

Name - Fantasy Arena: Tactics

Premise: Chess meets fantasy. There are many games under the genre of turn-based tactics, but it is rare to find one that captures even a glimpse of the clean, tight, way of tactics we see in chess while maintaining the modular, character-driven, way of strategy games based on fantasy. This game aims at playing this absent role; it aims at seriously taking these two ways as its guiding principles. The experience the game creates is one of reliable rational-based planning of battles between teams of all sorts of fantastical beings. Strategic identity matters, the slightest difference in position matters, all choices matter.

Elemental Tetrad

Mechanics: *Tactical manipulation of unit positions in order to hit and avoid getting hit.* 2D grid spatial battles between two teams, without sources of randomness, like chess. But with a 6x6 board and unique characters, divided into three classes: warrior, rogue, and mage. Each team must contain one member of each class. The classes and character traits are flavorfully connected to their specific mechanics. Players alternate turns of single character activations (respecting a previously fixed order). Character abilities and game objects are semantic in nature (as objects in object-oriented programming; a name connected to a definition that uses lower objects and properties), so infinite possible structures can be created over the game state (for example, a structure named 'balloon' can be created defined as an arbitrary, but meaningful, combination of rules supported by the game's own definitions; then we can even create a structure named 'balloon trap' that uses balloons in its definition or cares about balloons). Following this, the game is modular, with endless possibilities for characters and objects, constrained only by design principles guiding for balance, coherent game-states, and class definitions (being semantic and modular are characteristics of many ever expanding games, like Magic: the Gathering and League of Legends). In addition to the main game mode, many kinds of challenges and variants can be created following this semantic and modular nature of rules. In the main game, the strategies are highly based on spatial organization and in hitting opponent characters. Characters can move others and they have no life points and don't die, the score is measured in hits given (similar to competitive settings of many martial arts).

Aesthetics: Two possible styles of characters and board details: 1. more realistic looking, like in d&d and league of legends; 2. more cartoon-like/chibi, as in krosmaster (but not really child-like characters nor hypersexualized stuff). Two levels of art design: a static, more detailed, representation seen in cards and off game, and another simplified version for the actual characters in game/ In case of a digital platform, characters are alive, respond to selection, and perform their actions over the board, interacting with each other.

Story/Theme: Characters are specialists summoned to battle in a sport-like fight, as in League of Legends and Mortal Kombat, but not portrayed as deadly, so as in Pro-Bending. Characters follow a tendency of being the combination of two very distinct or harmonic traits (for example a quantum fox or a spectral wizard), and they have a proper name. Characters are humans, different kinds of animals, or fantastical/technological entities. Many don't have gender marks or have mixed gender marks. Characters have backstories, functioning as an

extra lore material for those interested in these expansions. The stories will back reasons for characters to fight at the battles. If team formations are chosen to be through assembling, the stories will portray them as pre-made teams (but that can be rearranged in the actual game). No thematic constraint at all binds character flavors (for example, in Magic: the Gathering, the concept of the multiverse of planes enables the loss of any thematic constraint, but they choose to not make explicit present or futuristic technologies, like fire guns or spaceships; they also choose not to have stuff like talking animals). Inside the game, different technologies are naturally leveled out in light of the tactical nature (being shot can be naturally seen as in the same level as being hit by a spear or even a punch). Characters are always rational and capable of playing intentionally (this is not required for summons).

Technology: The game can be cross-platformed between a board game and a digital game (that can be available even in mobile). An easier initial platform is a board game, but a digital game has much more potential for serious play and continuity. / Progress is being made for developing the game in unity.

Rules

General Rules:

The field is a board with 6 rows and 6 columns, composing 36 tiles. The game begins with no character in the field. Players decide who goes first. The first player chooses a character and places it in a tile of the first row (along their side of the board). Then the second player chooses a character and places it in a tile of the last row. The players proceed, choosing characters that were not previously chosen until all characters are placed, always adding one more row of possibility (the second character of each player can be placed on the first or second rows, and the last character on their entire half of the board). Now, that established order is maintained throughout the entire game. After the last chosen character (from the second player), the turns begin with the first chosen character (from the first player). So, each "first round" of placement, called placement round, gives a specific game, defined by the chosen order, with many possibilities.

The game ends when a player has dealt 5 Hits with their characters. That player wins. During their turn, a character is granted a passive triggered ability, then 3 things in any order: activate a move 2 times and activate an action 1 time. A move activation, unless modified, consists of a character moving to a non-occupied adjacent tile (diagonals are not considered adjacent and tokens don't occupy tiles). An action may be the use of an Attack or Skill. Actions may have a target, that is a set of tiles considered valid to the action (only objects in the targeted tiles may be affected by the action); each character has its own target attribute, given in the card. All characters have a passive class ability, that is general, not mentioned in the cards. Finally, characters may have a special condition that can change their move activations or change their set up (for example, when the character brings a summon with them).

Classes and Teams rules:

A team is made of 1 Warrior, 1 Rogue, 1 Mage, and 1 sideboard character of any class that can be replaced by a character of the same class.

Warriors are hit-oriented, rogues are tactics-oriented, and mages are effect-oriented and have abilities that can affect structures through the whole board.

Colors: Cards have different colors. Red for warriors, green for rogues, and mages have one of two colors, based on a moral alignment, black or white, for dark and white mages, that differentiates their passive ability.

Passive class abilities:

Two major things differentiate the classes, besides flavor. 1) The orientation of their actions, 2) the passive class abilities. These abilities are part of the rules, are not present in cards, and can't be altered by text in the cards. They function at the beginning of a character's turn and count as an extra, they are not actions and are optional; all characters have them.

Warrior: Hit an Opp at Melee.

Rogue: Move any char at Melee by 1.

White Mage: Move one of the closest Allies by 1.

Black Mage: Move one of the closest Opps by 1.

Character rules:

Each character has a card containing their specific abilities. This is an example of a card's content:

Fae, Illusionist Fairy - Dark Mage

[S] SWITCHEROO: Trade places with one of the closest chars. (The chars are moved)

[A] ENCHANT: An Opp becomes Enchanted if it's one of the closest chars. (As the enchanted char passes turn, remove this effect. If the enchanted char is not at melee to Fae, she hits it.)

Target: No target

Let's explain the card: Fae is a dark mage, so she has the dark mage's passive class ability (when her turn begins, she can move the closest Opp char by 1). As her actions, she may choose between the Switcheroo skill and the Enchant attack. Both don't use a target, so she doesn't need to have one. The skill trades her position with the one of the chosen character inside the target. The attack gives a character in target a condition called Enchanted, that is defined in the card. This condition is automatically removed at the end of the Enchanted character's turn. At this moment, if that character isn't at melee to Fae, she hits it (melee is the set of the 8 tiles surrounding a character). This is all that is about Fae's card. Fae doesn't have a special condition.

Attacks are actions related to hitting other characters. Skills are actions that don't hit and are focused on strategic advances.

Characters may create other characters (as summons), tokens, and conditions. All of these structures are semantic and have a specific name with a specific definition. Characters occupy tiles, can take or deal hits and have turns specified in their definitions (summons share their turn with their summoner unless stated otherwise). Tokens and Conditions are markers placed on structures with defined properties that affect those structures (usually

characters or tiles). Tokens can be accumulated and moved, Conditions have a specified event to remove them.

Targets are sets of tiles and are expressed using a code. The code is based on distances from structures and letters corresponding to forms. Distances are measured by the number of moves between two tiles.

Code: + means up to (numbers alone denote that exact distance), numbers mean distances, S means straight tiles, M means melee and is the set of 8 tiles surrounding a structure, D means diagonal, ! means that tile occupation is not applied. So a target of 4D means only the 4 diagonal tiles of distance 4 (the next ones from the closest diagonal); a target of +2S means all the 8 straight tiles of distances 1 or 2.

Tile occupation: 1. characters can't occupy the same tile and 2. targets are decreased by occupied tiles (vision blocking). Vision blocking happens when the center of one tile can't connect to the center of a possible target tile by a straight line without passing through an occupied tile (using the center and opposite corner is the same, note that the center is harder to visualize). Vision blocked tiles are removed from the target set.

Rules of Play:

A match between 2 players is composed of a best out of 3. In the first game, players play with their main team and the first player is randomly chosen. In subsequent games, the last one to lose a game chooses who goes first and players may enter the game with their sidebar character instead of the main character of the same class.

Team selection may be by a draft or sealed selection. Draft: One player chooses a character. Then, the other player bans a character and chooses another. Then this is repeated until all teams are formed. Sealed: Players receive random packs of N characters of each class to build their teams.

Players are discouraged to use the same character, of any class, to play against each other.

Time: Players are encouraged to play with time constraints by the use of a chess clock. The current specifications of time is: 30:30min for a casual game; for competitive play, the first two games of a match are of 20:20min and the third game, when needed, is of 10:10min.

The maximum time of a match is 90min, with no ties.