Beyond the Keep Reference Rule Book

Chapter

1. Objective
2. Context and Narrative Framing
3. Turns and Phases
4. Minions and Tower Concepts
5. Combat System
6. F2P & Social

Objective

The objective of the game is to deal enough damage to your opponent’s mother ship to destroy it. To get to the mother base you send out units (called Minions) which must get past your opponents minions and defenses (called Towers).

Context and Framing

A mysterious resource known as the Keep has been discovered by a futuristic race. Conflict arises over what The Keep should be used for, suddenly society is locked into an endless civil war and is divided into many factions. You the player command one such faction vying for control over The Keep.

Turns and Phases

Beyond the Keep is a turn based game with real time elements. The game is divided into two distinct phases, the turn based planning phase and the real time battle phase.

The Planning Phase

Players take turns planning their defenses by placing towers, planning their offenses by selecting Minions and placing them in a one of three lanes.

Each player has a personal planning phase where the hold the tablet themselves, the other player cannot see what they are doing on the tablet.

Minions and Towers cost resources (called Cash) to place. Players are given a fixed amount of Cash at the start of every planning phase.

When a player completes his planning he passes the tablet to the other player who does the same.

The Battle Phase

When the second player is complete their planning phase, the tablet is placed down so that both players can see both sides of the battlefield.

During this phase players can activate the towers they placed during the planning phases. Activating a tower costs energy, and thus a player is limited to how many towers they can have active at any given time.

All placed minions move forward along their lane. If a minion is within range of another minion they will fight one another (refer to chapter 5 on Combat Systems for more information). If a minion is within range of an opponent’s active defense tower it will be attacked by that tower. A Minion dies when it is out of health points. A minion that successfully makes it to the opponent’s mother ship can deal damage against it.

If at the end of the turn all the minions have been exhausted and both players mother bases remain intact, the game returns to the planning phase.

Minions and Tower Concepts

Minions

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| **Base Game Units** | | |
| **Picture** | **Name** | **Description** |
|  | Light Minion  “Scorpion” | [ HP: 01 ATK: 01 SPD: 03 ]  Cost per Unit: Cheap  Fast and fragile the light minion moves faster than any other unit and is typically the first to meet the enemy. They aren’t particulars harmful, but due to their speed and low cost they can soften up an enemy line before your big units get in. |
|  | Medium Minion  “Crab” | [ HP: 02 ATK: 01 SPD: 02 ]  Cost per Unit: Medium  The all-around unit, while it doesn’t excel at particularly anything, it also doesn’t have any real weaknesses. The type of unit you’ll gravitate towards if you are risk averse. |
|  | Heavy Minion  “Spider” | [ HP: 03 ATK: 03 SPD: 01]  Cost per Unit: High  The tank unit, the heavy unit is pricey buy can also brute force his way through the opposition. With such low speed he will often be found in the back of your unit line. Plan accordingly. |

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| **Add-On Minions­** | | |
| **Picture** | **Name** | **Description** |
|  | Healing Minion | [ HP: 01 ATK: 00 SPD: 02 ]  Cost per Unit: High  This minion can heal a unit in front of it by 1 point after every combat encounter; this unit however cannot deal damage to other minions or your opponent’s mother ship. |
|  | Scape Goat Minion | [ HP: 03 ATK: 00 SPD: 02 ]  Cost per Unit: High  This minion pairs itself with the unit in front of it; whenever that unit is in attacked, this unit takes the damage in its place.  If this unit is killed by a unit who dealt more damage than this unit has health, the remaining damage is nullified and is not carried over to the other unit.  This unit’s elemental attribute is used in defensive damage calculation and not the paired unit.  The Paired unit’s elemental attribute is used in offensive damage calculation.  This unit cannot damage the opponent’s mother ship. |
|  | Siege Minion | [HP: 01 ATK: 00 SPD: 02 ]  Cost Per Unit: High  This minion cannot directly deal damage to other minions, however if it manages to reach your opponent’s mother ship it deals a boosted 5 damage to the mother ship. |

Towers

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| **Boost Towers** | | |
| **Picture** | **Name** | **Description** |
|  | Accelerator | Cost per Unit: Med  Increases the speed of single unit by 2. |
|  | Elemental Catalyst | Cost per Tower: High  Increases the effect of Elemental Advantages.  Damage from an Elemental Advantage is doubled. |
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