Overview:

Defeat different randomly generated bosses and monsters while gaining new equipment to fight the final a final boss with.

Gameplay Notes:

* Rounds

The game is played in a series of rounds, each round has a different opponent that the players must team up against, each enemy has a ‘Loot set’ that the players will gain to equip their characters with more powerful abilities.

* Characters

All players will play as one of 5 classes. Each class has unique style of play.

Classes are:

* Brute: Close range tank, absorbs damage, more damage he takes the more he deals, not well rounded.
* Knight: Close range fighter, medium damage, and damage capacity, well rounded in front line fighting.
* Wizard: Mid-Range Support, variable damage, low damage capacity, can take a massive range of abilities. Good for playing solo or with low player counts.
* Ranger: Long/Mid-Range fighter, high damage, low damage capacity
* Thief: Short Range striker, high damage, support bonuses, very low damage capacity, needs support from his team, not recommended for solo play.
* Distance/Range

There are three distances that characters can be away from monsters/bosses: Short, Medium, and Long. Characters can move between the different distances and use them to their advantage. The boss itself cannot move, however it can force players to move toward it or away from it. Certain abilities only work at a certain range, or have a greater effect at different ranges.

* Player Deck

Players will build a deck as the game goes on however players will also start with cards based on their class and ones purchased from the shop. The player will have four cards in front of them at any given time and on their turn can use one of these cards, used cards are discarded for this round and cannot be used again UNLESS the card says otherwise. Bosses will have cards as rewards that can be distributed to players. Shop will have cards to buy.

* Game Round and Player Turn

A player on their turn may pick one card to play as their first action, this is not necessary. After this they may then pick a second generic action that may have been affected by the card they played. All players play before the enemy gets to go (SUBJECT TO CHANGE).

* Generic Actions

Some generic actions are not available to all classes.

Dodge: If the boss targets this player, the player draws 2 combat cards, if the value is 2 or greater, then the player avoids the whole attack and gets to counter attack. (not available for brute, thief dodge works every time unless otherwise stated by the boss’s attack)

Move: Move back or forward a row. (Wizard is able to move to any row in one movement. Knight cannot move into the back row)

Aim: Adds 50% damage rounded up to the player’s next ranged attack. (wizard cannot aim, ranger gets x2 damage)

Attack: make an attack on the enemy (Brute may make two attacks if under ½ health, Ranger attacks at distance one is ½ rounded up)

Rest: Clear your card row and reshuffle them into your deck and draw four new ones. (knight can rest and pick which cards to remove from the row, thief cannot rest unless in the back row)

Each class has one action it is ‘disadvantaged’ in and one action it has an advantage in.

* Boss action and turn

A boss draws an ‘action card’ that describes what the boss does on this turn. It may make it make an attack, it may heal, it may summon minions, select the target of an attack, etc.

A boss only takes one action unless its one of this boss description cards says otherwise.

Boss minions all activate immediately after the boss in order of closest to farthest and lowest hp to highest.

* Boss defining:

To build an opponent you start by drawing a boss card. This card will give you what the enemy is, and some basic stats about it: What reward cards, cards to add to combat deck, action cards to add, and how many modifier cards to draw and any specific modifiers. Then you draw a terrain card, this is the setting of the battle, it will possibly add more specific modifiers, rewards, and cards to the boss’s combat deck. Modifiers add additional abilities, action cards, or rules to the boss fight, there are two types, specific modifiers designated by a number that you will be required to find and reveal, and then random ones that are drawn to add more variety to a boss. Then lastly the boss needs a boss rules card, this card can define additional rewards and modifiers but it also sets up more specific actions for the boss and how the boss can actually be defeated by the players, sometimes it may have to do with attacking the boss itself, maybe its fighting off minions, or surviving for a set amount of time.