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| --- | --- | --- | --- | --- | --- |
| Name | Effect | Weight | Suggested Art | Temp Color | Suggested Tiles\* |
| Damage space | A character that lands on this space suffers 3 damage. | -2 | A red bomb | Red | 7, 25, 35, 40, 47, 50, 52, 65, 70, 73 |
| Healing Space | A character that lands on this space heals 2 HP. | 2 | A Red plus. | Green | 19, 28, 33, 59, 63, 67 |
| Move Forwards | A character that lands on this space moves forwards 2 spaces. Do not activate the tile’s event if it has one. | 3 | An arrow pointing forwards (right). Orange. | RGB(175,175,200) - dark gray | 14,42, 48, 49, 51, 71 |
| Move Backwards | A character that lands on this space moves backwards 2 spaces. Do not activate the tile’s event if it has one. | -3 | An arrow pointing backwards (left). Blue. | RGB(0,150,255) - Blue | 9,21,56,75, 77 |
| Event Card Gain | When a character lands on this tile, gain an event card. | 4 | A golden card. | Yellow | 6, 15, 24, 37, 43, 57, 62 |
| Portal | When a character lands on this tile, move to the portal exit tile. | 5 | A purple vortex with an ‘I’ or ‘O’ for ‘Input’ or ‘Output’ | Purple (in and out currently appear identical) | 45->61 |
| Trap | When a character lands on this tile, they must ‘sacrifice’ a die roll of 7+ to move this character again, effectively wasting a turn. | -5 | ??? |  | N/A |
| Checkpoint | Character respawns here if they die past here. | 8 (breaking max of 5 but EH) | Purple C | Pink | 38 |

Weight: A value from -5 (awful to land on) to 5 (amazing to land on). Used by the AI to make decisions on who to move where.

Suggested art: just a suggestion. Trying to have a unique color per tile.

\*tiles 2-78 can be landed on. 78 is the end and will have no effect..