Creator Rulebook

Creators vs Destroyers: A strategy game of memory, movement, and domination

1. Game Overview

Creators vs Destroyers is a competitive strategy board game played on a grid. One side seeks to recreate a hidden pattern, while the other attempts to corrupt or prevent it. The game blends:

- Pattern recognition
- Dice-driven movement
- Tactical blocking and replacement
- Psychological pressure

Victory is achieved not by eliminating the opponent, but by shaping the board itself.

2. Components

- **Game Board:** A square grid (default: 16×16).
- **Pawns:**
  - Creator Pawns (C) – typically blue
  - Destroyer Pawns (D) – typically red
- **Pattern Deck / Selector:** Patterns are 7×7 matrices made of active (1) and inactive (0) cells. Patterns include: Letters (A–Z), Numbers (0–9), and Symbols (! ? + - * / @ # $ etc.).
- **Dice:** One six-sided die (values 1–6).

3. Objective

Creator's Goal

Recreate the hidden target pattern on the board using Creator pawns. A pattern cell is considered complete if a Creator pawn occupies that cell. Not all pawns must be used; extra pawns outside the pattern do not invalidate victory.

Destroyer's Goal

Prevent the Creator from completing the pattern by blocking pattern cells, replacing Creator pawns, and forcing inefficient moves.

4. Pattern Preview (Start of Game)

Before gameplay begins, the board starts empty. The target pattern appears centered and scaled to its original 7×7 matrix, revealed cell-by-cell with animation. Players are expected to memorize the pattern. Once the preview ends, the pattern fades, pawns are placed, and the game begins.

5. Initial Setup

After the preview:
- **Creator Pawns (C):** Fill the top two rows of the board.
- **Destroyer Pawns (D):** Fill the bottom two rows of the board.

The Creator always takes the first turn.

6. Turn Structure

Each turn follows this strict order:
1. Roll the Dice
2. Select One Pawn
3. Move the Pawn
4. End Turn

A player may only move one pawn per turn.

7. Dice Rules

Dice values range from 1 to 6. The rolled number defines the exact movement distance. The dice must be rolled before selecting a pawn. If no valid move exists, the turn is skipped automatically.

8. Movement Rules

- **Direction:** A pawn may move in any of the 8 directions: Vertical, Horizontal, or Diagonal.
- **Distance:** The pawn must move exactly the number rolled; partial movement is not allowed.
- **Valid Landing:** A pawn may land on an empty cell or a cell occupied by an opponent pawn.
- **Invalid Landing:** A pawn may not land on a cell occupied by a friendly pawn or a cell outside the board.

9. Capture & Replacement

If a pawn lands on a cell occupied by an opponent pawn, the opponent pawn is removed and the moving pawn takes its place. The removed pawn is returned to its original reserve (it is not eliminated permanently). There is no limit to how many times a pawn can be replaced.

10. Pattern Completion & Victory

After every Creator move, the board is checked. If all required pattern cells are occupied by Creator pawns, the Creator wins immediately.

11. AI Mode (Optional)

The game can be played in two modes:
- **Human vs Human:** Both Creator and Destroyer are controlled by players.
- **Human vs AI:** Player chooses to play as Creator or Destroyer. The AI controls the opposing side.

AI Behavior: The AI prioritizes pattern-critical cells, actively blocks completion paths, replaces high-value pawns, and chooses moves that maximize disruption.

12. Illegal Actions

The following are not allowed:
- Moving without rolling the dice.
- Moving fewer or more cells than the dice value.
- Moving multiple pawns in one turn.
- Ignoring forced replacement.
- Undoing a completed move.

Strategy Tips (Non-Rules)

- **Creators should:** Spread pawns early, secure pattern corners first, and avoid clustering.
- **Destroyers should:** Target pattern intersections, trade pawns aggressively, and force awkward dice outcomes.

Design Philosophy

This game is about imperfect information, calculated risk, and mental pressure. Creators build under uncertainty. Destroyers corrupt without knowing the full truth. Memory fades. Dice betray. Only strategy survives.