

# RULES OF PLAY

## FREE-FOR-ALL, TURN-BASED COMBAT GAME

### SECTION 1— CHARACTER CREATION

1. This game is designed for 2-6 characters, each controlled by a single player.
2. When creating a character, players must specify:
  - a. Character name
    - i. Each character name must be unique. Players who enter a repeat name will be prompted to enter another name.
  - b. Class
    - i. Players may choose one of 3 classes: Warrior, Mage, Rogue.
      1. Warrior: Warriors are sturdy, with great strength and vitality. However, they are slow and highly susceptible to magic. They also have the most limited arsenal of moves, with just 2 special attacks.
      2. Mage: Mages are highly intelligent magic wielders with a diverse array of spells. They have moderate dexterity and endurance but low vitality.
      3. Rogue: Rogues are known for their cunning and guile, with high dexterity and moderate intelligence and endurance, but low strength.
  - c. Stat Allocation
    - i. Each character starts with base stats determined by their class.
    - ii. Each character has 20 points which are allocated by the player among 6 attributes:
      1. Vitality: Vitality is a measure of a character's ability to heal and withstand attacks. It determines the characters' starting **hit points**<sup>1</sup>, as well as the amount of **stamina**<sup>2</sup> regenerated by either blocking or resting.
      2. Endurance: Endurance is a measure of a character's capacity for sustained exertion. Characters with high endurance start with more stamina and have lower stamina costs for attacks.
      3. Strength: Strength measures the physical power of a character. Standard attacks, as well as the warriors' special attacks, scale with strength.
      4. Dexterity: Dexterity measures the agility of a player. Characters with high dexterity move swiftly and precisely. This makes them harder to hit with physical attacks. Rogue special attacks scale with dexterity.
      5. Intelligence: Intelligence measures a character's capacity to wield and defend against magic. Mage special attacks scale with intelligence.
      6. Faith: Faith measures a character's belief in and devotion to a higher power. Faith is implemented for the future creation of a cleric class. Clerics' spells will scale with faith.
    - iii. Players **MUST** spend all 20 points.
    - iv. No one attribute may exceed a value of 30.
3. Once the players elect to continue with at least 2 characters or 6 characters are created, combat begins. Characters will hereon be referred to as "combatants."

### SECTION 2— COMBAT

#### SUBSECTION 1— PROGRESSION

1. Combat occurs in rounds.
  - a. Under normal conditions, each combatant makes one move per round.

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<sup>1</sup> **Hit points**: a value quantifying the amount of health a character has left; damage is dealt in terms of hit points

<sup>2</sup> **Stamina**: a value quantifying a character's energy; every move a character makes has a stamina cost

- i. All moves fall into one of four categories: Attack, Special Attack, Block, or Rest. These will be discussed in detail later.
  - ii. The order in which combatants select moves is random.
  - iii. The move selections for all combatants are collected before any one move is executed.
  - iv. The order in which combatants select their moves is randomized prior to the beginning of combat.
- b. At the conclusion of each round, results for all the moves and effects processed in that round will be displayed, along with each combatant's hit points and stamina. Players will also be given the option to display the effects on each combatant at the start of the round.

## SUBSECTION 2— SELECTING A MOVE

1. Each combatant who is not incapacitated will be prompted to select one of 4 moves:
  - a. Attack— Each combatant has a standard attack which has moderate to low damage and low stamina cost. All regular attacks are physical and non-ranged.
  - b. Special attack— Each combatant has multiple special attacks from which they will choose after selecting the “Special attack” option. Special attacks are powerful and thus have high stamina costs. They can inflict high amounts of damage and apply unique effects.
  - c. Block— Blocking grants a combatant a physical defense boost for the round. It also regenerates a small amount of stamina based on the vitality of the combatant.
  - d. Rest— Resting regenerates a large amount of stamina based on the vitality of the combatant.
2. Combatants who are incapacitated will be skipped.
3. If a combatant does not have enough stamina to perform the action they chose, they will be prompted to select another.

## SUBSECTION 3— SELECTING A TARGET

1. The following cases may arise once a player elects to perform an attack or special attack:
  - a. Special attacks that do not require a target→ Game proceeds
  - b. An attack or special attack with just 2 combatants in the game → The other combatant is automatically selected
  - c. An attack or single-target special attack with more than 2 combatants in the game→ Player chooses a combatant to attack
  - d. **Multi-target**<sup>3</sup>, **order-independent**<sup>4</sup> special attack whose maximum targets is greater than or equal to the number of targets in the game→ All targets are selected, and the game proceeds onward
  - e. A multi-target, order-dependent special attack→ Player selects the order in which targets are attacked. The last target is selected automatically if the maximum targets is greater than or equal to the number of targets
2. Players MAY NOT choose less than the maximum targets if there are other potential targets.

## SUBSECTION 4— STANDARD ATTACK

1. All combatants have a standard, non-ranged, physical attack. This attack has low stamina cost, but also low damage.
  - a. Base damages for standard attacks are calculated randomly using a range of numbers determined by the combatant's class.
    - i. Classes in order of increasing base damage: Mage, Rogue, Warrior
  - b. The strength modifier (refer to subsection 7 for more detail) is added to base damages to calculate final damage.
  - c. Base stamina cost is constant across all classes. The endurance modifier is subtracted from base stamina cost to calculate a final stamina cost.
2. Standard attacks use the standard method of determining whether the attack hits or misses. This standard method proceeds as follows:
  - a. An attack roll is determined by a random number plus a constant “to hit” value.

<sup>3</sup> **Multi-target**: some special attacks allow for the selection of multiple targets; maximum targets gives the greatest number of targets which can be selected

<sup>4</sup> **Order-independent**: special attacks are either order-independent or order-dependent. The order in which targets are selected does not influence the outcomes special attacks that are order-independent

- b. This is compared against the target's physical defense, which is the sum of a **class-based**<sup>5</sup> constant and the target's dexterity modifier.
  - i. Targets who are blocking against physical attacks get a physical defense boost.
- c. If the attack roll is greater than or equal to the target's physical defense, the attack is successful, and damage is dealt. Otherwise, the attack misses, and the target takes no damage.

## SUBSECTION 5— SPECIAL ATTACKS

### Warrior

1. Quake— *The warrior slams the ground in an earth-splitting maneuver, knocking an adversary off balance.*
  - a. Quake is a single-target, physical, ranged attack with high stamina cost and high damage.
  - b. Quake:
    - i. Hits automatically.
    - ii. Has damage that scales with strength.
    - iii. Produces an effect which reduces the target's dexterity by 5 for the next 2 rounds.
2. Cleave— *The warrior delivers a crushing blow to an opponent, leaving them in a stupor.*
  - a. Cleave is a single-target, physical, non-ranged attack with high stamina cost and high damage.
  - b. Cleave:
    - i. Uses the standard method of determining hit or miss.
    - ii. Has damage that scales with strength.
    - iii. Has a 10% chance to produce an effect that incapacitates the target for the next round.

### Mage

1. Magic missile— *The mage fires a heat-seeking barrage of concentrated energy.*
  - a. Magic missile is a single-target, magical, ranged attack with moderate stamina cost and moderate damage.
  - b. Magic missile:
    - i. Hits automatically.
    - ii. Fires a quantity of missiles, each doing equal damage, determined by the mage's intelligence.
  - c. If the target's magic defense (sum of class-based constant and intelligence modifier) exceeds the attack roll, damage is halved.
2. Cloudkill— *The mage conjures a chaotic nebula which has the potential to instantaneously disintegrate its target.*
  - a. Cloudkill is a single-target, magical, ranged attack with very high stamina cost.
  - b. Cloudkill:
    - i. Has a small chance, calculated as the difference between a constant and the target's magic defense as a percent, to outright kill its target.
3. Wall of Fire— *The mage forms a magnificent inferno around their being which sets ablaze all who attempt to cross its fiery threshold.*
  - a. Wall of Fire is a long-lasting defensive spell with moderate damage and high stamina cost.
  - b. Wall of Fire:
    - i. Is independent of the mage's intelligence.
    - ii. Deals damage to all combatants who attack the mage with a standard attack or with a physical, non-ranged special attack for 3 rounds.
4. Freeze— *The mage encases an opponent in an icy tomb, rendering them helpless for a time.*
  - a. Freeze is a single-target, magical, ranged spell with high stamina cost.
  - b. Freeze:
    - i. Is independent of the mage's intelligence.
    - ii. Incapacitates opponents for 2 rounds when successful.
    - iii. Has a probability which decreases with increasing magic defense of the target.

<sup>5</sup> **Class-based:** determined solely by the combatant's class

## Rogue

1. Backstab— *The rogue swiftly materializes from the shadows to strike an unsuspecting opponent.*
  - a. Backstab is a single-target, non-ranged, physical attack with moderate damage and low stamina cost.
  - b. Backstab:
    - i. Reduces the rogue's dexterity by 2 for the following round.
    - ii. Uses the standard method of determining hit or miss.
    - iii. Has damage that scales with dexterity.
    - iv. Has a chance to cause a bleeding effect, which reduces the target's hit points by a random value for each of the next 3 rounds.
2. Poison Dart— *The rogue launches a small dart which injects its targets with an insidious poison.*
  - a. Poison Dart is a single-target, ranged, physical attack with low damage and moderate stamina cost.
  - b. Poison Dart:
    - i. Uses the standard method of determining hit or miss.
    - ii. Reduces the hit points of its target each round for 3 rounds.
    - iii. Has a small chance to kill its target for every round the poison is active.
3. Knife Barrage— *The rogue unleashes a hissing flurry of throwing knives on opponents.*
  - a. Knife Barrage is a multi-target, order-independent, physical, ranged attack with moderate stamina cost and low damage.
  - b. Knife Barrage:
    - i. Uses the standard method of determining hit or miss for each target.
    - ii. Has damage that scales with dexterity and varies between targets.
4. Whirlwind— *The rogue spirals in a violent yet controlled manner, building momentum and striking targets with blinding speed.*
  - a. Whirlwind is a multi-target, order-dependent, physical, non-ranged attack with high stamina cost and variable damage.
  - b. Whirlwind:
    - i. Uses the standard method of determining hit or miss for each target.
    - ii. Has damage that scales with dexterity and varies between targets.
    - iii. Has a damage multiplier of  $n$  for the  $n$ th target selected.

### SUBSECTION 6— BLOCK AND REST

1. When combatants want to regain stamina, they must either block or rest.
  - a. Blocking:
    - i. Regenerates a moderate amount of stamina.
    - ii. Grants the combatant a physical defense boost for that round.
  - b. Resting:
    - i. Regenerates a large amount of stamina.
2. The amount of stamina regenerated by blocking and resting scales with the combatant's vitality.

### SUBSECTION 7— MODIFIERS

1. Modifiers are used alone or in conjunction with other factors to determine how to scale a value based on a stat.
2. The table below shows modifier values for all possible stat values:

Stat Value	Modifier
0	-5
1-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	1
14-15	2
16-17	3
18-19	4
20-21	5

22-23	6
24-25	7
26-27	8
28-29	9
30	10

## SECTION 8— EFFECTS

1. Effects are the lasting components of special attacks. This includes stat adjustments, defensive moves (i.e. Wall of Fire), incapacitation (i.e. Freeze, Cleave), and gradual hit point changes (i.e. Poison Dart).
2. End rounds of effects are inclusive. This means that effects with end round  $n$  will wear away after completion of the  $n$ th round.
3. Some effects will display a message at the start of each round (i.e. Bleed, Poison Dart).
4. Players can elect whether to display effects for each combatant at the start of each round.

## SECTION 9— ROUND PROCESSING AND RESULTS

1. Actions are considered to occur simultaneously. Strategy is the only aspect of play affected by the order in which combatants choose actions.
2. Results are displayed for each attack.
3. Statuses (hit point and stamina values) are displayed for each character at the end of every round.

## SECTION 3— WINNING THE GAME

1. There are two cases for the end of the game:
  - a. All combatants except for one are **defeated**<sup>6</sup>. The last combatant alive is the victor.
  - b. All combatants are defeated. This can occur when all remaining combatants defeat one another in the same round. When this happens, the battle is said to be a draw.

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<sup>6</sup> **Defeated**: combatants are defeated when they have no hit points