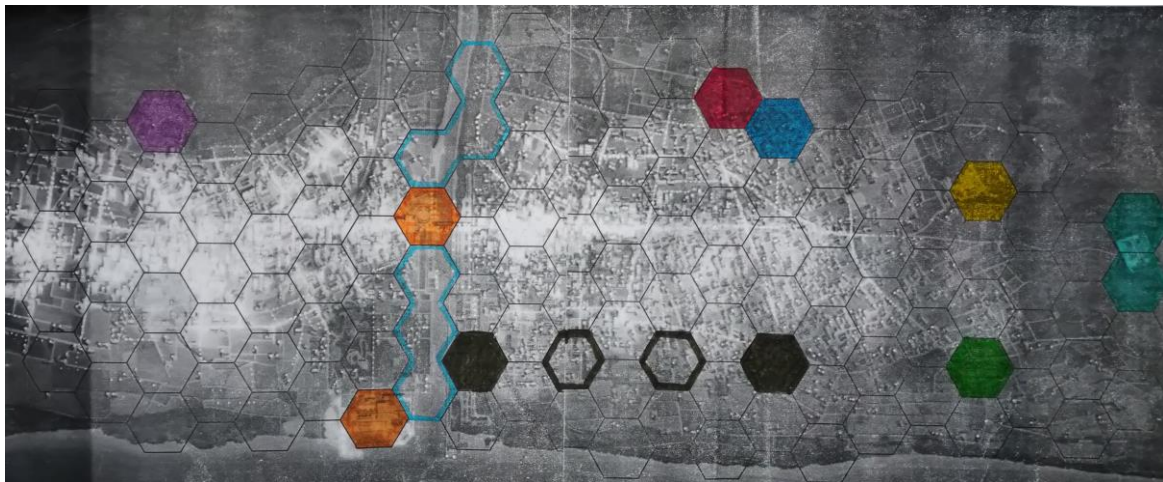Type: Board Game
Date of production: June 2019
Technology: Magic Set Editor (cards) and Corel Draw (game board)

2. Overview

Fate Zero Game Board is a simple game based on anime series "Fate: Zero" and Fate: Stay Night". It is a combination of card game with drafting mechanics and board game with set of minifigures. Each player is playing the role of mighty sorcerer, trying to defeat each other using spells and his summoned Servant.

3. Description

Game contains of: set of 48 cards (34 spell cards + 14 Servant cards), 18 minifigures and hexagonal board:

Game is designed for 4 players.

Game starts from drafting cards – each player gets 12 cards, picks one to keep and hands it to the next player, clockwise. After picking 12 cards, player is choosing his Servant from drafted Servant Cards and shuffles rest of the card, creating his deck. Then, each player rolls the dice to determine his starting position on the board and places there his figure, and his Servant figure next to it. Each player draws 4 cards from his deck.

From this point, players are making their turns, starting from the youngest, clockwise. Each turn, player can make one action with his figure and one with his Servant's figure. Possible actions are: movement (3 hexes is base movement value, modified by cards) or casting spell. Player is casting his spells from his hand and Servants can cast spells listed on their cards.

Spell are casted with mana points – each player starts with 4 mana points, and it is used both for player spells and their Servant's spells. Each player restores his mana back to 4 points at the beginning of his turn. Some spell can be casted as a response to other players actions – it is only case when spell can be casted not on the casting player's turn, and it is always specified on the spell's card.

Players figures have mana points and health points – starting with 5 HP, that could have been reduced by other players. Going below 1 HP caused player to lose the game. Servants also have health point, that can be reduced the same way, but Servant's death did not cause game loss. Servants additionally have attack points, enabling them to reduce other players' or Servants' HP.

Blue-framed hexes are representing river – cannot be passed, but characters can see through it and cast spells on targets on the other side of the river.

Black hexes are representing tunnel – filled are entrances, and framed are the inside of the tunnel – from the framed hexes characters can move only on other black hex, and are not visible to characters outside the tunnel.

The only player left on the board is winning the game. Having Servant still alive is essential condition to winning the game, meaning that after losing their Servant, players cannot win the game, but still are able to play and affect other players' actions.