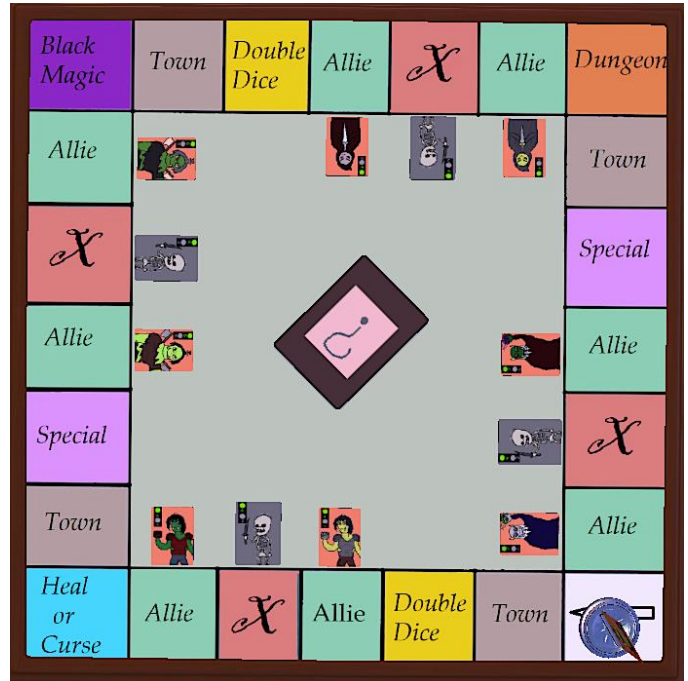
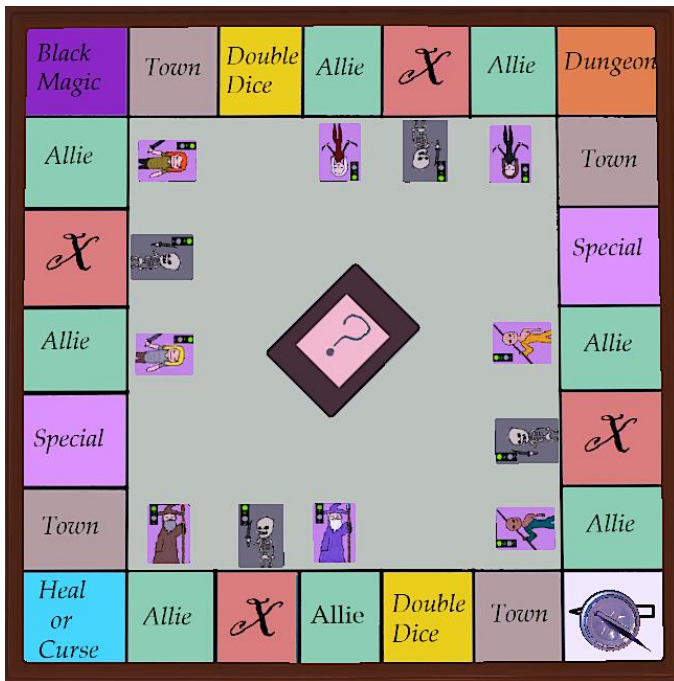


Dimension Heroes

Manual:



Preparation of the game:

Design of the board is just as you see on the images. They are placed as you can see below. The characters are placed in the spots which are above the Allie in the order given in the image (to balance the game they need to be placed just as we see on the screen). After that the monsters which are skeletons with grey background are placed above the X signs. The monsters don't need to be placed in an order because they are all the same. There are special cards which needs to be placed in the center of the board with question mark being above. The two hero figurines are placed on the start of the board which is denoted with "GO" then the two heroes according to the sides of the board are placed below their side of the board. 40 health points each (which are green dots) are placed next to the heroes as you can see in the image. At the end of the preparation. The portal which is the purple circle is placed in the middle of the boards (between them).



Explanation of the tiles

GO: This is the beginning tile. The game starts at here and when any player passes it its lap is increased by one (When a player 3 laps They must go to the enemy board, but they need to wait in the portal until the next round. After the next round they start at the GO tile of the enemy board just like the beginning of the game)

Town: When a player lands in the town. They get 2 extra health points. (If you're in the enemy's board You lose two health points) If you access an Allie card they could be placed on any town you like. You can place any number of allies as you want. (Allie cards will be explained later)

Double Dice: When a player lands on the double dice tile. Its their round again. They roll another dice and go on.

Allie: Allie tile is an important tile in this game. There are two possibilities. First possibility. If the hero lands on the Allie tile which has a Allie card above it. The player takes that card and places it in any "Town" or a "New Town" (New Town will be explained later). Second possibility. If the Allie tile doesn't have any Allie card above it. It acts like a normal town and heals the hero by two health points. (You can't place any Allie on the Allie tile.) If you land on an enemy Allie tile. There are two possibilities again. The first one is if there is an Allie card above the Allie tile. You must fight with it. (Fight mechanics will be explained later) The second possibility. If you land on a enemy Allie tile which doesn't have any Allie cards it acts like a enemy town (it takes two health points from you).

X (Monster): If there is an enemy above the X tile you fight with it. If you win the fight. X tile becomes a new town for that player. You can place the New Town tile on the X tile. After you place a new town on the x tile It acts like a normal town of the hero. New Towns are the same of the Town Tiles. If you land on a enemy players boards X tile. If there is a monster you must fight with it. But you cannot convert the enemy next tile to a new town.

Heal or Curse: When a player lands on the heal or curse tile. The player rolls some dice. If the dice is bigger then 3. The player is healed by 4 health points. Otherwise, the player loses 4 health points.

Special: There are five special cards in this game. They give the hero bonuses. Some of them have single use bonuses and some have bonuses that you can use in the game however you like. Special Cards will be shown on the card's explanation part of the manual.

Black Magic: When a player lands on the black magic tile. It makes a black magic to the other player and the other player loses 5 health points.

Dungeon: When a player lands on a dungeon tile. That ends for him. In the next round the player rolls a dice. If the dice is 6 the player can go on otherwise, he needs to wait for another round. At the second round the player doesn't need to roll a dice. They escape the dungeon.

Cards of the Game:

Allie and Monster Cards: There are Allie cards and monster cards. As you can see below. The green circle represents its health. Grey circle represents their attack damage. (Red background cards are the right board's player's Allie card and the purple ones are left board's player's Allie card. The gray background ones are neutral monster cards which are scattered around the X tiles of the board)



Special Cards: Each special card has an explanation on them

Vampirism

Single use special attack which takes 5 health points from the enemy hero and gives those 5 health points to you

Life Steal

Everytime you attack someone gain 1 life points

Weapon Upgrade

Your hero has an upgraded weapon now your attack value is increased by one (for example if it was 4 now its 5)

Thorn Armor

Everytime someone attacks you they get -1 life points

Double Attack

You can attack two times in one of your attacks
(can only be used in the end of the game where two heroes fight)

Fight Mechanics

There are two Fight types in this game. The first one is a "Player vs Cards Fight" and the second one is "Player vs Player Fight".

Player vs Cards Fight: When the player fights with a card. First the player rolls a dice. If the dice is bigger than the attack of that card the player lands the first hit and attacks the card by the damage he has. After that the card attacks the player by its damage. When this happens the fight round is finished. It goes on until the player or the card dies (die means they health get below or equal to zero). When a card dies. They can't be resurrected. The card is placed outside of the board.

Player vs Player Fight: This happens either if the players encounter each other or else Arena happens (The Arena will be explained). Each player rolls a dice and the player who rolled the bigger dice attacks the other player. They hit the other player by their attack damage. Then they continue rolling the dice and attacking as explained. The players could use single use special cards after rolling the dice. When a player dies the fight and the game ends.

Beginning of the game

Each player rolls some dice. The player who rolled the bigger dice starts the game.

Ending of the game

The game ends when a hero dies. Heroes can die in two ways either an element of the board can kill the player, or the players could kill each other. The player could encounter each other in their boards, or the “arena” could happen.

Arena

The Arena happens when any player completes 3 laps in their board. After this they could go to the enemy board (which is explained in the GO tile explanation) and after that the player goes to the enemy board. When any player completes 2 laps in the enemy board. Both heroes are placed on the Portal. The Allie cards which are not dead and placed on a town comes with the heroes. In the arena part first the Allie cards fight with each other. The players order their cards however they like (for example they could put the higher health card to the front of the order) Each player rolls some dice. The player who rolled the dice bigger attacks the other Allie card with his Allie card. This card vs card fight is same as the player vs card fight method (It can be thought that when you use a card to fight another card it can be acted that the card you are using is a hero). If a players Allie cards run out and the other player has an Allie card. A simple player vs card fight happens between the player who doesn't have any card and the standing Allie cards that the other player has. After this Allie fight ends. The players fight with each other by the player vs player fight method.

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