

# Deer Portal

## Game Handbook & Card Reference

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# 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
<b>Total per Element</b>	<b>32</b>	<b>128</b>

## 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

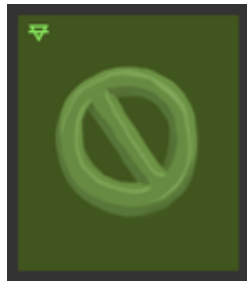


Figure 2: \*  
Earth Stop



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

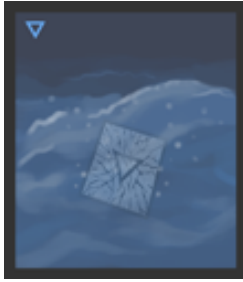


Figure 5: \*  
Water Remove



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.

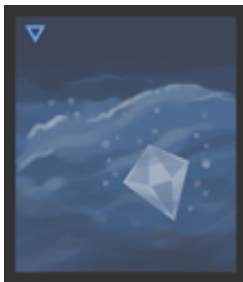


Figure 9: \*  
Water Diamond

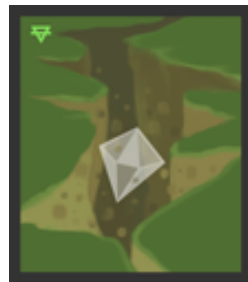


Figure 10: \*  
Earth Diamond



Figure 11: \*  
Fire Diamond

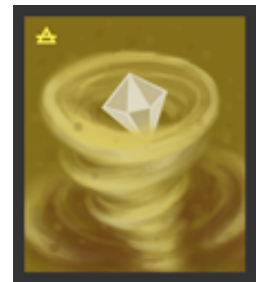


Figure 12: \*  
Air Diamond

#### 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.

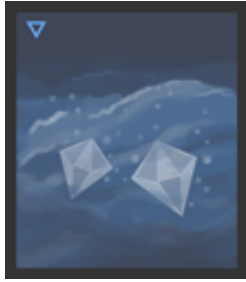


Figure 13: \*  
Water Diamond  
x2



Figure 14: \*  
Earth Diamond  
x2



Figure 15: \*  
Fire Diamond x2

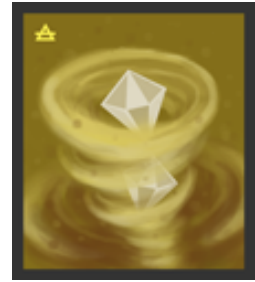


Figure 16: \*  
Air Diamond x2

## 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 Advanced Strategy

### 6.1 Card Priority System

1. **Diamond x2 Cards** - Highest strategic value
2. **Diamond Cards** - Reliable resource acquisition
3. **Stop Cards** - Tactical disruption tool
4. **Remove Cards** - Situational utility option

## 6.2 Timing Strategies

- **Early Game:** Focus on diamond cards for resource building
- **Mid Game:** Deploy stop cards against leading players
- **Late Game:** Use remove cards to eliminate threats before portal entry

## 6.3 Element Targeting

Consider these factors when choosing targets:

- Visible resource density in target areas
- Strategic position of controlling players
- Current game state and remaining turns
- Deck status of different elements

# 7 Game Mechanics Integration

## 7.1 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

## 7.2 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

## 7.3 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



## 8 Victory Conditions

### 8.1 Primary Victory

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

### 8.2 Tiebreaker

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

### 8.3 Transformation

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

## 9 Advanced Tips

### 9.1 Resource Management

- Balance immediate gains vs. long-term strategy
- Monitor opponent diamond counts
- Use meditation strategically to refresh your area
- Time your portal entry carefully

### 9.2 Card Timing

- Save powerful cards for crucial moments
- Watch for opponent weaknesses
- Don't waste cards on empty areas
- Consider deck status when planning moves

### 9.3 Movement Strategy

- Plan your dice rolls and movement paths
- Position for multiple collection opportunities
- Avoid predictable patterns
- Use exact movement for meditation when needed

## 9.4 Endgame Planning

- Monitor Deer Mode countdown
- Ensure portal access before elimination
- Make final resource grabs before time runs out
- Position for tiebreaker advantages

## 10 Conclusion

The Deer Portal card system provides deep strategic gameplay while maintaining thematic coherence with the game's spiritual and elemental foundations. Mastery of card timing, element targeting, and resource management separates novice players from those worthy of transformation into Deer Gods.

May your journey through the elements lead to enlightenment and victory in the sacred realm of the Almighty Deer.