Jason Clark

GAT211

Project 1

Concept and Design Document

1. Brainstorming/Initial Ideas

I was in GAT211 last semester (Fall 2014) and stayed in the class until the week in which project 2 was due. Due to health problems out of my control, I felt I no longer had the time to commit to a class such as this that required a great deal of my time, even though it was one I enjoyed immensely. I say all this so that you will be aware that I have already gone through this first project once successfully (scoring a 94), but that I do not intend to rest on the “laurels”—whatever they may or may not be—of that former project. I’ve decided it will be a far more productive experience to create new, hopefully better systems and games since I have the luxury of repeating an assignment with which I have had a great amount of experience. With that said, I will now relate the process by which I created these two new battle systems.

Since I was getting another shot at this familiar assignment, I decided it might be beneficial to change up the creative process I’ve usually used in these classes before where I started with a theme or vague narrative and worked from there. This time I wanted to start with the mechanics only and create a system without any set theme in mind, letting the mechanics completely define the experience, at least in the beginning. Ever since I made my first board game in GAT210 (a cooperative game where two players were trying to escape destruction by a tornado) I’ve wanted to find a way to reuse sand timers as both a component and mechanic. The sand timer brought an intensity to that first game that my games since then, while still having their own virtues, have sadly lacked. So, I decided I would just start with the sand timer and figure things out from there. Since this assignment required that we make a battle system using the five most common battle traits or statistics—Attack, Defense, HP, Damage, Armor—I immediately thought about using the sand timer to fill in for one or more of those traits. The most obvious one, to my mind at least, was Hit Points. I thought it might be interesting to have someone’s hit points drop at a constant rate once they had been hit instead of losing some set amount of hit points for a given attack. This has at least a tenuous connection to reality that set amounts of damage lack: once a person has been injured grievously, they tend to lose blood and get progressively worse over time.

When I discussed this idea with Joe at the end of the lecture on Monday, he mentioned I might want to use colored sand to represent the different traits they stand for. Red for HP (Blood), Blue for Armor, and so on. So, without much more thought put into it, I ordered a bunch of sand timers from Amazon and decided to work on the system with the mechanics in hand. In the meantime, I had another idea for a system that I had been wanting to pursue since last semester: a crafting game that uses the mechanics of a combat system. With Joe, I talked about the pros and cons of developing as a PvP game or a PvE, and they both have their own particular challenges and charms. In a PvP system, the narrative might be that two smiths are trying to earn the same contract by creating the best sample of their wares. As such, the players would be both attempting to craft an item while also trying to sabotage the other player. This particular solution, while interesting in its own right, appeared to be a bit too complex for the simple system we were being asked to create for this particular assignment. So, I decided that I would attempt to make a PvE system where the player would try to craft different items, gaining benefits to stats with each successive build while also suffering randomized setbacks to each project that would come naturally when trying to smith a weapon (missed anvil hits, overheating, etc…). These setbacks would act as the “attack” against the current item, lowering its overall HP. Each item would have to have a limit to how much HP it could lose before it drops in quality, which would then affect the gain in stats at the end of the build. Of course, if the item reaches 0 HP, the build fails altogether and the player loses. The “armor” trait would be the character’s stat that can protect against setbacks and is consequently raised upon item completion. Thematically, the armor could be “knowledge” or “competency”. There could also be random “power-ups” in addition to set backs that either increase the player’s “knowledge” or give the player an especially well-executed maneuver that increases the HP of the object. As I am coming to see, there is a great depth of potential here. But for now, back to the sand timers.

Upon receiving the sand timers, I started to look at the various timespans available to me, deciding that the HP should probably be the longest time available with traits such as armor, which takes the place of the timer representing HP, ideally around half that time. I didn’t want to use any more than two sand timers to keep the game from becoming a confusing, chaotic mess, but I still needed another mechanic to initiate attacks in the first place. To keep things as simple as possible for the time being, I created a rule where the attacker roles a D6 and the defender rolls a D4. If the attacker rolls higher than the defender, the defender loses their armor and their HP sand timer begins to count down. If a player has their HP timer running down, they can then use their attack roll (D6 again) to “regain” their armor by rolling successfully against the other player (D4). I stopped there as going much farther would have required introducing more rules into system without testing the possibly overly chaotic base mechanic. So, with these prototypes done, I went to the lab.

1. Notes for First Iteration

Combat-Crafting Game Ideas

Three phases?

1. Collection of Materials
   * Players buy “components” to use in the construction of the weapon or shield
   * These components are different colors of chalk
   * They use the coins given to them to buy certain colors that have certain properties when used
   * So, what are these properties???
   * What traits do weapons have including those in fantasy games?
     + Durability, Balance, Quality of the Steel, Sharpness of the blade, Handle/Cross Guard
     + Ornamental items like: inlaid jewels, golden cross guard, precious metals used in the handle
     + Magical properties that give the weapon supernatural strength: Unbreakable blade, A blade that will cut through anything, A sword surrounded by fire, ice, or lightning
   * Cards with the category of trait on one side that is drawn randomly that players then bid on. Only when a certain player has won the bidding can they flip the card over to see what they have bought
   * There will need to be degrees of components within each category from common to legendary known by players so they know relative value of what they’re bidding on
   * Each part has a max. bid amount that if tied goes to a dice roll
   * So, the three categories should be
     + Metals: quality of steel, durability, sharpness, materials for cross guard and handle
     + Ornaments: jewels, precious metals like silver, gold, and platinum
     + Magic: spells that grant the weapon supernatural strength (see prev. note)
2. Crafting the Weapon
   * Players use the various colored chalk that they have to construct the weapon. The pieces that are added to it define the overall hit points of the weapon
   * When crafting, random events occur that affect the overall outcome of the finished weapon.
   * These events could include: Missed and Critical Hits, Different degrees of shaping the blade, aesthetic misfires and masterpieces
   * Should these also come as card that must be randomly drawn?
   * What about the interaction between the two players?
   * Could things like skill, knowledge, and experience act as combat traits that protect the player from both random mistakes as well as attempts by the other player to sabotage the weapon?
   * Steps of constructing the weapon?
     + The handle
     + The cross guard
     + The blade
     + Ornamentation
     + Magical Properties
   * Should each round be timed to increase difficulty, keep players from taking forever?
   * At each stage the players have an opportunity to sabotage the other player by buying special “sabotage cards” with any coins they still have left.
   * Maybe both options should require spending coins so that they don’t use them all at the beginning; they would need to think ahead.
   * Whatever is decided, the finished product has a few traits that are numerically defined by the pieces that made up the weapon as well as any bonuses or penalties incurred during the process of making it.
   * Hit points = overall durability
   * Opulence = aesthetic value
   * Magicks = magical abilities
   * All of these attributes will be put into use in the next and final phase
3. Fighting with the Weapons
   * Players draw a card that has a warrior on it. This warrior will wield the weapon just made.
   * Each warrior must have their own unique attributes that tie into the stats of the weapon
   * They could be mercenaries that one buys with however much coin each player has left
   * The more expensive the mercenary, the better they will be at wielding the new weapon.
   * This could be a chance for a player with a not great sword to make up for losses incurred in the previous rounds

Note to self: Get the smaller chalk boards for players to keep track of what stats they have bought and used.

1. First Iteration (Before Lab 2)

Untitled Crafting-Combat System

Components

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 2 packs of white chalk
* 2 packs of colored chalk
* 1 felt eraser
* 1 bag of gold coins
* 1 bag of green coins
* 1 six-sided die

Setup

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, pack of white chalk, pack of colored chalk
* One player takes the bag of gold coins, the other takes the green coins
* Share the eraser as needed.

Goal

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

Rules

The game has three, distinct rounds—Materials, Crafting, and Combat—that must be played in order. Only when one round has finished may the next start.

Pre-Game Information

* Each player gets a piece of white chalk at the start of any game
* The smaller chalkboard is used to keep notes and keep track of various stats as the game unfolds
* All effects from the weapons during combat (that have not been noted in the descriptions themselves) occur on the next time the player who has been hit or is guarding takes their turn to fight.
* All effects from materials last only as long as described in the Materials Round section during combat. That is, to gain more than one instance of a particular effect, you must buy more than one material.

Materials Round

* With the coins in each bag, players must bid on the different materials they will use to make up their weapon. These materials are represented by the colored chalk.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon
  + Red – Attack power is increased (2 x Base Damage for a total of 6 damage per hit)
  + Blue – Durability is increased (Weapon acts as a minor shield, reducing overall damage per hit by 1)
  + Green – Poison is added (A DoT equaling 2 hit points per turn for 2 turns on every hit)
  + Yellow – Blade on the weapon is incredibly sharp (Player hit with this weapon bleeds, losing 3 hit points the following round)
  + Purple – Magic Protection is added (User of the weapon wards off 2 hit points of damage for the next two rounds after weapon is used)
  + Orange – Magic Attack is added (For the next two rounds, the player hit with weapon carrying this magic suffers 1 hit point of damage and loses 1 damage per hit against their opponent)
* Players may bid as high as they like as long as that bid does not cause them to run out of coins.
* Bidding may not exceed 10 coins.
* If there is ever a tie between bids, the auction is decided by a roll of a six-sided die.
* Any coins players have not used after the bidding is over may be saved as bonus coins when hiring the mercenary to wield their weapon.

**Crafting**

* Using the piece of white chalk along with their colored chalk, players have five minutes in which to craft their weapon. Crafting takes the form of drawing the weapon on each player’s respective medium-sized chalkboard.
* Each material—that is, piece of colored chalk—must be used in the drawing of the weapon. If that color is not used in a distinguishable and unique feature on the weapon, the bonus that material grants is lost.
* After the five minutes is over, players must name their weapon and on the small-sized chalkboard, write all the stats that their weapon contains.

**Combat**

* Either deciding between themselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent being mostly irrelevant) is given a bonus of 3 coins.
* Each player will then receive 10 coins back from the original supply they had at the beginning of the game.
* Using these coins, players will then choose a mercenary by buying skill sets they wish to use in combat. Write down each stat gained on your small-sized chalkboard. The skills and their cost are as follows:

(All of the percentages below apply to the role of a 10-sided die during combat.)

Attack Success Rate (mandatory purchase)

* + 5 coins = 100% successful attack
  + 3 coins = 70% successful attack
  + 1 coins = 50% successful attack

Damage Mitigation

* + 5 coins = 50% mitigation of damage
  + 3 coins = 30% mitigation of damage
  + 1 coins = 10% mitigation of damage

Damage Multiplier

* + 5 coins = 3x multiplier to base damage
  + 3 coins = 2x multiplier to base damage

Hit Point Addition (each mercenary starts with 15 hit points)

* + 5 coins = 5 extra hit points
  + 3 coins = 3 extra hit points
  + 1 coin = 1 extra hit point
* Finally, using the stats from the weapon as well as those gained from the mercenary hired, combat begins. A six-sided die is rolled to see which player attacks first.
* The player who wins the die roll, rolls the ten-sided die to see if they have successfully hit the other player. If their roll is successful, the players determine the amount of damage taken using the stats they have tallied on their small-sized chalk board.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* Play continues until one mercenary has lost all of their HP, thus ending the game.

1. Second Iteration (Following Lab 2)

Untitled Crafting-Combat System

Components

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 1 pack of white chalk
* 1 pack of colored chalk
* 1 felt eraser
* 1 bag of gold coins
* 1 bag of green coins
* 1 six-sided die
* 1 ten-sided die

Setup

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
* Remove the colored chalk pieces from the box and lay them out on the table to be used later.
* One player takes the bag of gold coins, the other takes the green coins
* Share the eraser as needed.

Goal

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

Rules

The game has three, distinct rounds—Materials, Crafting, and Combat—that must be played in order. Only when one round has finished may the next start.

Pre-Game Information

* Each player gets a piece of white chalk at the start of any game
* The smaller chalkboard is used to keep notes and keep track of various stats as the game unfolds
* All effects from the weapons during combat (that have not been noted in the descriptions themselves) occur on the next time the player who has been hit or is guarding takes their turn to fight.
* All effects from materials last only as long as described in the Materials Round section during combat. If you buy more than one of the same component that has an effect like this, it must be added on during the combat stage of the game.

Materials Round

* With the coins in each bag, players must bid on the different materials they will use to make up their weapon. These materials are represented by the colored chalk.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon
  + Red – Attack power is increased (2 x Base Damage for a total of 6 damage per hit)
  + Blue – Durability is increased (Weapon acts as a minor shield, reducing overall damage per hit by 1)
  + Green – Poison is added (A DoT equaling 2 hit points per turn for 2 turns on every hit)
  + Yellow – Blade on the weapon is incredibly sharp (Player hit with this weapon bleeds, losing 3 hit points the following round)
  + Purple – Magic Protection is added (User of the weapon wards off 2 hit points of damage for the next two rounds after weapon is used)
  + Orange – Magic Attack is added (For the next two rounds, the player hit with weapon carrying this magic suffers 1 hit point of damage and loses 1 damage per hit against their opponent)
* Players each decide on a certain amount of coins to bid for a certain trait and secretly put that amount of coins in their hand without revealing it to the other player. Players must decide on which trait to bid for as the auction goes on.
* Once both players are ready, they reveal their bid amounts at the same time.
* If there is ever a tie between bids, the trait in question is removed from gameplay for the rest of the game.
* Any coins players have not used after the bidding is over may be saved as bonus coins when hiring the mercenary to wield their weapon.

**Crafting**

* Using the piece of white chalk along with their colored chalk, players craft their weapon on the medium-sized chalkboard.
* Each material—that is, piece of colored chalk—must be used in the drawing of the weapon. If that color is not used in a distinguishable and unique feature on the weapon, the bonus that material grants is lost.
* Once their drawings are finished, players must name their weapon and on the small-sized chalkboard, write all the stats that their weapons contain.

**Combat**

* Either deciding between themselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent being mostly irrelevant) is given a bonus of 3 coins.
* Each player will then receive 10 coins back from the original supply they had at the beginning of the game.
* Using these coins, players will then choose a mercenary by buying skill sets they wish to use in combat. Write down each stat gained on your small-sized chalkboard. The skills and their cost are as follows:

(All of the percentages below apply to the role of a 10-sided die during combat.)

Attack Success Rate

* + 4 coins = 100% successful attack
  + 2 coins = 70% successful attack
  + If no coins are spent, mercenaries have a base 50% successful attack.

Damage Mitigation

* + 5 coins = 50% mitigation of damage
  + 3 coins = 30% mitigation of damage
  + 1 coins = 10% mitigation of damage

Damage Multiplier

* + 5 coins = 3x multiplier to base damage
  + 3 coins = 2x multiplier to base damage

Hit Point Addition (each mercenary starts with 15 hit points)

* + 5 coins = 5 extra hit points
  + 3 coins = 3 extra hit points
  + 1 coin = 1 extra hit point
* Finally, using the stats from the weapon as well as those gained from the mercenary hired, combat begins. A six-sided die is rolled to see which player attacks first.
* The player who wins the die roll, rolls the ten-sided die to see if they have successfully hit the other player. If their roll is successful, the players determine the amount of damage taken using the stats they have tallied on their small-sized chalk board.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* At the end of each round, players may add on any round-based materials that were bought at the beginning of the game that have not yet been used. If neither player has anything to add, nothing happens, and play resumes.
* Play continues until one mercenary has lost all of their HP, thus ending the game.

1. Third Iteration (Before Lab 3)

Untitled Crafting-Combat System

Components

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 1 pack of white chalk
* 1 pack of colored chalk
* 1 felt eraser
* 1 bag of 15 gold coins
* 1 bag of 15 green coins
* 1 six-sided die
* 1 ten-sided die

Setup

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
* Remove one of each colored chalk piece from the box.
* One player takes the bag of gold coins, the other takes the green coins

Goal

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

Rules

The game has three, distinct rounds: Materials, Crafting, and Combat. Only when one round has finished may the next start.

Pre-Game Information

* The smaller chalkboard is used to keep notes and keep track of various stats as the game unfolds
* All effects from the weapons during combat (that have not been noted in the descriptions themselves) occur on the next time the player who has been hit or is guarding takes their turn to fight.
* All effects from materials last only as long as described in the Materials Round section during combat.

Materials Round

* With the coins in each bag, players must bid on the different materials they will use to make up their weapon. These materials are represented by the colored chalk.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon
  + Red – Attack power is increased (2 x Base Damage for a total of 6 damage per hit)
  + Blue – Durability is increased (Weapon acts as a minor shield, reducing overall damage per hit by 1)
  + Green – Poison is added (A DoT equaling 2 hit points per turn for 2 turns on every hit)
  + Yellow – Blade on the weapon is incredibly sharp (Player hit with this weapon bleeds, losing 3 hit points the following round)
  + Purple – Magic Protection is added (User of the weapon wards off 2 hit points of damage for the next two rounds after weapon is used)
  + Orange – Magic Attack is added (For the next two rounds, the player hit with weapon carrying this magic suffers 1 hit point of damage and loses 1 damage per hit against their opponent)
* Using the pieces of colored chalk still left in the box, draw one out at random. This is the piece that will be bid on first.
* Bid on the selected piece until one of you refuses to go higher.
* The winner is awarded the chalk and the next piece is drawn.
* Any coins players have not used after the bidding is over may be saved as bonus coins when hiring the mercenary to wield their weapon.

**Crafting**

* Using the piece of white chalk along with their colored chalk, players craft their weapon on the medium-sized chalkboard.
* Once their drawings are finished, players must name their weapon and on the small-sized chalkboard, write all the stats that their weapons contain.

**Combat**

* Either deciding between themselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent being mostly irrelevant) is given a bonus of 3 coins.
* Each player will then receive 10 coins back from the original supply they had at the beginning of the game.
* Using these coins, players will then choose a mercenary by buying skill sets they wish to use in combat. Write down each stat gained on your small-sized chalkboard. The skills and their cost are as follows:

(All of the percentages below apply to the role of a 10-sided die during combat.)

Attack Success Rate

* + 4 coins = 100% successful attack
  + 2 coins = 70% successful attack
  + If no coins are spent, mercenaries have a base 50% successful attack.

Damage Mitigation

* + 5 coins = -3 damage to every hit taken
  + 3 coins = -2 damage to every hit taken
  + 1 coins = -1 damage to every hit taken

Damage Multiplier

* + 5 coins = 3x multiplier to base damage
  + 3 coins = 2x multiplier to base damage

Hit Point Addition (each mercenary starts with 15 hit points)

* + 5 coins = 5 extra hit points
  + 3 coins = 3 extra hit points
  + 1 coin = 1 extra hit point
* Finally, using the stats from the weapon as well as those gained from the mercenary hired, combat begins. A six-sided die is rolled to see which player attacks first.
* The player who wins the die roll, rolls the ten-sided die to see if they have successfully hit the other player. If their roll is successful, the players determine the amount of damage taken using the stats they have tallied on their small-sized chalk board.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* At the end of each round, players may add on any round-based materials that were bought at the beginning of the game that have not yet been used. If neither player has anything to add, nothing happens, and play resumes.
* Play continues until one mercenary has lost all of their HP, thus ending the game.

All Changes Made:

* Tightening up, rewrites, and deletions of a number of rules to lesson overall number of rules and to improve clarity.
* Reduced Materials (colored chalk) to 6 pieces from the original 12
* Reduced total amount of coins players start with (15 down to 30) due to reduction of Materials.
* Reverted to previous, back-and-forth bidding system; again, this was due to the reduction in Materials (with only one of each piece, I thought the bidding might be more exciting this way)
* Changed Damage Mitigation modifier during the Mercenary selection section as it became apparent that using percentages along with all of the other additions and subtractions would make for far too much math.

1. Fourth Iteration (Following Lab 3)

**Untitled Crafting-Combat System**

**Components**

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 1 pack of white chalk
* 1 pack of colored chalk
* 1 felt eraser
* 1 bag of 30 gold coins
* 1 bag of 30 green coins
* 1 six-sided die
* 1 ten-sided die

**Setup**

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
* Remove one of each colored chalk piece from the box.
* One player takes the bag of gold coins, the other takes the green coins

**Goal**

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

**Rules**

The game has three, distinct rounds: Materials Bidding, Crafting, and Combat. Only when one round has finished may the next start.

Pre-Game Information

* The smaller chalkboard is used to keep notes and keep track of various stats as the game unfolds
* All effects from the weapons during combat (that have not been noted in the descriptions themselves) occur during the round directly proceeding their activation by the player.

Materials Round

* With the coins in each bag, you must bid on the different materials they will use to make up their weapon. These materials are represented by the colored chalk.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon by the player during combat:
  + Red – Attack power is increased (*2 x Base Damage for a total of 6 damage per hit; lasts 3 rounds*)
  + Blue – Durability is increased (*Weapon acts as a minor shield, reducing overall damage per hit by 3; last 2 rounds*)
  + Green – Poison is added (*A DoT that removes 4 hit points per round for 3 rounds; can only be applied on a successful attack; a new material CAN be added after DoT is applied*)
  + Yellow – Blade on the weapon is incredibly sharp (*Player hit with this weapon bleeds profusely, losing 7 extra hit points on the round its applied; lasts only 1 round*)
  + Purple – Magic Protection is added (*User of this weapon wards off 2 hit points of damage and is invulnerable to effects of other materials for the next two rounds*)
  + Orange – Magical Charm is added (*Player using this weapon is protected from all base damage, but not material-based damage for 3 rounds*)
* Using the pieces of colored chalk still left in the box, draw one out at random. This is the piece that will be bid on first.
* Both players decide how much they wish to bid and put that many coins in their hand without showing the other player. At the same time, they reveal their bids to each other.
* The winner is awarded the chalk and the next piece is drawn.
* Any coins players have not used after the bidding is over may be saved as bonus coins when hiring the mercenary to wield their weapon.

Crafting

* Using the piece of white chalk, create your weapon. You will be using your colored chalk to add to your weapon during the combat section of the game.
* Once your drawings are finished, create a name for your newly forged weapon and write it on the small chalk board, along with any material attributes you want to keep track of.

Combat

* Either deciding between yourselves or by grabbing an impartial judge, the player with the neatest, most awesome weapon (artistic talent is mostly irrelevant; bonus points for an epic name) is given a bonus of 3 coins.
* Each player receive 10 coins back from the original supply they had at the beginning of the game.
* You will now create a mercenary to wield your weapon. Each mercenary has a base amount of 20 hit points.
* Using your coins, choose your mercenary by buying skills you wish to use in combat. It’s a good idea to write these down on your small chalkboard to keep track of them. The skills and their cost are:

Attack Success Rate

* + 7 coins = 90% successful attack
  + 4 coins = 70% successful attack
  + If no coins are spent, mercenaries have a base 50% successful attack.

More Base Damage

* + 7 coins = Roll a D6 and add that value to base damage
  + 4 coins = Roll a D4 and add that value to base damage

More Hit Points

* + 7 coins = 12 extra hit points
  + 4 coins = 8 extra hit points
  + 2 coins = 4 extra hit points
* Once you’ve finished using all your coins, give your new mercenary a name. (No bonus here, but do you really want some unnamed, bundle of stats wielding your weapon?)

**Combat Now Begins!**

* Roll a six-sided die to see who attacks first.
* The winner rolls the ten-sided die to see if they have successfully hit the other player based on their Attack Success Rate. If your roll is successful, determine the how much damage you do (and how much the defending player can mitigate) using the bonuses and stats you can apply.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* At the end of each round, you have the opportunity to beef up your weapon by adding the materials you have. If you do add one, use that piece of colored chalk to add to the drawing of your weapon. Make it unique, give it some style, turn it into the most awe-inspiring, intimidating tool of destruction your can imagine!
* Keep playing until one mercenary has lost all of their HP, ending the game.

All Changes Made:

* Overall, I tried to remove referring to the players in the third-person, instead addressing them as “you”. Also, I started to add some flavor text to the rules, rewriting some rules to make them sound less stuffy, and just tried to lighten the whole thing up a bit.
* Amount of coins players start with is back up to 30.
* Changed the effects of all the materials so that there are round-based. No material lasts for the entire fight.
* Reverted back to the blind-bidding system.
* When players first craft their weapon, they use only white chalk, saving the colored chalk for combat.
* Changed 100% success rate to 90%.
* Increased coin cost of all mercenary stats.
* Changed damage multiplier mercenary stat to rolling a die to add to base damage.
* Increased amount of hit points that can be added.
* Removed the damage mitigation bonus altogether.
* Changed combat so that players can add the materials they won during the auction section in between each round.

1. Fifth (Rough Final) Iteration

**BattleSmiths**

**Components**

* 2 medium-sized chalkboards
* 2 small-sized chalkboards
* 1 pack of white chalk
* 1 pack of colored chalk
* 1 felt eraser
* 1 bag of 30 gold coins
* 1 bag of 30 green coins
* 1 four-sided die
* 1 six-sided die
* 1 ten-sided die

**Setup**

* Each player takes one each of the following: medium-sized chalkboard, small-sized chalkboard, and a stick of white chalk.
* Remove one of each colored chalk piece from their box and set them aside. They will not be used. Keep the rest in the box.
* One player takes the bag of gold coins, the other takes the green coins

**Goal**

To craft the best weapon possible—using materials that grant attack and defense bonuses, as well as defensive and offensive magic—so that the mercenary you hire to wield it may be successful in combat against your opponent.

**Rules**

The game has four distinct rounds that must be played in order:

1. **Hire Your Fighter**, where you’ll be buying stat bonuses making a customized fighter to wield your weapon.
2. **The Materials Auction**, where you’ll be bidding against each other to gain materials to craft your weapon.
3. **Forge Your Weapon**, where you’ll be crafting your weapon on the large chalkboard using the white piece of chalk.
4. **Combat!**where you’ll be fighting to the death using the weapons you’ve just made.

Hire Your Fighter

* Take 15 coins out of your bag. You can now use these to buy any combination of the following stat bonuses that you see fit. You’ll want to write down whatever you choose on your small chalkboard for reference later.

Attack Success Rate

* + 8 coins = 90% successful attack
  + 5 coins = 70% successful attack
  + If no coins are spent, mercenaries have a base 50% successful attack.

More Base Damage (not affected by damage multipliers)

* + 7 coins = Roll a D6 and add that value to total damage done.
  + 4 coins = Roll a D4 and add that value to total damage done

More Hit Points (All fighters start with a base 20 hit points)

* + 6 coins = 12 extra hit points
  + 4 coins = 8 extra hit points
  + 2 coins = 4 extra hit points
* Once you’ve finished using all your coins, give your new mercenary a name. (No bonus here, but do you really want some unnamed, bundle of stats wielding your weapon?)

The Materials Auction

* Take back all the coins you just spent and put them back in your bag. You’ll have all 30 to use for this phase of the game.
* White chalk gives every weapon a base damage of 2 hit points per attack
* Each color of chalk represents the following statistics that can be added to the weapon by the player during combat:
  + Red – Attack power is increased (*2 x Base Damage for a total of 4 damage per hit; lasts 3 rounds*)
  + Orange – Magical Charm is added (*Player using this weapon is protected from all base damage, but not material-based damage for three rounds*)
  + Yellow – Blade on the weapon is incredibly sharp (*Player hit with this weapon bleeds profusely, losing 7 extra hit points on the round its applied; lasts only one round*)
  + Green – Poison is added (*A DoT that removes 4 hit points per round for 3 rounds; can only be applied on a successful attack; a new material CAN be added after DoT is applied)*
  + Blue – Durability is increased (*Weapon acts as a minor shield, reducing overall damage per hit by 3; last two rounds*)
  + Purple – Magic Protection is added (*User of this weapon wards off all damage on the next round; only last that one round*)
* Using the pieces of colored chalk left in the box, draw one out at random. This is the piece that will be bid on first.
* Both players decide how much they wish to bid and put that many coins in their hand without showing the other player. At the same time, they reveal their bids to each other.
* The winner is awarded the chalk and the next piece is drawn. If there’s a tie, both players set aside what they just bid, and bid again, any extra amount added to the original bid if you win.

Crafting

* Using the piece of white chalk, craft your weapon. You will be using your colored chalk to add to your weapon during the combat section of the game. Make sure to give a good name!

Combat !.

* Before the first round (a round meaning both players attack each other once) and in between all rounds from then on you have the opportunity to beef up your weapon by adding the materials you have. If you do add one, use that piece of colored chalk to add to the drawing of your weapon. After the material has been used up, it cannot be used again.
* Roll a six-sided die to see who attacks first
* The winner rolls the ten-sided die to see if they have successfully hit the other player based on their Attack Success Rate. If your roll is successful, determine the how much damage you do (and how much the defending player can mitigate) using the bonuses and stats you can apply.
* After the resulting hit points have been subtracted from the opponents overall hit points, the opposing player takes their turn, completing the same steps.
* At the end of each round,
* Keep playing until one mercenary has lost all of their HP, ending the game.

All Changes Made:

* Added a title; started playing with thematic fonts for final rule set.
* Multiple clarifications made concerning how many chalk pieces are used, whether a material can be re-used, what order the phases come in, etc…
* Moved the mercenary skill buying section to the start of the game.
* Changed a couple of the material effects so that there would be no negation of other material effects.
* Added a rule to deal with ties during the bidding phase.
* Clarified when and how to added materials to one’s weapon during combat.