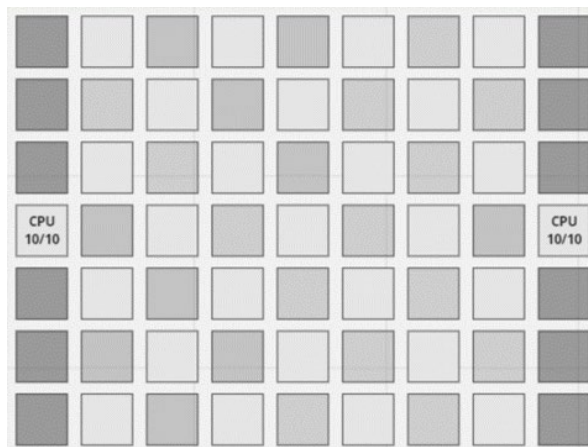


# Hardware Warfare: Game Instructions

- Before the game starts, each player has **16 Bits**, a currency they can use to buy characters for their team, which will then be stored in an inventory that will later be used during the game. They can buy multiple of the same character. They don't need to spend all the bits either. That section would look like so:



- After the game starts, the players can start placing their characters on the board and/or move or attack with said characters. Each player has their own turn to do any of these things. Taking any of these actions will end a player's turn and pass it to the opponent (you can only either place, move or attack in a turn). The player that gets to play first is chosen randomly.
- The 9x7 grid shown below is a representation of the board. The CPUs of each team can be found on each opposing side of the board (marked in red). The blue zone next to the CPUs is where the players can place their characters.

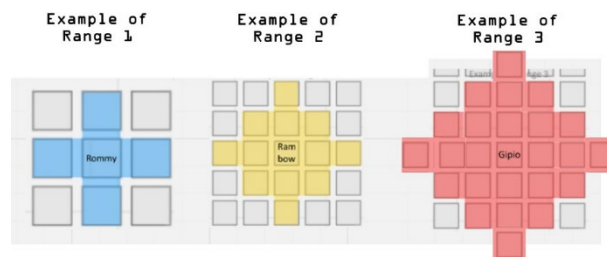


- A character can only move horizontally and vertically. The player may mix the two if the character they want to move is able to move more than one tile.
- A character can only attack another if the one getting attacked is within the attacker's range.
- If a character's HP reaches 0, it dies and it cannot be revived/reused.
- The game ends when a player destroys the enemy's **CPU** or all of the enemy's characters.

## Stats

Each character has 6 different stats: **HP**, **Damage**, **Speed**, **Range**, **Target**, and **Cost**.

- **HP**: How much **DMG** the character can take before being destroyed.
- **DMG**: By how much it reduces the **HP** of the target, when attacking.
- **SPD**: How many squares can it move in 1 turn.
- **Range**: From how many squares away can it attack a target. There are 3 different types of range:



- **Target**:
  - **Single (S)** = Attacks 1 enemy within **Range**.
  - **Area (A)** = Attacks all enemies within **Range**.
- **Cost**: How many **Bits** it costs to buy the character in the beginning of the game.

## Characters

- All the characters are based on computer components and all of them have different stats that affect their playstyle and interactions with other characters:
  - Rambow (**RAM**)
  - El Ventito (**Fan**)
  - Gipio (**GPU**)
  - Decibelle (**Sound Card**)
  - Rommy (**BIOS ROM**)

STATS	Max HP	DMG	SPD	Range	Target	Cost
Rambow	2	2	2	2	S	3
El Ventito	5	0	1	1	S	3
Gipio	1	1	2	3	S	4
Decibelle	4	2	1	2	A	4
Rommy	2	1	4	1	S	2

Additionally, El Ventito can push back the target by 1 square when attacking. This is the only character with a special property since they deal 0 DMG.

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