

Game Rules

As our game will make use of a programmed game board, rules are enforced within the game and cannot be broken. However, players are able to understand the game better knowing the rules. The game rules are as follows.

Game Story and Player Goal

The story depicts a battle between a warrior, a ninja, a bowman and a mage on their quest to slay an evil dragon to obtain the bring honor to their people. As such, the game is essentially a role playing game where 2-4 players start at different locations on the game map and aim to slay the dragon (whoever slays it first, wins).

Slaying the dragon may not be as simple of a task as it may seem because a heavy probability factor weighs on the shoulders of each player.

Game Board and Movement

The game board is consisted of tiles on which players can move. A clear path is defined on the map and players may only move on this path. Here are the rules for movement on the tiles.

- Players may move once each turn (unless affected by event tiles)
- Dice rolls are used to determine how far players can move from their original position
- Rolls must use standard die
- Using the “wasd” - w for up, s for down, a for left, d for right – keys, players are allowed to choose which direction they would like to move after rolling the die
- The chosen direction is fixed and assumed to be the “forward direction”. Using the same “wasd” keys, players may keep moving forward until their movement is used (what they got on their die roll)
- Players must move forward (cannot move back) in the chosen direction but are allowed to move left or right from the forward direction whenever the path is possible for those directions
- Players are allowed to turn back only when no other directions are available such as moving towards a dead end.



Example move: If a player rolled a 6 and chose the right direction (by pressing d), the forward direction is right and the player cannot move left. They move continue to move forward or turn up or down when the path is available. Once they turn up or down, the forward direction is changed to this new direction, which means that they may turn left again at this point. It is possible to move right, up, then left given that there is a path like that in the forward direction.

Battles

In accordance to the game's name, the die is used in many ways to decide outcomes in this game. A 6-sided die is used for movement but that is not all the die is used for.

You may be wondering what happens if two players are on the same tile. Because the objective of the game is to slay the dragon, there is competition between the players that are on this quest. As a result, a battle occurs whenever they encounter each other. Battles are decided by dice rolls. Each player rolls their die and the player that rolled the highest number wins. However, in battles, standard dice are not used. The die a player rolls is dependent on the amount of power they have. Here are the powers and their associated die.

Power Level 1– 4-sided die

Power Level 2 – 8-sided die

Power Level 3 –16-sided die

Power Level 4 – 20-sided die



This way, the player with higher power has a higher chance to win but the player it is still possible for the lower powered player to win.

The winning player stays where they are while the losing player respawns (goes back to starting positing) and loses their bonus power (goes back to having 1 power).

To defeat the dragon, players must "battle" the dragon. The dragon is of power level 3 and the same rules apply for a battle against the dragon. However, in the case that the dragon loses, the game ends with the winning player being the one that defeated the dragon.

Events

On the game map, we can see many tiles that hold question marks. These are event tiles and landing on one will initiate one of 17 random events that will affect the player in some way (bonus power, lose turn, advance 2 spaces, etc.)

