

BASIC MECHANICS

You start the game with the ability to do the following things:

1. **Move** — move your character from one square to another, one stamina per square. When you run out of stamina you can no longer move.
2. **Dash** — an improved “move” basically, let’s you move two squares for the price of three stamina. Goes on cool down after use.
3. **Attack** — perform a basic attack, either melee or ranged depending on the weapon / spell you have equipped.
4. **Drop / pick up** — no comment.
5. **Open / close** — no comment.
6. **Hide** — **a)** you have to have all your stamina to use; **b)** you have to be at least two squares from the mob; **c)** goes on long cool down.
7. **Ambush** — only accessible from Hide, uses a lot of stamina, only with certain types of weapons / spells, goes on long cool down.
8. **Distract** — you have to be a certain distance away from the mob (can’t be used when in melee range or combat), you have to have an item of some kind, goes on cool down.
9. **Discover** — ends your turn wherever you are or however much stamina you have left; lets you “find” something “normal” in the world (locations, enemies, friendlies, etc.).
10. **Explore** — like Discover, this lets you dig deeper into the world and find more exotic things. DOES NOT end the turn for the player, however the player can only do one of these per turn, either Discover or Explore, he cannot do both.
11. **Interact** — ??? Not sure how it works or if it’s even needed :D

What does a turn look like?

Before explore — move, discover (and then act based on that), move discover, move discover, etc.

After explore — move, discover / explore (and then act accordingly), etc.

How does spawning / manifesting work?

1. **Spawning buildings / locations / objects** — player chooses nearest available square to him and places it there.
2. **Spawning good NPCs** — see above.
3. **Spawning bad NPCs** — player chooses where they spawn HOWEVER they spawn a certain distance away based on their line of sight. Ex.: if the baddie has LoS 3, player must place him 3 squares away, and so on. This gives player time to react IF he has stamina left.

How does combat work?

1. You have to have line of sight
2. Then the target moves toward you following the quickest route
3. Actual combat
4. If baddie loses line of sight, player draws from behaviour deck

ACTUAL COMBAT

While in combat player cannot enter dungeons!!!

If player chooses to run away, the mob gets an attack of opportunity (still has to roll for it though).

When does combat end? — combat ends when player decides to, either if he runs out of stamina or spell power or whatever, but player decides when combat ends.

If he is in combat and decides to not do anything and just pass the turn, he gets punished with a free attack the baddie doesn't have to roll for (guaranteed hit 100%).

Assuming baddie sees player and moves in combat range, we are now...

IN COMBAT

Roll for attack — each weapon / spell needs to be rolled for and the item card will inform player what to roll. Ex.: dagger needs to roll one red and one blue dice; fireball needs two red dice and so on.

Roll for defence — whether blocking with a shield / spell or trying to dodge, both player and baddie will have a chance to do that with this option. Unsure how it works, but it works :D

Special attacks — these can be performed by both player and baddie and require a special dice. If player has access to special attacks, he rolls for it, if not he doesn't. Baddie however ALWAYS rolls for special attacks as each baddie has one (either passive or active). And if baddie hits the right number on dice he performs a special attack.

Example — player is being attacked by a dragon. Dragon rolls for basic attack and gets a purple dice for special attack (which is Breathe Fire). Dragon misses the basic attack, but hits the special one. At that point player applies whatever damage Breathe Fire does.

Who goes first? Combat turn is based on initiative? Too complicated to keep track of?

RANDOM STUFF

Geographic locations, such as trees, mountains and so on, are predetermined by us, meaning they are pre-sculpted on each tile. The reason for this is because if player discovers a mountain range for example and can place it wherever he wants, he will choose to NOT block his own path and place it behind him. By predetermining the location of these things we force the players to go around.