Deer Portal
Game Handbook & Card Reference

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June 2, 2025

Contents

1   Introduction

Deer Portal is a multiplayer board game driven by the four classical elements, designed for 0-4 players. The game takes place in an ancient world where the Almighty Deer God protects all compassionate creatures.

1.1   Game Objective

Transform yourself into a **Deer Lesser God** by reaching the **Hoof Portal** and collecting the most diamonds.

1.2   Game Philosophy

The game was inspired during a Buddhist journey through Japan, specifically after visiting Tōdai-ji temple in Nara. The mission is to spread the word about the Deer through this strategic gameplay.

2   Game Setup

2.1   Classical Elements

The gameboard is divided into four areas, each controlled by one classical element:

- **Water** (Blue) - Represents flow, adaptation, and change

- **Earth** (Green) - Represents stability, growth, and foundation

- **Fire** (Red) - Represents energy, transformation, and passion

- **Air** (Yellow) - Represents freedom, intellect, and movement

2.2   Players

Each of the four players is mentored by one classical element and can:

- Move around their designated board area

- Collect runes and diamonds

- Meditate to receive help from their patron element

- Reach the Deer Portal for transformation

Players can be controlled by humans or computers, allowing for various gameplay configurations.

2.3   Turn Structure

Each active player (who hasn't reached the portal yet, nor is frozen) performs two actions during their turn:

1. **Roll the Dice** - Click on the dice symbol in the bottom right area

2. **Choose Movement** - Click on the corresponding area on your board to move your character

2.4   Field Effects

After moving your character, depending on the destination field you may:

- **Collect Diamonds** - If there was one on the field (+1 cash)

- **Activate Cards** - If a rune was on the field (execute card effect)

- **Meditate** - If the field was your starting place (regenerate your area)

- **Enter Portal** - Move to the Deer God kingdom (end game trigger)

3   Card System

The heart of Deer Portal's strategy lies in its sophisticated card system. Each element maintains a deck of 32 cards that provide powerful interactions between players.

3.1   Card Distribution

Card Type	Quantity per Element	Total in Game
Stop Cards	8	32
Remove Cards	8	32
Diamond Cards	8	32
Diamond x2 Cards	8	32
Total per Element	**32**	**128**

3.2   Card Activation Rules

1. **Own Element Runes**: When landing on your own element's rune, the card is discarded and the next card is revealed

2. **Other Element Runes**: When landing on another element's rune, the card effect executes against that element's area

3. **Targeting Restriction**: You cannot use cards against your own element area

4. **Deck Progression**: After each card use, the deck advances to the next card

5. **Deck Exhaustion**: When a deck runs out, that element pile becomes inactive

4   Card Types & Effects

4.1   Stop Cards

Primary Effect: Freeze target player for one complete turn
    Strategic Use:

- Disrupt leading players during critical moments

- Prevent opponents from reaching the portal

- Buy time to collect valuable resources

- Most effective during mid-to-late game phases

Visual Design: Each element's stop card features a distinctive yellow prohibition symbol overlaid on the element's thematic background.
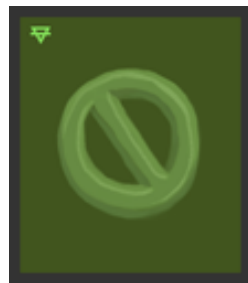

Figure 1: *
Water Stop

Figure 2: *
Earth Stop

Figure 3: *
Fire Stop

Figure 4: *
Air Stop

4.2   Remove Cards

Primary Effect: Eliminate a random diamond or card from target element area
    Strategic Use:

- Reduce opponent resource accumulation

- Eliminate high-value targets before opponents can collect them

- Tactical disruption of opponent strategies

- Most effective when target areas have valuable visible resources

Visual Design: Features a crossed-out diamond symbol on each element's themed background, representing resource elimination.

4.3   Diamond Cards

Primary Effect: Steal one diamond from target area + award 1 cash to current player
    Strategic Use:

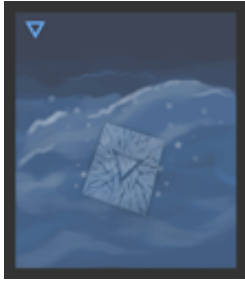- Direct resource acquisition from opponents

Figure 5: *
Water Remove

Figure 6: *
Earth Remove

Figure 7: *
Fire Remove

Figure 8: *
Air Remove

- Build economic advantage throughout the game

- Steady progression toward victory condition

- Effective throughout all game phases

Visual Design: Displays a single, prominently featured diamond on each element's background.
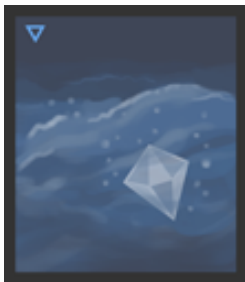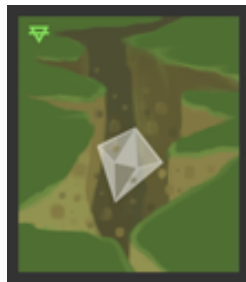
Figure 9: *
Water Diamond

Figure 10: *
Earth Diamond
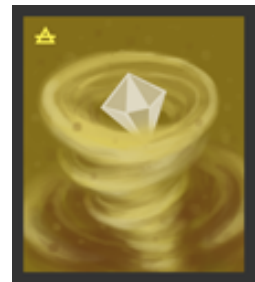
Figure 11: *
Fire Diamond

Figure 12: *
Air Diamond

4.4   Diamond x2 Cards

Primary Effect: Steal two diamonds from target area + award 2 cash to current player
   Strategic Use:

- Maximum resource gain per single card activation

- Game-changing potential in close matches

- Priority target for strategic timing

- Most valuable card type in the deck

Visual Design: Features two diamonds prominently displayed, often with enhanced visual effects representing their increased value.
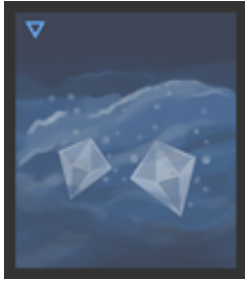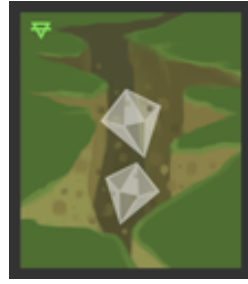
Figure 13: *
Water Diamond
x2

Figure 14: *
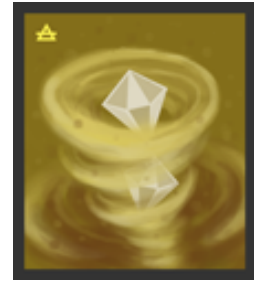Earth Diamond
x2

Figure 15: *
Fire Diamond x2

Figure 16: *
Air Diamond x2

5   Element-Specific Visual Themes

5.1   Water Element Cards

Visual characteristics include flowing water textures, blue gradients, and aquatic motifs that convey fluidity and adaptability.

5.2   Earth Element Cards

Feature natural textures, green earth tones, and organic patterns representing stability and growth.

5.3   Fire Element Cards

Incorporate flame effects, warm red colors, and dynamic energy patterns symbolizing transformation and passion.

5.4   Air Element Cards

Display light, airy backgrounds with yellow/white color schemes and flowing patterns representing freedom and movement.

6   Game Mechanics Integration

6.1   Meditation System

Returning to your starting position with an exact dice roll triggers meditation, which:

- Regenerates all diamonds and cards in your area

- Requires precise dice roll calculation

- Provides strategic reset opportunity

- Essential for long-term resource management

6.2   Deck Exhaustion Effects

When element decks become empty:

- Deck becomes inactive (no more cards can be drawn)

- All remaining resources of that element are removed from the board

- Element becomes strategically less valuable

- Affects long-term game balance

6.3   Deer Mode

When the first player reaches the portal:

- **Deer Mode** begins (4 rounds - one turn per player)

- First player gets bonus diamonds for reaching first

- All remaining players must reach portal before Deer Mode ends

- Players who don't reach portal in time are eliminated

7   Victory Conditions

7.1   Primary Victory

The player with the most diamonds when all players reach the portal (or deer mode ends) wins the game.

7.2   Tiebreaker

In case of diamond count ties, victory goes to the player who reached the portal first.

7.3   Transformation

- **Winner**: Transforms into a Deer God - **Survivors**: Become devoted monks spreading the philosophy - **Eliminated**: Become the foundation of the new philosophy