Game Manual

# Components

Castle

* Has health
* Can be healed?
* Can be modified/upgraded?
* Doesn’t take actions

Range Increments

* Far, Medium, Close
* Feeds into player’s/enemies taking actions

Enemies

* Have health
* Can be killed
* Move across the range bands
* Attack at a certain range, usually close
* When in range, damage the wall
* paper stands? 
* E2E flow:
  + First, determine if you’re in range to damage the wall
    - If not, take a movement action to move closer to the wall
    - If so, damage the wall
  + After taking an action (to move or attack), become “tapped” – can no longer take actions
  + After all enemies have been tapped, become untapped for the next round

Characters

* Unique types:
  + knight, archer, alchemist, engineer
  + Players choose type one at the start
  + Have unique tokens per type
* Characters start with some known abilities
* Gain additional abilities later
* Always have at least 5 energy to spend on using abilities’

Character abilities

* Different pools of possible abilities to gain depending on the character type chosen
* Use up different amounts of energy
* Often used to damage enemies
  + At different ranges
  + Doing different amounts of damage
* Can be used to generate a token, unique to the character type
* Can be used to tap an enemy, removing actions from them.

Mechanics

* Tapping
  + Something an enemy does
  + Indicates they can perform no other action
  + Usually an enemy is tapped after they move or attack, for tracking which enemy has acted and which one is left to act
  + Players can force an enemy to become tapped, effectively skipping their turn
* Tokens **(I put the token information here, but we should probably keep edits and further additions into the csvs of the specific character folders, among the csvs of character abilities)**
  + Placed on an enemy, when available for a character to place them
  + Provides a special effect, usually to an enemy, with a trigger
  + Knight token(s)
    - Cowardice token: applied at any time in a character turn, on an enemy at close range. Can be triggered (and then removed) by damage being dealt to the enemy, pushing them back a range increment and tapping them
  + Engineer Token(s)
    - Caltrops token: applied at any time in character turn, on the close range band. Can be triggered (and then removed) at will during any subsequent character turn, dealing 1 damage to a random enemy in range band.
    - Wall Token: applied at any time in character turn, on the wall (special). Can be triggered (and then removed) at will during any subsequent character turn, recovering 1 health for the wall.
  + Alchemist Token(s)
    - Weaken Token: applied at any time in character turn, on enemy at close or medium range. Can be triggered (but *not* removed) by damage being dealt to the enemy, tapping them
  + Archer Token(s)
    - #### Token: applied at any time in character turn, on enemy at any range. Can be triggered (but *not* removed) by damage being dealt to enemy, apply an additional point of damage
* Defending the wall **(Robin’s note: is this too complicated, tracking multiple character’s health? Is it worth having for what flexibility it gives? Maybe it can be a variant rule, but not the default?)**
  + Players can decide to place their character in front of the wall before the enemy’s turn
  + During that enemy’s turn, all damage that would hit the wall instead hits the character
  + Damage always goes away a 2 turns after being dealt to a character. Example:
    - Round X, character turn, knight with 25 health defends the wall.
    - Round X, enemy turn, 10 damage directed at the wall goes to the knight instead: wall takes 0 damage, knight is at 15 health
    - Round X + 1, character turn, knight does not defend the wall
    - Round X + 1, enemy turn, some damage might make its way to the wall
    - Round X+2, character turn, knight regains the 10 health lost, and is at 25 health (full)
  + Example 2 of the above:
    - Round X, character turn, knight with 25 health defends the wall.
    - Round X, enemy turn, 10 damage directed at the wall goes to the knight instead: wall takes 0 damage, knight is at 15 health
    - Round X + 1, character turn, knight defends the wall again
    - Round X + 1, enemy turn, 8 damage directed at the wall goes to the knight instead, again: wall takes 0 damage, knight is at 7 health
    - Round X+2, character turn, knight regains the 10 health lost, and is at 17 health
  + If damage surpasses the character’s max health, they cannot take actions in the following character’s turn. Subsequent damage then goes to damage the wall. Example:
    - Round X, character turn, knight with 25 health defends the wall.
    - Round X, enemy turn, 30 damage directed at the wall first goes to the knight: wall takes 5 damage, knight is at 0 health
    - Round X + 1, character turn, knight takes no action
    - Round X + 1, enemy turn, some damage might make its way to the wall
    - Round X + 2, character turn, knight regains the 25 health lost, and is at 25 health (full)

# Sample Board Layout

