***Magic Realm***

**Team 6**

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Note: Some pictures and wording was taken from the example report for team 13-Antoine Bauza

**1 - Introduction**

Magic Realm was first released in 1979 by Avalon Hill. It was designed as a fantasy adventure board game by Richard Hamblen. It is a very complex role-playing war game that can be played from 1-16 players over the course of several hours. The rules were rereleased in a second edition in 1986 and a third edition was released by fans after the company went out of business in 1998.

* 1. **- Motivation**

This report will briefly cover our interpretation and implementation of this board game. It will outline the functional and non-functional requirements of the software, as well as its use cases and the assumptions made throughout its construction.

The goal of the project was to turn Magic Realm into a networked computer game. The official 3rd edition rules were followed as closely as possible to create the software.

* 1. **- Terminology**

A number of key terms are used throughout this report, which will be listed alphabetically in this section. Definitions are included, however if the term is covered in the Game Rules it will be covered in its own section (2).

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| Term | Definition |
| **Attention Chit –** The combat chit which has the character symbol on one side and is blank on the other.  **Cave Clearing –** A clearing that is in a cave.  **Caves Tile –** Any tile with at least one cave on it, in which treasure sites can appear.  **Character –** One of the 16 adventurer types that can be played by a player. Described on the character cards.  **Chit** – The smallest square counters, including combat chits, sound chits, warning chits, site chits, Lost City and Lost Castle chits, Monster Roll, Day (Turn), weather chits, visitor chits, and number chits.  **Counter –** Any game piece other than the hex tiles, character cards, and chits.  **Denizen –** A monster or native of the Magic Realm.  **Garrison Natives –** Native groups that start out on the map at a dwelling, including the Order, Guard, Soldiers, and Rogues.  **Mountain Clearing –** A clearing that has ridges drawn around it on a mountain tile; not every clearing on a mountain tile is a mountain clearing.  **Mountain Tile –** A tile with at least one mountain clearing in which treasure sites can appear. Also includes the Deep Woods tile (even though there are no mountains in it) to round out the 5 Mountain tiles, along with the 5 Cave tiles, in which treasure sites can appear.  **Native –** A member of a native group which can be hired, traded with, or battled.  **Player –** A person who plays one of the characters. A distinction between the character and the player is made in some rules.  **Prowling** – The denizens that are prowling each day are those in the row corresponding to the day’s Monster Roll. Prowling denizens will move from the Appearance Chart to the playing board if summoned by game chits, and prowling monsters will move within their hex tile when characters and hired leaders finish their turn. | |
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1. **- Game Rules**

The following extracts were taken from the official third edition game rules for Magic Realm. The individual parts have been labeled for traceability.

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| **1.4.1.** Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s counter to represent him on the map. The characters compete in accumulating “Great Treasures”, usable Spells, Fame points, Notoriety points, and Gold. Before the start of play, each character records the number of points he needs in each category to win the game. He gains these points by owning or selling weapons, armor, horses, and Treasure cards, by reading runes at treasure sites or on magical artifacts and spell books to learn new spells, or by fighting and killing monsters, natives, or other characters.  **1.4.2.** The game is played in the clearings on the map. The characters start the game in the same clearings with the Dwellings and move from clearing to clearing by following the roadways. Each character shows where he is currently located by putting his character counter in that clearing.  **1.4.3**. Also on the board, but turned face down at the beginning of the game, are chits representing treasure sites and sounds and warnings of monsters that may arrive on the map. When characters end a turn in the hex, these chits are revealed. As characters move around the board, more and more of these chits will be revealed, letting the player know where monsters and treasures are to be found.  **a.** In some clearings on the board the characters can find treasure sites, represented by the gold site chits, which they can loot to take treasures (represented by treasure cards) or, at some sites, read runes to learn the spells on the Spell Cards there.  **b.** Hex tiles also have monster warnings (represented by the yellow Bones, Ruins, Smoke, Stink, and Dank chits) and sounds (represented by the red Howl, Flutter, Roar, Patter, and Slither chits). When characters enter a hex tile and reveal these chits, prowling monsters (as determined by the Monster Roll each day) may arrive on the board at the end of their turn and, in the evening, battle with the characters. Prowling monsters already on the board will move to a character’s clearing and block unhidden characters from continuing their turn. Characters may be able to run away from or avoid the monsters, or they may be able to kill them and earn Fame and Notoriety points toward their Victory Requirements. On the other hand, the monsters may kill the character, forcing the player to start over at the Inn as the same or different character, forfeiting all his possessions, Fame, Notoriety, Gold, and discoveries.  **c.** At the Dwellings in the Valley or Woods tiles the characters will find groups of natives that they can trade with to sell treasures for gold or to buy the treasures and items kept by the group’s leader. They may also attempt to hire the natives to help them search for treasure or battle monsters, characters, or other natives. The characters can battle with the natives, hoping to kill them and earn Notoriety points, Gold bounty, and loot their abandoned possessions. On the other hand, characters may be killed by the battling natives, losing everything and having to start over. Unfriendly or enemy natives may block and battle a character unexpectedly.  **d.** Accompanying the native groups or at certain treasure sites, the characters may find chits representing Visitors, individuals who have treasure or spells for sale and will buy items from characters for Gold, Missions that the characters can carry out for gold, and Campaigns that the characters can undertake with various native groups as their allies.  **1.4.4.** Characters may cooperate with other characters to increase their chances of finding useful treasures and gaining Fame and Notoriety by battling monsters and natives. But beware! Characters may also attack and kill other characters to gain Notoriety and steal their gold and possessions.  **1.4.5.** At the end of the game, Victory Points are calculated by comparing the characters’ Fame, Notoriety, Gold, Great Treasures, and Spells with the Victory Requirements recorded at the beginning of the game. Characters who have achieved their requirements or earned a positive score have won the game. The character who has achieved the most Points above his Requirements is the victor.  **2.2 DENIZENS**  **2.2.1.** The monster, native and visitor pieces represent the "denizens" who live in the Magic Realm.  **2.2.2.** The monster and native counters represent the monsters and hu­mans pictured on them. The numbers, letters, and stars on these coun­ters are combat values.  **a.** The letter on each counter defines the strength and harm inflicted by its attack, and any stars are "sharpness stars" that add to the damage it inflicts. The number with this letter defines his attack speed, and the other number on the counter defines his maneuver or move speed. These numbers show how much time it takes the denizen to complete an attack or a move. Lower numbers mean faster actions.  **b.** Each side of the counter shows different combat values (gener­ally, the darker side is turned up when the monster or native is being more aggressive). Each monster or native always uses the values that are face up at the moment.  **picture identifies monster**  **MOVE SPEED**  **ATTACK SPEED**  **SHARPNESS**  **STAR**  **HARM LETTER**  **indicates monster has picked up its target**  **2.2.3.** **Monsters:** Each monster counter represents the monster pictured on the counter. The size of each monster counter signifies the size and "vulnerability" of the monster - the largest counters are the largest, and toughest,monsters. The monster's "vulnerability" is the damage that must be inflicted on it to kill it, and is the same as its size and its move or flying strength. The largest counters are Tremendous monsters, the middle-sized counters are Heavy monsters and the smallest counters are Medium monsters.  **a.** The List of Monsters identifies each monster and lists its size, weapon and weapon length, method of attack, Fame bounty, Notoriety bounty, and whether it is armored, and shows the combat values on both sides of each monster. The Fame bounty and Notoriety bounty are used to determine the points a character gets for killing the monster.  **b.** Most monsters have a weapon length of zero ("tooth/claw"), and attack by striking. If the monster has a weapon, head or club, its weapon and weapon length are listed. Demons and Imps attack using spells on their light side, but use tooth/claw on their red side.  **c.** The red side of the twelve Tremendous monster counters has a spe­cial meaning: it shows the monster's combat values when it picks up an enemy to rip him apart! Tremendous monster counters are normally turned red side down, and other monster counters (including club and head counters) are normally turned lighter side up. These counters turn over only during combat, and when combat ends they turn normal side up again.  **d.** The Dragons, Trolls and Serpents (including Vipers) are the only armored monsters. These monsters are protected by armor in all directions; every attack that hits one of them hits armor and loses one sharpness star. A monster's armor cannot be damaged or destroyed while the monster lives.  **g.** Five of the monsters have two counters: each Giant has an ex­tra counter that pictures a club, and each Tremendous Dragon has an extra counter that pictures its head. Each extra counter moves with its monster, but it attacks separately, with its own combat values. The extra counters cannot be attacked; the only way to kill one of them is by killing the monster it belongs to.  **h.** Flying Values: Some monsters have "flying values" instead of move values (see the List of Monsters), and other denizens and characters can acquire flying values by magic. Flying values, like move values, consist of a strength letter and a move time. When a character or denizen has a flying strength that will carry him, he can use it to fly. Flying monsters always fly. They fly when they charge in com­bat, and when hired or controlled they fly when they move.  **SHARPNESS STAR**  **picture identifies native**  **ATTACK TIME**  **HARM LETTER**  **MOVE TIME**  **2.2.4.** **Natives:** Each native counter represents the native pictured on the coun­ter. The List of Natives identifies each type of native and indicates his Gold bounty, Notoriety bounty, weapon length, method of attack, weight, move strength, vulnerability, whether he is armored, and the basic “wage” that determines how much recorded Gold it costs to hire him. Each native has the weapon length, method of attack and armor implied by the picture on his counter. Except for the Knights, each native's move strength and vulnerability equal his weight. The Knights have Heavy weight but Tremendous move strength and vul­nerability.  **a.**The natives are divided into nine groups. Each native counter has an identity code (or "ID code") that identifies him and the group he belongs to. The *Company* ("C" ID code) are the blue counters, the *Bashkars* ("B") and *Rogues* ("R") are red, the *Guard* (“G”) and *Order*("O") are gold, the *Lancers* ("L") and *Woodfolk* ("W") are green,and the *Patrol* ("P") and *Soldiers*("S") are brown.  **b.** The ID code on each native counter identifies the native and his group. The first letter identifies his group, and the rest of the code identifies him within the group: the leader of the group has the "HQ" code, and his underlings are identified by numbers.  **c.** The leader of a native group is special – he is the only one who trades, and he is the only one who summons visitor/mission chits, even when the group is scattered. When he is killed (or hired), no one in that native group can trade or summon visitor/mission chits. The leader also has greater capabilities than the other members of his native group when hired.  **d.** The other numbers, letters and symbols on each native are his combat values. The harm letter and sharpness stars define the harm he inflicts when he hits. The num­ber with the harm letter defines his attack time and the other number is his move time. The Table of Natives lists all the natives in each native group and their combat values, including those of their horses.  **silhouette identifies weapon (Great Axe)**  **ATTACK TIME (if present)**  **indicates alerted weapon**  **SHARPNESS STAR**  **HARM/WEIGHT LETTER**  **2.3.4. Weapons:** Each weapon counter is identified by the silhouette on the counter. The List of Weapons identifies each weapon and defines its weapon length and its method of attack. Certain treasure cards also function as weapons, and their attributes are listed on the card or in the List of Treasures.  **a.** Each weapon has a length value from 0 to 18 (these numbers are not indicated on the counters; they are listed in the List of Weapons). Larger numbers indicate longer weapons.  **b.** The letters, numbers, and symbols printed on the weapons de­fine how they function in combat.  **b.1)** The number on a weapon is its attack time, which defines how much time it takes the weapon to complete an attack (lower numbers mean faster attacks).  **b.2)** The letter on the weapon defines the weight of the weapon and also defines the harm it in­flicts when it hits, measured in the same levels as weight (“L” for Light, and so on). *Special:* When unalerted side up (with no letter), a Spear inflicts Negligible harm. It still has Medium weight.  **b.3)** Each sharpness star on the weapon adds one level of harm, but when the weapon hits armor one of the sharpness stars does not count (additional stars increase the damage normally). *Example:* A Light weapon with two sharpness stars inflicts Heavy damage normally, Medium damage against armor.  **c.** There are two methods of attacking: by *striking* (“striking weapons”) and by *missile* (“missile weapons”). The weapon's method of attack modifies the harm it inflicts: missile weapons must roll on the Missile Table to adjust the harm level, and striking weapons gain one harm level when they are played with excessive Fight strength. The method of attack is listed on the List of Weapons.  **UNALERTED**  **side**  **ALERTED**  **side**  **d.** A weapon counter is "alerted" when the red side of the counter that shows an asterisk is face up. When the other side is face up, it is “un­alerted”. Each counter uses the values that are face up at the moment. Only active weapons can be alerted; when inactive or un­owned, a weapon must have its unalerted side face up. Weapons can attack with either side up, but most weapons are more effective when the alerted side is face up. *Note:* Weapon cards cannot be alerted. Weapon cards stay face up whenever they are active and always have the values shown on the card.  **e.** Weapon counters are placed unalerted side up just before the start of each day. They remain unalerted side up unless they are alerted during the day using an Alert phase or at certain times during combat. Whichever side is face up, it must keep that side face up until the counter is turned over again in an Alert phase or by hitting or missing in combat.  **picture identifies armor (suit of armor)**  **TOUGHNESS/WEIGHT LETTER**  **2.3.5. Armor:** Each armor counter represents the armor pictured on it. There are four kinds of armor: helmets, breastplates, shields, and suits of armor.  **a.** Each armor card and counter displays a letter that defines the armor's weight and toughness. This toughness defines the amount of harm needed to affect the armor - the armor ignores attacks that inflict less harm. *Example:* A Medium shield is unaffected by Light harm.    DAMAGED  **b.** Each armor counter is turned “intact” side up at the start of the game. When damaged it is turned “Damaged” side up, and it remains damaged side up until it is repaired or destroyed. While damaged, it protects its owner normally.  **2.3.6. Treasure Counters:** The four gold weapon counters (the Bane, Truesteel, Living and Devil Swords) and the four gold ar­mor counters labeled Gold Helmet, Silver Breastplate, Jade Shield and “T” Armor) are valuable “treasure counters”; the other weapons and armor counters are ordinary items. The pony labeled “L2” on one side and “L4” on the other, and the war horse labeled “T3” on one side and “T5” on the other are also treated as treasure counters; the other horses are ordinary.  **2.3.7.** **Treasure Cards:** Treasure cards represent a variety of items including weapons, armor, boots, gloves, other clothing, jewelry, potions and more. Each Treasure cardrepresents the item named on the card. Cards with a gold dot are "large Treasures" with obvious value; cards with no gold dot are "small Treasures" that are less valuable (or less obvi­ous about their value). Cards with a red dot are "Great Treasures".  **MOULDY**  **SKELETON**  get CURSE  **P2**  **discard**  **GLOWING**  **GEM**  (1 spell)  ***VII***  (Soldiers 5F)  – N:5 **17**  **TOADSTOOL**  **CIRCLE**  extra SPELL  **P4**  ***BLACK***  **CANNOT MOVE**  *Potion*  **POULTICE**  **OF HEALTH**  REST counts  double  (discard to  *SHAMAN*)  –  **2**  **identifies TREASURES WITHIN TREASURES card**  **FAME reward**  **MAGIC type**  **identifies**  **Large treasure**  **(gold dot)**  **ARTIFACT**  **values**  **identifies**  **substitute**  **card**  **indicates Potion**  **EFFECT**  **EFFECT**  ***COLOR* magic**  **identifies**  **site card**  **a.** Each Treasure card has a letter that defines its weight and a num­ber that defines its Gold price. The phrase in the center of the card indicates what it can be used for in the game. The List of Treasures explains how each Treasure card is used, and the Table of Treasures provides statistics for each treasure card, such as fame, notoriety, gold, weight, spell type, magic type, large and great treasures, and other information found on the treasure card.  **a.1)** Some Treasure cards also have a Notoriety value and a Fame value or Fame reward. A Fame *value* is identified by the word "Fame:" followed by a number. A Fame *reward* is identified by the name of a native group, a number and "F", all within parentheses.  **3.3** **SELECTING CHARACTERS.** Each player plays the part of one character in the game. He controls that character’s pieces and uses that character’s character counter to represent him on the map. The List of Characters explains each character, and his Character card summarizes his qualities. This information is common knowledge - anyone can examine the Character cards and list at any time.  **3.3.1.** If a player has no hex tiles left when it is his turn to play, then instead of playing a tile he chooses the character he will play in the game. He can choose any character who has not yet been taken by another player. He takes his character's Character card, his character counter, his Attention chit and all twelve of his combat chits.  **3.3.5.** The player secretly chooses the Dwelling where he will start the game. He can start the game at any of the Dwellings listed for him on the List of Characters (none of the characters can start at the Large or Small campfires). He secretly records the Dwelling on his sheet, and when the Dwelling is put on the map his character counter is put with it.  **6.2 BIRDSONG**  **6.2.1.** Each character gets one turn per day in which he can do activi­ties. During *Birdsong* he records his activities, and when he takes his turn during *Daylight* he does the activities he recorded. He uses the **Move** activity to move around the map, the **Search** activity to search, the **Trade** activity to trade with natives, the Hide activity to hide, the **Rest** activity to recover from fatigue and wounds, the **Alert** activity to alert weapons or magic, the **Hire** activity to hire denizens, the **Enchant** activity to enchant tiles or magic chits, and the **Follow** activity to follow other characters or hired leaders. All of the activities are described in detail in Section 7.  **6.2.2.** Each character's turn is divided into “phases”, and the number of phases varies from day to day. He can do one activity per phase. Before recording his turn, he determines how many phases he is entitled to.  **a.** He always gets at least **two** phases - these are termed his Basic phases.  **b.** If he spends the whole day outside of the caves, he gets **two** additional Sunlight phases. If he starts the day in a cave clearing or records a move into a cave clearing, he does not get these extra Sunlight phases. Thus, characters can normally do **two** activities per day in caves, **four** activities per day outside of the caves. *Exception:* The Dwarf cannot use Sunlight phases due to his Short Legs. He gets only the two basic phases each day. *Note:* If playing with Seasons/Weather, the numbers and types of phases each day vary by season and weather.  **c.**He also gets any “extra” phases caused by his Special Advantages, Treasure cards, Spells, or horses. *Example:* The Amazon’s extra Move phase means she can do four activities plus a Move (or two activities plus a Move in the caves).  **c.1)** He can record an extra phase caused by a Treasure card or horse only if he has that Treasure card or horse active during *Birdsong.* He must have already activated it the previous day to record an extra phase due to the item. *Clarification:* A character cannot record any extra phases for a horse while he is in a cave during sunrise, because a horse cannot be activated in a cave.  **c.2)** He can record an enhanced activity that is caused by a Spell only if that Spell is active during *Birdsong.* *Special:* He can record an activity caused by a *Permanent* spell even if the spell is inert during *Birdsong.* Once he records the activity he is committed to energizing the spell if he can.  **c.3)** Extra phases are cumulative. *Example:* When riding a workhorse, the Amazon gets two basic phases plus two sunlight phases plus her own extra Move plus an extra Move for the horse.  **6.2.3.** During *Birdsong* each character secretly chooses and records the activity he will do in each phase. He can record only one activity per phase, but he can record any activity in any phase, repeating or switching activities as he wishes. When asked, he must reveal how many phases he is entitled to, but he must keep each activity secret until he does it during his turn. All of the characters record their activities secretly and simul­taneously.  **6.2.4.**The character records his activities on his Turn Record, in the line for the current game day. He records the activities from left to right in the order he plans to do them. He can leave phases blank and not use them. When he does his turn, he must do the activities in the order he records them.  **a.** He can record any activity for each basic or sunlight phase. Each extra phase that specifies an activity must be used for that activity - it cannot be used for other activities. *Example:* The Magician’s extra Alert phase can be used only to do the Alert activity.  **b.** He can record an extra phase that is restricted to specific clearings even if he is not in a clearing where he can use it. He must be in the proper clearing when he starts the activity, not when he records it. *Example:* A character can record an extra phase for the Shielded Lantern even if he is not in a cave clearing. He must be in a cave when he starts the extra phase, however.  **c.** Each extra Move phase caused by a pony must be preceded by a Move phase that was not caused by the pony. Move phases caused by the pony must alternate with other Move phases, and the pony cannot cause the first Move in the turn. The Move phases need not be consecutive - other activities can intervene. *Example:* The Amazon could record her own extra Move phase, then some other activity, then a Move phase caused by a pony. She could not record another Move for the pony until she recorded some other Move phase.  **d.** He must note each extra phase and enhanced activity he records, and the Special Advantage, Treasure card, Spell, or horse that caused it. *Important:* If a character uses a Treasure card or horse to record an extra activity or an enhanced activity, he is committed to keeping that belonging and having it active when he does that activity. The item must be active when the phase is executed. He cannot voluntarily abandon or transfer the belonging until he has finished the phase it caused. He can inactivate the belonging normally, but he must activate it when he starts to do the extra phase. *Example:* If he records a move into and out of a cave followed by an extra move caused by a workhorse, he must inactivate the horse when he enters the cave and activate it again when he starts the extra phase.  **e.** A character can record an impossible activity in hopes that it will be possible when the time comes to do it. *Example:* He can record a Move through an undiscovered hidden path, in hopes that he will discover the path before he has to move.  **f.** If he is unable to do an activity, it is cancelled and the phase is treated as a blank phase. The rest of his turn is not affected. An activity is cancelled if it violates the rules governing that activity.  **g.** When he does a blank phase, he does no activity. The blank phase can still be used for trading, rearranging items, and blocking.  **7.1 DETERMINING TURN ORDER**  **7.1.1.** During *Daylight* the attention chits that have been mixed together are picked one at a time, randomly, and when a character, hired leader, or controlled monster’s chit is picked he takes his turn. He does his phases in the order he recorded them, and when he does each phase he does the activity he recorded for that phase.  **7.3 THE MOVE ACTIVITY**  The game is played in the clearings on the map. The characters move from clearing to clearing by following the roadways, either walking or riding horses. Characters can also use magic to fly or walk the woods to travel between clearings.  **7.3.1. Normal Movement:** Each character, hired leader, or controlled monster uses the Move activity to move from clearing to clearing. He can record several Move phases to move several clearings in the same turn.  **a.** He must follow the roadways when he moves, and he must end every move in a clearing. He cannot stop on the road between clearings, and he cannot move off the roads into the forest. Each time he moves he goes onto a roadway out of his clearing and moves along this roadway until he enters another clearing, which com­pletes his move. The roadway can be an open road, tunnel, bridge, secret passage, or hidden path, but it must run from the first clearing to the second without passing through any other clearings.  **a.1)** He can move along open roads, bridges and tunnels freely.  **a.2)** He cannot move along a hidden path or secret passage until he has discovered it using the Search activity or learned its location from other players. Once he has discovered a hidden path or secret passage, he can move along it as if it were an open road for the rest of the game.  **a.3)** If he comes to a place where his roadway runs over or under another roadway, he must stay on the roadway he is using. He cannot change roadways where a tunnel runs under an open road, and he cannot change roadways where an open road runs under a bridge.  **a.4) Leaving the Map:** A character can move along a roadway to a map edge in the same way he moves to a clearing (he records "Edge" as the clearing he is moving to). When he does the activity he leaves the game (see Rule 9.2.2b).  **b.** When an individual does the Move activity he must move to the clearing he re­corded, if it is connected to his clearing by a roadway he can use. If he cannot move to the clearing he recorded, he forfeits this phase.  **c.** Normally, it requires one Move phase to move one clearing, with the exceptions listed below.  **c.1) Climbing Mountains:** To enter a mountain clearing, he must do two Move activities on consecutive phases of the same day. He does not move at all until he does the second Move, whereupon he moves all the way to the mountain clearing. He must do two Move activities each time he enters a mountain clearing, even when he is moving from another mountain clearing. He needs only one Move phase to move from a mountain clearing to a woods or cave clearing. *Note:* If playing with the Seasons/Weather optional rule, the number of Move phases required to move into a mountain clearing may vary by season.  **c.2) Entering Caves:** He cannot enter (or be in) a cave clearing on the same day he uses a “sunlight” phase. *Example:* The Black Knight has already used two basic phases to move to two woods clearings. He cannot move into a cave on his third phase because the third phase would be a sunlight phase.  **d.** A character can do an extra Move phase that is limited to cer­tain clearings only if he ***starts*** the move in one of those clearings. *Example:*The Captain can use the extra phase he gets at Dwellings to leave a Dwelling, but he cannot use it to move to a Dwelling.  **7.4 THE HIDE ACTIVITY**  **7.4.1.** A character, hired leader, or controlled monster uses the Hide activity to try to hide. To record a Hide activity, he records "H". When he does the Hide activity he rolls the dice and consults the Hide table to find his result. *Important:*Once he hides successfully he remains hidden. He does not have to roll for any additional Hide phases he has recorded - he automatically remains hidden.  **7.4.2.** A character’s counter is placed tan side up when unhidden and green side up when hidden. A hired or controlled denizen’s counter is placed light side up when unhidden and dark side up when hidden.  **7.4.3.** A character, hired leader, or controlled monster who hides successfully remains hidden until he starts his next turn, unless he is revealed by being blocked during Daylight, being targeted in Combat, or voluntarily becoming unhidden. He can choose to stop hiding at any time.  **7.4.4.** Characters, hired leaders, and controlled monsters can continue to do activities while they are hidden. They remain hidden as they move, search, trade, hire, etc.  **7.4.5.** Underlings become unhidden at the beginning of the day and can hide only by following a guide who hides successfully.  **7.5 THE SEARCH ACTIVITY**  **7.5.1.** A character, hired leader, or controlled monster uses the Search activity to search. To record a Search activity, he records “S”. When he does the activity he states where he is searching and specifies the Search table he will use. Then he uses the table he specified to find his result.  **7.5.2.** The places where the individual can search depend on the clearing that he is in, and what is in that clearing. The table that he can choose depends on where he is searching and what he is searching for. There are eight Search tables: Peer, Locate, Loot, Reading Runes, Magic Sight, and three Treasure within Treasure Site card tables. *Note:* Hired leaders and controlled monsters cannot use the Reading Runes and Magic Sight tables.  **7.5.3.** The individual does not have to specify where he is searching and the table he will use until he does the activity, just before he rolls the dice. He can roll the dice only once, on one Search table, per Search activity.  **7.5.4. Peer and Locate:** The hidden paths, secret passages and treasure sites are considered to be concealed in the clearings where they are located. Individuals must “discover” these roadways and sites before they can use them.  **a.** He can discover a hidden path, secret passage or treas­ure site by searching in the clearing where it is located, using the Peer and Locate search tables. Each treasure site can be discovered in the clearing indicated by its Site chit. Each hidden path and secret passage can be discovered in either clearing it runs into; when an individual discovers one end of the roadway he discovers the whole roadway. He can discover only those roadways that are on the side of the tile that is face up.  **b.** The only clearing he can search is the clearing he is in. *Important Exception:* If he is in a mountain clearing, he can use the Peer table to search any woods or mountain clearing in his tile or any adjacent tile (he cannot search from a mountain into a cave). He must use the Peer table, he can search only one clearing and he must specify the clearing before rolling the dice.  **c.** A character can record and do the Peer activity only when he is enabled to by a Special Advantage, Spell, or Treasure card. The Peer activity allows characters to Peer into clearings in other areas of the board. To record a Peer activity, he records “P” and the clearing he is searching. He identifies the clearing by its number and the tile it is on. When he does the activity he rolls the dice and consults the Peer table to find his result.  **d.** If an individual gets a secret look at map chits through a Clues result, no one else sees them. Finding a Site chit in this way does not "discover" the site; the number on the chit just identifies the clearing that contains the site. If he finds a substitute chit, he can either exchange it or put it back without revealing it; if he exchanges the Lost City or Lost Castle for its five chits, he gets a secret look at the five chits.  **e.** When he discovers a roadway or treasure site, he is the only one who discovers it; it remains concealed from others, who must discover it on their own if they wish to use it. He does not have to admit whether he actually discovers a treasure site. He must reveal what he rolled, but he does not have to reveal whether there is a treasure site chit in his clearing.  **f.** Once an individual discovers a hidden path, secret passage or treasure site, he never has to discover it again. He keeps a record of each discovery by crossing it off the Discoveries list on his Personal History sheet.  **f.1)** Once he has discovered a hidden path or secret passage, he can use it for movement for the rest of the game.  **f.2)** Once he has discovered a treasure site, he can search it for treasure whenever he is in its clearing.  **g.** The Peer or Locate tables cannot be used to discover Treasure within Treasure Site cards (the only way to discover a Treasure within Treasure Site card is by drawing the card while looting).  **h.** Finding hidden enemies allows the individual to spy on hidden individuals when they are in the same clearing with him, and to block them. This ability remains in effect for the rest of the day, in each clearing he moves to. When an individual finds hidden enemies, he records this result in the Find Enemies column of his Turn Record.  **h.1)** Finding hidden enemies is not retroactive. He starts spy­ing on hidden individuals at the moment he rolls the result.  **h.2)** The "Hidden enemies" result expires at *Midnight* of each game day. At the start of each day, no one can spy on hidden individuals.  **i.** Hired leaders and controlled monsters have their own Personal History sheet, and record their discoveries just like characters, by crossing them off the Discoveries section of their sheets.  **i.1)** The hiring character looks at any map chits the hired leader or controlled monster finds, but any other discoveries the hired leader or controlled monster makes are crossed off his own list, not the character's. The character cannot use these discoveries until they have been transferred to him, as described in 7.7.2a1.  **i.2)** When a hired leader or controlled monster finds “Hidden enemies”, check off the “Find Enemies” column on the his own sheet, not the character's. This result cannot be transferred.  **7.5.5. Looting Treasures:** The treasures are hidden within the Treasure Site chits. Each Site chit has a box in the Treasure Location section of the Setup Card that contains the Treasure cards that are hidden at that site. To obtain these treasures, a character, hired leader, or controlled monster must search the site. Each time he searches successfully, he takes one treasure from the site's box. Searching for treasures is termed "looting". Individuals can also loot abandoned piles of belongings in a clearing.  **a.** To ob­tain treasures, an individual must: 1) identify a Site chit so he knows where to look for a site; 2) discover the site using the Locate Table; and 3) loot the site to take treasures from its box, using the Loot Table.  **b.** If he is in the same clearing with a Treasure Site he has discovered or a pile of abandoned belongings, he can loot it (search it for treasures). He must declare exactly which site or pile he is looting before he rolls the dice.  **b.1)** He can loot a pile of abandoned belongings any time he is in its clearing; he can loot a treasure site only if he has crossed it off his Discoveries list.  **b.2)** When he loots a face-down Site chit, or a Treasure within Treasure Site card that is in a box that belongs to a face-down Site chit, he must turn the Site chit face up and show it to all the other players (if the chit has not yet been put in its clearing he can look through the chits in the tile to find it). Then he turns the Site chit face down and puts it in the clearing where the site is located.  **c.** When an individual loots a Site chit or a pile of belongings, he uses the Loot table. His result indicates which treasure he gets, counting from the top of the pile. If his result is larger than the number of items in the pile, he gets nothing. *Example:* If he rolls a "1" and a "3", he gets the third item from the top. If there are only two items in the pile, he gets nothing.  **d.** Certain conditions must be met to loot certain sites. If an individual cannot meet the conditions, he cannot loot the site.  **d.1)** A character must fatigue chits to loot the Cairns and Pool. This reflects the effort needed to search these sites. He can use any chits showing an asterisk, including Magic chits. He cannot use any horses or items. Hired leaders, controlled monsters, and characters transmorphized into creatures or monsters can loot these sites without paying a penalty. Looting a Treasure Within Treasure site at the Pool or Cairns does not require fatiguing asterisks; instead, the rules and special search tables pertaining to those sites are used.  *Tearing apart the* ***Cairns****:* He must fatigue one asterisk each time he rolls to loot the Cairns box, whether he gets an item or not.  *Wading and diving in the* ***Pool****:* He must fatigue one asterisk each time he takes an item from the Pool box, whether he keeps it or not. He does not have to pay if he failed to get an item. Finding a Treasure Within Treasure site at the Pool does not count as getting an item.  **d.2)** To loot the Vault or Crypt of the Knight, a character must either have the Lost Keys card active (to open doors) or he must play a piece with Tremendous strength (to break down doors). He can use a Fight chit, a Move chit, a Duck chit, a Berserk chit, a Horse, a Gloves card, or a Boots card, as long as it has Tremendous strength. He can also use the T strength of any of his followers. If he plays an action chit, it is fatigued. He can use a T strength attack created by the Wish for Strength; he cannot use any other spell with T strength to open these sites. A hired native, controlled monster, or transmorphized character can loot these sites if they have T move or fight strength.  *Prying into the* ***Crypt****:* He must use the Lost Keys or Tremendous strength each time he rolls to loot the Crypt of the Knight, whether he gets an item or not.  *Opening the* ***Vault****:* The Vault cannot be looted until someone uses the Lost Keys or Tremendous strength to open it. This penalty is paid only once per game - once the Vault is open anyone can loot it. It cannot be closed again.  **e.** When an individual draws an Enchanted card, a Site card, the Mouldy Skeleton or the Remains of Thief, he must re­veal it instantly (see the List of Treasures). When he draws any other card he keeps it secret until he activates it.  **f.** As soon as a character loots an item, he can decide to activate it, keep it inactive, or abandon it in the clearing. Native leaders and controlled monsters can choose whether to keep or abandon an item, but cannot activate or inactivate items. If the item is an Enchanted Card, it activates automatically, and it energizes permanent spells after he decides whether to keep it or abandon it.  **g.**Three of the cards hidden at the treasure sites are Treasure within Treasure Site cards that identify minor treasure sites (see the List of Treasures). Each minor site contains the treasures that are in its box in the Treasures Within Treasures section of the Setup Card.  **g.1)** When an individual draws a Treasure Within Treasure Site card he crosses it off his Dis­coveries list, and thereafter he can loot it like any other treasure site. The only way to discover one of these sites is by drawing its Site card, or by learning its location from another individual.  **g.2)** After being drawn, the Site card is turned face up and is put back in the box it came from, at the bottom of the other treasures in that box. This gives others a chance to draw the card and discover the site.  **g.3)** When an individual loots a Treasure Within Treasure Site card, he must use its special table instead of the Loot table (see the List of Treasures).   * 1. **THE REST ACTIVITY**   **7.8.1.** Each character can use the Rest activity to return his inactive action chits to play. A guide can record this activity for the benefit of his followers. He records “R” to record each Rest activity.  **7.8.2.** When he does the activity, he can either activate one fatigued asterisk back into play, convert one wounded asterisk into a fatigued asterisk, or convert one wounded chit with no asterisks to an in-play chit.  **a.** He can rest using any *one* of the following options: he can place a fatigued one-asterisk chit or a wounded chit that has no asterisks back into play; he can put into play a fatigued two-asterisk chit and “make change” by fatiguing an active one-asterisk chit; he can convert a wounded one-asterisk chit into a fatigued chit; or he can convert a wounded two-asterisk chit into a fatigued chit and “make change” by fatiguing an active one-asterisk chit.  **b.** When a character "makes change", he must fatigue an active chit; he *cannot* make change by converting a fatigued or active chit into a wound. The chit can be of any type as long as it shows the right number of asterisks. *Example:* He could activate or convert a Move chit and use a Magic chit to make change.  **7.8.3.** When a character converts a wounded chit into a fatigued chit, he turns it face up but leaves it out of play.  **7.8.4.** When all of a character's chits are fatigued, wounded, and/or committed to spells, he can do only the Rest activity. Any other recorded activities are cancelled and he must rest at the next opportunity. If he cannot do the Rest activity (due to the Ill Health Curse or because all his chits are still committed to spells), he is killed.     * 1. **THE ALERT ACTIVITY**   A character can use the Alert ac­tivity to alert (or unalert) his weapon during his turn, or to prepare magic spells for use during combat. A hired leader can record this activity for the benefit of his followers. To record the Alert activity, he records "A".  **7.9.1.** When a character uses the Alert activity with a weapon, he can turn his active weapon either side up, as he wishes. All alerted weapons turn unalerted (light) side up at midnight.  **7.9.2.** When a character does the Alert activity, he can use it to alert a­ Magic chitinstead of alerting a weapon. When a Magic chit is alerted, it has an effective time number of zero instead of the time number printed on the chit. All alerted Magic chits fatigue at midnight, if not used during combat. *Note:* Characters cannot start the game with magic chits alerted.  **7.13 END OF TURN – PROWLING DENIZENS**  **7.13.1. Prowling:** On each game day, some denizens are “prowling” and the rest are “dormant”. Prowling denizens can move from the Appearance Chart to the map, and prowling monsters that are already on the map can move from clearing to clearing. Denizens cannot appear or move when they are dormant.  **a.** The Ghosts are always prowling and can move every day. Garrison natives are always dormant and never move away from their dwelling unless they are hired.  **b.** On each game day, one row of the Appearance Chart will be prowling. This chart is divided into six rows, numbered 1 to 6;the small "Die Roll" boxes along the left edge of the chart define the rows (the arrow in each box points to the row, and the number identifies it). At *Sunrise* of each game day one die is rolled and the Monster Roll chit is put in the box that matches the number rolled. All of the denizens pictured or listed in this row are prowling that day, whether they are on the map or are still on the Appearance Chart (the visitor/mission chits are prowling when the Monster Roll is "6"). The denizens in the other five rows are dormant. *Example:* When the Monster Roll is "4", only the Giants, Trolls, Lancers, and Ghosts (who prowl every day) can appear on the board or move.  **8.4.5 Playing Attacks and Maneuvers:** After all of the spells have started working or have been cancelled, the characters secretly play their attacks and maneuvers to resolve weapon attacks and attack spells by comparing attack direction and speed with maneuver direction and speed.  **a.** A character cannot attack with a weapon or Fight chit in the same round that he successfully casts a spell. He can play a maneuver normally. If a character's spell was cancelled before it started working, he can play a normal attack. The only target he can attack is the target where his Attention chit is located. If this target is not a character or denizen, he cannot attack.  **b.** An attack represents a single blow that is coming at the target from a specific direction. Each attack has a direction and a time number (or attack time). There are three attack directions: Thrust (straight ahead), Swing (from side to side) and Smash (downwards). The attack time defines the amount of time before the blow hits; lower numbers represent faster attacks.  **c.** A maneuver represents a move in one direction to evade attacks that are coming from the other directions. Each maneuver has a direction and a maneuver time. The three maneuver directions are Charge (straight ahead), Dodge (sideways) and Duck (downwards). The maneuver time defines the amount of time before the target completes his maneuver; lower numbers mean faster maneuvers.  **d.** During the Melee Step each character can make one attack against one other character or denizen, and each denizen makes one attack against one character or another denizen. *Exception:* Attack Spells can attack multiple characters or denizens. Each character and denizen can also do a defensive maneuver to avoid enemy attacks.  **e.** **Character Attacks and Maneuvers:** Each character can play an attack, a maneuver and his armor, if he has armor active. He can choose to not play an attack or maneuver if he wishes, but if he has a shield or other armor active he must play it. All of the characters make their plays secretly, concealing their Melee Sections from each other. When they have finished they reveal their plays simultaneously. The plays cannot be changed once they are revealed.  **e.1)** To attack with a weapon, a character puts his active weapon and a Fight chit in one of the Attack circles on his melee sheet. His attack is always directed against the target he placed his attention chit on at the beginning of the Melee Step. The circle he chooses defines his attack direction: each circle names the direction it represents and the maneuver it intercepts. His attack time equals the time number printed on his weapon; if his weapon has no time number, his attack time equals the time number on the Fight chit.  **e.2)** To play a maneuver, a character puts a Move chit in one of his Maneuver squares. The square he chooses defines his maneuver direction: each square names the direction it represents. His maneuver time equals the time number on the Move chit.  **f.** **Playing Restrictions:** There are limits on the action chits that a character can play during combat. However, the monsters or natives on his sheet do not restrict what chits he can play during the melee step.  **f.1) One Use:** Each action chit can be played only once per round. At the end of each Encounter Step and Melee Step, each character puts the action chits he played in the Used This Round box on his Melee Section. These chits stay in the Used This Round box until the end of the round, when he gets them back to use in the next round of combat.  **f.2)** **Effort limit:** Each character can play no more than a total of two effort asterisks per round of combat. If he plays a chit that causes his asterisks for the round to total more than two, then the play is cancelled. *Example:* if the White Knight plays his Move H4\*\* chit to maneuver, he cannot play his Fight T5\* chit to attack. Magic chits are also subject to the Effort limit: if the Druid plays his Magic II3\* chit to cast a spell, he cannot play a Move L2\*\* chit to maneuver.  **f.3) Strength restrictions:** The character's items limit the action chits he can play. He can play a Fight chit only if its strength equals or exceeds the weight of his active weapon. He can play a Move chit only if its strength equals or exceeds the weight of every item he is carrying (this does not include inactive items being carried by a Pack Horse). If he plays a chit that has insufficient strength, he must cancel the play - during the Melee Step he does not have the option of abandoning the over-weight item(s). *Example*: The Black Knight cannot use his Move M4 chit to maneuver as long as he has his Heavy armor (even if inactive). To use his Medium Move chits to maneuver in the Melee Step, he would have to abandon his armor and any other Heavy items he was carrying during the Encounter Step.  **g.** Illegal plays are cancelled and have no effect, and the chits that were played are put in their owner's Used This Round box. They cannot be played again that round and their effort asterisks do count towards their owner's effort limit and fatigue.  **h. Weapons:** Weapons can be used only if they are active. *Important:* Each character is limited to one active weapon (counter or card). He can own any number of weapons, but only one at a time can be active. Monsters and other denizens cannot use the weapon counters and cards. He can use his active weapon whether it is alerted or unalerted (alerted weapons just have better combat values). When a character has a weapon active when he plays a Fight chit to attack, he must play the weapon in the attack. Combat characteristics of alerted and unalerted weapons are shown in the List of Weapons.  **h.1)** If his weapon has a time number, this number must define his attack time - he does not have the option to use the chit's time number instead. If his weapon has no time number, then the time number on his Fight chit defines his attack time.  **h.2)** Each time a weapon hits in combat, it must be turned unalerted side up. Each time it attacks and misses, it must be turned alerted side up. In place of an attack, a character can play a Fight chit during the Melee Step without specifying a target; if he does so, he can turn his weapon either side up at the end of the round. This is normally done to alert a weapon for a later round of combat.  **h.3)** If he does not have an active weapon, he can attack with a Fight chit alone. *Explanation:* He is assumed to own a dagger that he uses when no better weapon is available. The dagger does Negligible harm with one sharpness star and no time number. He cannot use this dagger when he has a weapon active - he must play the weapon.  **i. Armor:** During combat, each character must put all of his active armor pieces in the ovals on his Melee Section. He cannot put inactive armor on his sheet. Each active armor piece protects him from the attack directions named in the oval where it is put.  **i.1)** He must put his helmet, breastplate and suit of armor counters in the ovals where they are pictured.  **i.2)** If he has an active shield, he must put it in one of the Shield ovals. It protects only the direction named in the oval. He secretly puts the shield in the oval during the melee step, at the same time that he plays his attack and maneuver.  **i.3)** The Ointment of Steel armor card protects all three directions, like a suit of armor. It is put in the Suit of Armor oval. If a Suit of Armor is also present in that oval, any attack which intercepts the oval hits the Ointment of Steel before it hits the Armor. The Suit of Armor cannot be damaged or destroyed until the Ointment of Steel is destroyed.  **i.4)** The other three armor cards are put in the Shield ovals: the Bejewelled Dwarf Vest must be put in the oval labeled "Thrust,” the Golden Arm Band must be put in the oval labeled “Swing,” and the Golden Crown must be put in the oval labeled “Smash”. If a Shield is also present in an oval with an Armor card, any attack which intercepts the oval hits the Shield before it hits the Armor card. The Armor card cannot be destroyed until the Shield is destroyed.  **8.4.8. Resolving Attacks:** After the denizens are randomized and change tactics, compare each attack with its target's maneuver to see if the attack misses. Attacks that hit do not go into effect yet - they can still be stopped by killing the attacker before his attack hits. Each attack automatically hits unless its target maneuvers to avoid it or the attacker is killed before the attack hits.  **a.** Compare the attack time of each attack to its target's maneuver time. If the attack time is lower, the attack will hit the target by “undercutting” the target's maneuver time.  **b.** If the attack did not undercut, compare the direction of the attack to the direction of its target's maneuver. If the attack intercepts the maneuver, the attack will hit. The arrows on the Melee Section illustrate which attack directions intercept which maneuver directions.  **b.1)** The grey arrows show which red box is hit by each Attack circle. Follow the grey arrow from the circle containing his attack until it comes to a red box. If the target is in this box or in a matching box on another sheet, the attack intercepts and hits. *Note:* The attack cannot hit other denizens in the box. The only denizen that can be hit is the designated target. *Example:* If a character has played his Fight chit in the Smash attack circle, he intercepts his target if the denizen with his Attention chit on it is in any “Duck and Smash” box on any sheet.  **b.2)** The red arrows show which Maneuver square is hit by each red box. If a red box contains denizens, follow the red arrow from that box until it comes to a Maneuver square (after passing through the armor ovals). If this square contains the target's maneuver, all of the denizens in that red box intercept the maneuver and hit. *Special:* If a character does not play a maneuver, all of the denizen counters on his sheet intercept and hit him.  **c.** If an attack neither undercuts nor intercepts its target, it misses. *Explanation:* The target completes his maneuver and gets out of the way of the attack. When a character misses, he removes his attack from its circle and turns his active weapon alerted side up. When a denizen misses, it is put at the top of the target’s Melee Section to indicate that it is still engaged with its target even though it has missed this round.  **d.** When one character attacks another, his Attention chit attacks with the combat values defined by the weapon and Fight chit he played. His chit attacks from the red box on the target's sheet that matches the direction of the attack. *Example:* If he plays a Swing attack, he attacks from the "Dodge and Swing” box on his target's sheet. If the targeted character has played his Move counter, Boots card, or horse in the “Dodge” maneuver box, he is intercepted.  **e.** If a character attacks a target on a denizen's Melee Sheet, his attack circle intercepts the matching circle on that Melee Sheet, the red box that this circle points to, and the Maneuver square that this red box points to. *Example:* If he plays a Smash attack, he intercepts his target if it is in the “Smash” circle, the "Duck and Smash” box or the "Duck" square.  **f.** On a denizen's sheet, each attacker in an Attack circle intercepts the red box his circle points to, the owner intercepts the Maneuver square that his red box points to, and the attacker in the Maneuver square intercepts the red box that points to his square.  **g.** Whether or not an Attack spell hits is determined in exactly the same manner as a weapon. It must either undercut (based on the spell’s completion time) or intercept the target(s) to hit.  **8.4.9 Inflicting Harm:** Attacks that hit go into effect one at a time, in the order defined by their weapon length and attack times.  **a.** On the first round of combat in each clearing each day, attacks hit in the order defined by their weapon length, longer weapons before shorter. If attacks have the same weapon length, the attack with the faster attack time hits first.  **b.** In all subsequent rounds of combat in that clearing that day, attacks hit in the order defined by their attack times, faster attack times before slower. If attacks have the same attack time, the attack with the greater weapon length hits first. *Note:* If two or more attacks have both the same time and the same weapon length, they are simultaneous and inflict damage at the same time (see Rule 8.4.9m).  **c.** Hits inflict harm one by one, in the order defined by their length and attack time. When a hit inflicts harm the results go into effect instantly, before the next hit inflicts harm: if the hit changes the situation then the next hit inflicts harm in accordance with the new situation. *Exception:* Wounded action chits are not removed from play until the fatigue step.  **c.1)** When a denizen or character is killed, all attacks that are waiting to hit him are cancelled. Any weapons making the cancelled attacks turn alerted side up.  **c.2)** If a character or denizen is killed before his attack inflicts harm, his attack is cancelled and has no effect. *Example:* If a character and monster play killing attacks against each other, the one who hits first survives.  **d.** When a character’s attack hits (if it is not cancelled before it can take effect), his weapon becomes unalerted.  **e.** When an attack hits, it inflicts “harm” on its target. Harm is measured in the same levels as weight: “T” for Tremendous, “H” for Heavy, “M” for Medium and “L” for Light. The harm that a weapon or monster counter inflicts is equal to the harm letter on the attacking piece, plus levels for the sharpness stars on the attacking piece.  **e.1)** If the attack does not hit armor, each sharpness star increases the harm one level.  **e.2)** If the attack does hit armor, one of the sharpness stars does not add to the harm (the star is not lost permanently, it just does not count in the current attack), but each additional star increases the harm one level. *Example:* A counter with an "M" (Medium) harm letter and two sharpness stars inflicts Tremendous harm normally, but only Heavy harm when it hits armor.  **e.3)** If the attacking piece has no sharpness stars, the harm it inflicts is not affected by armor. A Heavy counter with no sharpness stars inflicts Heavy harm whether it hits armor or not.  **e.4)** When an attack hits a monster, the attack hits armor only if the monster is a Dragon, Troll or Serpent (including Vipers).  **e.5)** Armored natives: Each Knight, Great Swordsman, Pikeman, Short Swordsman and Crossbowman is protected by armor in all directions, as are all Warhorses (no other natives have armor). Every attack that hits one of these natives hits armor and is reduced by one sharpness star.  **f.** The method of attack of the character's weapon can modify the harm he inflicts.  **f.1)** If he hits with a missile weapon, he must roll on the Missile Table and adjust the harm level as indicated by his result.  **f.2)** If he plays a striking weapon with a Fight chit whose strength exceeds the weight of the weapon, the harm increases one level. The harm increases only one level no matter how much extra strength the Fight chit has. *Example:* If he plays a Medium, Heavy or Tremendous Fight chit with a Light striking weapon, the harm increases one level (to Medium, plus any sharpness).  **f.3)** *Special:* A “dagger” (a Fight chit played alone) is a “Negligible” striking weapon with one sharpness star. It always gains a level for excess Fight strength, so it inflicts Medium harm when it misses armor, Light harm when it hits armor.  **g. Bowmen:** The Archers and Crossbowmen fire missile weapons, so the harm they inflict is modified by the Missile Table. When an Archer or Crossbowman hits, one of the players rolls for him on the Missile Table and the result modifies the harm he inflicts.  **g.1)** The player's die roll modifiers do not affect this roll - he is rolling for the native, not for himself. Any player can roll.  **g.2)** The Archers have their own die roll modifier: when a player rolls on the Missile Table for an Archer's attack, he rolls only one die. This does not apply to the crossbowmen, who roll two dice. *Note:* When light side up (the side with no attack values), an Archer counter cannot attack.  **h.** When the target is a denizen, compare the final harm inflicted by the attack to the denizen’s vulnerability. Monsters’ vulnerabilities are defined by counter size. Natives’ vulnerabilities are defined in the List of Natives, and horses’ vulnerabilities (belonging to both characters and natives) are shown in the List of Horses. If the harm equals or exceeds its vulnerability, the denizen is killed. If the harm is less than the vulnerability, the harm has no effect. After the hit takes effect, the attacking weapon counter is turned unalerted side up.  **8.5** **FATIGUE AND WOUNDS**  At the end of each round of combat, during the Fatigue Step, each character must inactivate action chits to pay for the fatigue and wounds he incurred during the round.  **8.5.1. Fatigue:** Each character can normally play Fight and Move chits totaling up to two asterisks per round (some Treasures allow more asterisks to be played). If he plays chits with no asterisks or a total of one asterisk, no fatiguing is required. If he played chits with a total of two or more asterisks, he must fatigue by moving chits with asterisks from active status to inactive (fatigued) status. The number of asterisks he must fatigue is equal to the number of asterisks he played, minus one.  **a.** He can fatigue any chits with asterisks he has in play, including chits he played this round, as long as they are of the same type as the extra asterisks he played. If he played only Move chits, he must fatigue a Move chit, and if he played only Fight chits, he must fatigue a Fight chit. If he played both Move and Fight chits, he must specify which asterisk does not fatigue, and fatigue asterisks of the same type(s) as the remaining asterisks played. If he fatigues a double-asterisk chit he can bring back a single-asterisk chit of the same type to “make change” (see Rule 4.2.5).  **b.** When a character plays no asterisks he does not gain asterisks - he just does not have to fatigue any.  **c.** Normally a character will play no more than two asterisks, but if he uses the Potion of Energy or Girtle of Energy Treasure cards to play more than two asterisks, then the extra asterisks also fatigue. The number of asterisks he fatigues is always one less than the number he played.  **8.5.3. Wounds:** Each character must wound one active chit for each wound that was inflicted on him during this round. He gets one wound for each attack that inflicts Light or heavier harm on him, or Medium or heavier harm on his armor. He is not wounded by attacks that hit his horse. He can wound any action chits he has in play, including chits he played this round (see Rule 4.2.6). A transmorphized character cannot be wounded.  **8.7** **SPOILS OF COMBAT**  **8.7.1.** When a character kills a monster, he immediately gains recorded Fame and Notoriety points. He gets the bounty points for the monster, multiplied by the number of monsters he has killed that day (including the monster he just killed). *Example:* He collects the basic bounty points for the first monster he kills each day, double points for the second monster he kills, triple points for the third monster, and so on. *Note:* Head and club counters do not count as separate kills.  **a.** As he kills monsters he lines them up to keep track of how many he has killed that day. He starts a new line each day.  **b.** If two or more characters kill the same monster simultaneously, they divide the bounty points equally, retaining fractions, and each character counts it as a kill: he gains his share of the bounty points multiplied by his number of kills (including the shared monster). *Example:* The Elf and Druid simultaneously kill a Wolf, worth 1 Notoriety point. Each character gets half a Notoriety point, multiplied by his number of kills. It is the Elf’s fourth kill of the day, so he gains 2 Notoriety and his next kill will count as his fifth. It is the Druid's first kill of the day, so he gets only half a point of Notoriety, and his next kill will be his second.  **c.** Characters share a kill only if their attacks are perfectly simultaneous, equal in attack time and length. If one character hits first, he gets all the points and the characters who hit later get nothing.  **8.7.2.** Each character or native that a character kills counts as a kill just like a monster. He adds it to his line of kills for the day, and it multiplies the Fame and Notoriety he gets when he kills a denizen.  **a.** When a character kills a native, he gains its Notoriety bounty, multiplied by the number of kills he made that day (including the native he just killed), and he gains the native's Gold bounty, without multiplication. Natives do not have a Fame bounty.  **b.** When he kills another character, he takes the victim's recorded Notoriety, without multiplication. (If his victim has negative Notoriety, he loses Notoriety.) He does not get his victim's Fame points - when a character is killed, his Fame just vanishes. The victim does count as a kill.  **c.** When a spell kills a character or denizen, the spellcaster counts it as his kill and gets the points for it. If he kills several individuals simultaneously, he calculates their points as if he had killed them one at a time, starting with the individual worth the most points (without multiplication) and ending with the one worth the least.  **d.** When a character kills a character or hired leader, he also takes any belongings and recorded Gold the victim has with him. When a character is killed, his recorded spells vanish. The killer does not get them.  **8.7.5. Killing Denizens:** When a monster or native is killed, it is removed from play until it regener­ates and returns to play at the end of a week. Visitors can never be killed.  **8.8 ENDING COMBAT IN A CLEARING**  **8.8.1 End of the Round:** After the fatigue step the characters determine whether there will be another round of combat. If combat continues, the characters and denizens start the next round of combat.  **9.0 ENDING THE GAME**  **9.1 CHARACTER DEATHS AND RESTARTS**  **9.1.1. Character Deaths:** Characters may be killed by monsters, natives, other characters, or Power of the Pit spell results. Characters may also be killed by wounds or fatigue, or by suiciding.  **a.** Characters can be killed outright by taking a direct blow in combat that has an attack strength equal to or greater than their vulnerability. *Note:* Under the Serious Wounds optional rule, blows equal to their vulnerability may result in multiple wounds rather than death.  **b.** Characters can also be wounded to death in combat by multiple blows. As soon as all of a character's chits become wounded or committed to spells, he is killed. When determining which chits to wound, players must first wound all of their unenchanted in-play chits, then their enchanted in-play chits, then any fatigued chits. This is the only time that fatigued chits can be wounded. Chits dedicated to spells cannot be wounded and do not count when determining whether all chits have been wounded (see Rule 4.2.6).  **c.** When all of a character’s chits are fatigued, wounded, or dedicated to spells, the only activity he can record and carry out is a Rest phase. If the character cannot do a rest phase on the next Daylight phase (for example, due to the Ill Health curse), he is killed. *Note:* Certain types of weather in the optional Seasons/Weather rules require involuntary fatiguing of chits, and can eventually result in death. See the Seasons/Weather rules for details.  **d.** Characters can be killed by Power of the Pit spell results, whether cast by characters or Demons, or by looting the Toadstool Circle. If the character is killed by a Power of the Pit attack from the Toadstool Circle, fatigue, or suicide, his items are abandoned in the clearing, and his recorded fame, notoriety, gold, spells, and discoveries are lost. |

1. **– Requirements**

This Section contains what features must be implemented. Each requirement has its own identifier and a short description. The source of traceability may either be from the official game rules, assumptions, other requirements, or team decisions.

* 1. **– Functional Requirements**

Functional requirements define what behavior and functionality the software must have. They have been categorized below, based on different game states or areas of functionality. All of the functional requirements specified in the CorrectionGrid file provided are represented below.

|  |  |  |
| --- | --- | --- |
| **ID** | **Functional Requirements** | **Traceability** |
| FR-1 | Display correct titles of the board. | A-1 |
| FR-2 | Board is scrollable for each client. | A-1 |
| FR-3 | Networking capabilities. Capable of having multiple players. The actions of one player are represented in each window of his opponents. | A-3 |
| FR-4 | Initial character selection offers 2 or more distinct characters. | GR-1.4.1.  GR-3.3. |
| FR-5 | Cheat Mode allows user to assign 4 types of Map Chits (V, W, M, C) to specific tiles. | GR-1.4.3. |
| FR-6 | Can give the 5 Map Chits to Lost Castle. | GR-1.4.3. |
| FR-7 | Can give the 5 Map Chits to Lost City. | GR-1.4.3. |
| FR-8 | Can manually place Lost Castle. | GR-1.4.3. |
| FR-9 | Can manually place Lost City. | GR-1.4.3. |
| FR-10 | Sound and Warning chits are correctly displayed to clients. | GR-1.4.3. |
| FR-11 | Support choosing starting location for characters. | GR-1.4.2.  GR-3.3.5. |
| FR-12 | Support of moving within the tile. | GR-1.4.2.  GR-7.3.1. |
| FR-13 | Support of moving across tiles. | GR-1.4.2.  GR-7.3.1. |
| FR-14 | Support Captain’s extra phase when he is in a dwelling. | GR-3.3.  GR-6.2. |
| FR-15 | Support Amazon’s extra Move Phase. | GR-3.3.  GR-6.2. |
| FR-16 | Support the choice of dice roll results in cheat mode. | A-4 |
| FR-17 | Support hiding successfully (1-5). | GR-7.4. |
| FR-18 | Support hiding unsuccessfully (6). | GR-7.4. |
| FR-19 | Selection of fight and move counters for combat. Then resolve combat. | GR-8.4.5. |
| FR-20 | Can choose shield direction. | GR-8.4.5. |
| FR-21 | Support Multiple Rounds of combat between 2 characters. Resulting in a death or no death. | GR-1.4.4.  GR-7.9.  GR-8.4.5.  GR-8.4.9.  GR-8.8.  GR-9.1. |
| FR-22 | Support a 2 effort limit per round of combat. | A-5  GR-1.4.4. |
| FR-23 | Support random order of player turns. | GR-7.1. |
| FR-24 | Support Dwarf only having 2 phases a day. | GR-3.3. |
| FR-25 | Support Black Knight | GR-3.3. |
| FR-26 | Support the recording of player’s phases and then implementing them after all players have finished recording. | GR-6.2. |
| FR-27 | Support the viewing of objects in clearing. | A-2  GR-1.4.3. |
| FR-28 | Support the alerting of weapons. | GR-2.3.4.  GR-7.9. |
| FR-29 | Support using different stats of an alerted weapon. | GR-8.4.9. |
| FR-30 | Support combat with un-alerted weapons. | GR-8.4.9. |
| FR-31 | Support fatiguing counters. | GR-8.5.1. |
| FR-32 | Support wounding counters. | GR-8.5.3. |
| FR-33 | Support resting fatigued counters. | GR-7.8. |
| FR-34 | Support resting wounded counters. | GR-7.8. |
| FR-35 | Support locating of treasure. | GR-7.5.4. |
| FR-36 | Support looting of treasure. | GR-7.5.5. |
| FR-37 | Support Great treasures. | GR-2.3.6.  GR-2.3.7. |
| FR-38 | Support specification of treasure’s notoriety and fame. | GR-2.3.6.  GR-2.3.7.  8.7. |
| FR-39 | Player’s current gold, fame, notoriety updated regularly. | GR-1.4.4.  GR-7.5.5.  8.7. |
| FR-40 | Support cheat mode for searching tables. | A-4 |
| FR-41 | Support locating of secret paths and passages. | GR-7.5.4. |
| FR-42 | Support of Cloak of Mist. | GR-3.3.  GR-7.5.5. |
| FR-43 | Support of Magic Spectacles. | GR-3.3.  GR-7.5.5. |
| FR-44 | Support Cave phase restriction. | GR-1.4.2.  GR-6.2.  GR-7.3.1. |
| FR-45 | Support of random dice rolls in normal mode. | A-4 |
| FR-46 | Support monsters prowling to other clearings. | GR-7.13.1 |
| FR-47 | Support missile attacks. | GR-8.4.9. |
| FR-48 | Support viewing of clearing values. | A-1  GR-1.4.3. |
| FR-49 | Support monsters. | GR-2.2. |
| FR-50 | Support character death. Creating pile of his belongings. | GR-8.7.  GR-9.1. |
| FR-51 | Support Looting of his belongings | GR-7.5.5. |
| FR-52 | Support victory point selection. | GR-1.4.1.  GR-1.4.5. |
| FR-53 | Support victory point calculation. | GR-1.4.5. |

* 1. **– Assumptions**

While building the software many assumptions were made about the rules so that the rules could be captured the software requirements. Many of the requirements above will trace to these items. The following table will identify them along with their justification.

|  |  |  |
| --- | --- | --- |
| **ID** | **Assumption** | **Justification** |
| A-1 | Each player has a labelled scrollable map. | Players will want to be able to remember quickly where everything is located. |
| A-2 | Players want to view the contents of a clearing. | Players will want to know what treasure, monster or other character is in the clearing so they can make informed choices. |
| A-3 | Game must have minimum of 1 player and a maximum of 6. All should be able of viewing the others actions. | Game becomes longer the more players are added. |
| A-4 | Player wants to be able to choose Dice result. | By fixing the result, it guarantees access to all portions of the game. |
| A-5 | Put a 2\* limit on combat rounds. | This keeps the game moving quickly. Also ensures new players don’t accidentally kill their characters in round 1. |
|  |  |  |

1. **– Use Cases**

A use case covers a scenario. It details the path of events needed for this scenario.

* 1. **– Use Case Diagram**

The following diagram corresponds to the use cases in 4.2. Actors are depicted as persons. Ellipses represent use cases, dashed arrows with an <<include>> stereotype represent an “includes” relationship, and regular lines represent association.

****

* 1. **– Use Cases**

Each use case is detailed in its own table row, which describes its sequence of events.

|  |  |  |
| --- | --- | --- |
| **ID** | **Name** | **Description** |
| UC-1 | Player Plays a Game | A player starts and plays a game of Magic Realm.  **Actors:** Player, System  **Triggering Event:** A new game of Magic Realm is started.  **Pre-Conditions(s):** The player is not in the game.  **Main Sequence:**  1. Player arranges a game with 1-6 players (execute UC-3 if hosting or UC-4 if player is a client).  2. Until everyone has played 28 Game Days  2.1. System displays the current game state.  2.2. A day will pass (Execute UC-2).  3. Calculate victory points based on players choices when creating the game.  4. Display the total score.  5. Player then leaves the game.  **Post-Condition(s):** Game has ended. Player is not in a game.  **Resulting Event:** The Player leaves the game.  **Alternative Scenario:**  Player leaves game Early – can happen at any time by closing application or quitting. Player is not replaced by another and is removed from game.  **Traceability:**  FR-53 |
| UC-2 | Game Day | During a game of Magic Realm all players progress through the day concurrently.  **Actors:** Players, System.  **Triggering Event:** The system enters a new day round.  **Pre-Condition(s):** There exists a player. The game has not ended yet.  **Main Sequence:**   1. Player records what he intends to do on his turn. 2. Monsters roam a little in their tiles. 3. Players are chosen to do their recorded turns in a random order. 4. After all players have done their turn. If there are possible player vs player combats execute UC-5. 5. If possible the player may trade. 6. All weapons become un-alerted.   **Post-Condition(s):** It is no longer the current day.  **Resulting Event:** The game state has been advanced.  **Traceability:**  FR-12 to FR-18, FR-23, FR-24,  FR-26 to FR-29, FR-31 to FR-46, FR-48 to FR-51 |
| UC-3 | Player Creates a Game | A player sets up a game of Magic Realm.  **Actors:** Player, System.  **Triggering Event:** The player chooses to host a new game of Magic Realm.  **Pre-Condition(s):** The player is not in a game.  **Main Sequence:**   1. The host player starts the server, specifies the number of players and then waits for them to connect to his game. 2. He will then specify whether the game is in cheat mode or not. 3. If in cheat mode he will then place all map chits. 4. All players will then choose their character, their starting location and their victory points. 5. Once all players have chosen the game will commence.   **Post-Condition(s):** The player is in a session.  **Resulting Event:** The players begin a session.  **Traceability:**  FR-1 to FR-11,  FR-25, FR-37, FR-38, FR-42, FR-43, FR-52 |
| UC-4 | Player Joins a Game | A player joins a game of Magic Realm as a client.  **Actor:** Player, System  **Triggering Event:** The player chooses to join a game of Magic Realm as a client.  **Pre-Condition(s):** The player is not in a game.  **Main Sequence:**   1. The player finds and specifies a game to join that is available. 2. Will then do steps 3-5 of UC-3.   **Post-Condition(s):** The player is in a session.  **Resulting Event:** The players begin the session.  **Traceability:**  FR-1 to FR-11,  FR-25, FR-37, FR-38, FR-42, FR-43, FR-52 |
| UC-5 | Player vs Player Combat | A player fights against another player.  **Actors:** Player, Player, System  **Triggering Event:** Two players end the day in the same clearing.  **Pre-Condition(s):** Both players are alive and in the same clearing. Neither player has already fought today.  **Main Sequence:**   1. Both players choose how they will attack their opponent, their shield defense and their defensive maneuver. 2. Player with the best attack attribute will attack first.    1. Determine if attack hit.    2. Determine attack damage.    3. Resolve damage. 3. If second player is still alive he will attack. Repeat step 2 using second player. 4. If both players are still alive execute UC-5.   **Alternative Scenario:**  Both players choose to do nothing- combat ends.  **Post-Condition(s):** One player is dead or both players are alive.  **Resulting Event:** Combat is finished, the day may resume.  **Traceability:**  FR-19 to FR-23, FR-26,  FR-28 to FR-34, FR-47, FR-50 |

* 1. **– Responsibilities**

These are created from the use cases above; they will be used in the use case maps in section 4.4. The reference for the respective use case is on the right.

|  |  |  |
| --- | --- | --- |
| **ID** | **Responsibility** | **Use Case(s)** |
| RESP-1 | The system displays the current game state. | UC-1 |
| RESP-2 | The system calculates victory points for the players. | UC-1 |
| RESP-3 | The system checks for any human players that have exited. | UC-1 |
| RESP-4 | The system removes any exiting human players. | UC-1 |
| RESP-5 | The system determines whether 28 game days have been played. | UC-1 |
| RESP-6 | The system notifies the player that the game has terminated unexpectedly. | UC-1 |
| RESP-7 | The system displays the scoreboard to each player. | UC-1 |
| RESP-8 | The player exits the game. | UC-1 |
| RESP-9 | The player records his actions for this day. | UC-2 |
| RESP-10 | The system moves the prowling monsters around their tiles. | UC-2 |
| RESP-11 | The system randomly selects a player to do their turn. | UC-2 |
| RESP-12 | The system executes the player’s turn. | UC-2 |
| RESP-13 | The system checks if there is possible combat then calls UC-5. | UC-2 |
| RESP-14 | The system checks if there is possible trading. | UC-2 |
| RESP-15 | The system un-alerts all weapons. | UC-2 |
| RESP-16 | The system displays the partially updated game state. | UC-2  UC-5 |
| RESP-17 | The system determines whether every player has completed their turn during this day. | UC-2  UC-5 |
| RESP-18 | The system advances the game state. | UC-2  UC-5 |
| RESP-19 | The player will choose where treasures, sounds, ghosts, dwellings, lost castle and the lost city are placed if this is cheat mode. | UC-3  UC-4 |
| RESP-20 | The player will choose their character, his starting location and the victory points needed. | UC-3  UC-4 |
| RESP-21 | The host player waits for a guest player to join. | UC-3 |
| RESP-22 | The host checks that there are enough players. | UC-3 |
| RESP-23 | The host begins the session. | UC-3 |
| RESP-24 | The host will choose if the game is in cheat mode or not. | UC-3 |
| RESP-25 | The system verifies whether or not the game to be joined is accessible. | UC-4 |
| RESP-26 | The system connects the player to the game as a client. | UC-4 |
| RESP-27 | The guest player waits for the host player to begin the session. | UC-4 |
| RESP-28 | The system initializes the session on behalf of the host player. | UC-4 |
| RESP-29 | The players selects attack direction and strength, shield direction, evasion direction and strength. | UC-5 |
| RESP-30 | The system verifies if the attack hits the other player. | UC-5 |
| RESP-31 | The system verifies if any damage is done to the other player. | UC-5 |
| RESP-32 | The system applies damage to the other player. | UC-5 |
| RESP-33 | The system will verify that the player is still considered alive. | UC-5 |
| RESP-34 | The players decide to leave the combat. | UC-5 |
| RESP-35 | The player is removed from play. | UC-5 |
|  |  |  |

**4.4 – Bound and Unbounded Use Case Maps**

The bound maps correspond to the unbounded ones directly below them; while the unbounded maps correspond to section 4.2. The Triggering and resulting events are labeled in the tables following them.

SEE Example

1. **– Design Decisions**

This section will cover the design decisions that were taken with respect to classes and objects chosen for the system. The UML diagram will be in section 5.2.

* 1. **– Decisions**

|  |  |  |
| --- | --- | --- |
| **ID** | **Design Decision** | **Traceability** |
| DD-1 | **Strategy Pattern**  The Strategy Pattern is extremely useful for implementing the game chits of all kinds and their Behaviours. We wanted to be able to reuse generic classes, rather than implement the various classes separately. Using the Strategy pattern, we could do this and keep the code very clean and simple, organizing each individual classes actions into its own inherited class.  This was also used for MapTile types, charater profile types and the different kinds of items a person could carry. | Group Decision |
| DD-2 | **Relevant statistics for each player**  The game records all the resources, victory points, and other statistics with tallies of how much the player has accumulated for each. This decision reduces interface clutter, and lets the player or system instantly know how many of a type of resource they have instead of trying to count all the symbols they have. | Group Decision |
| DD-3 | **Testing of behaviors and strategies**  We were able to test how our functions were behaving and what strategies they were using. To do this, we added instances of them into a running game and looked at what they were outputting. As they were active debugging information was printed through their consoles, aiding us greatly in fixing their implementations. | Group Decision |
| DD-4 | **Layer Pattern**  Several classes utilize this pattern. They keep all of the functions related to their entities in separate files. This allows for easier code reuse. | Group Decision |
| DD-5 | **Anti-Pattern**  Several of our classes used copy/paste to be created. As such they resemble they have a blobbing problems. Where several classes contain most of the code. | Group Decision |
| DD-6 | **Observer Pattern**  We had originally attempted to use this pattern to handle the moving, adding, removing of players. To ease their implementation. However as the program got more complex the observer pattern was abandoned. | Group Decision |
| DD-7 |  | Group Decision |
|  | ?Adapter Pattern for server/client |  |
|  | **Singleton**  ?Not sure if we have any of these?Perhaps related to server/client |  |
|  |  |  |

* 1. **– Structural Model**

UML diagram of project, already created

* 1. **- Client/Server Functionality**

This section will detail which functionality resides on the server side of the code and what code resides on the client side.

|  |  |
| --- | --- |
| **Client** | **Server** |
| On the client side their exists these classes |  |

1. **– Object Specifications**

SEE TABLES, IN EXAMPLE

1. **– Interaction Diagrams**

Below are the UML Unteraction Diagrams. Each corresponds to the previous bound use case maps in section 4.4.

SEE TABLES, IN EXAMPLE