

Fortress

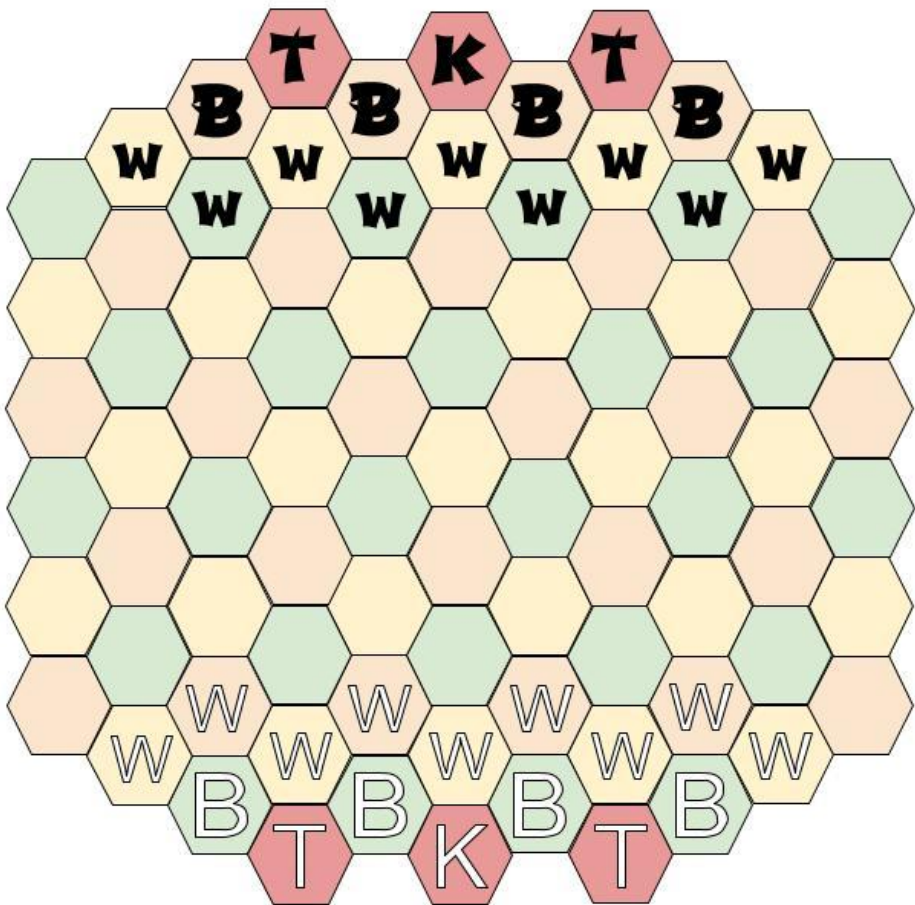
Game Rules

Fortress Basics:

Fortress is a strategic board game for two players, inspired by the classic game of Chess. The players control identical sets of differently colored pieces, and alternate turns moving their pieces across the board. **The ultimate goal is to destroy the enemy's most valuable piece, *the Keep*.**

The game takes place on a board made up of hexagonal spaces (*hexes*). Rather than taking a piece by moving onto its space, in Fortress a piece is attacked by moving into a hex adjacent to it. Once adjacent, enemy pieces deal damage to each other and might both be destroyed and removed from the board.

Proximity to friendly pieces matters as well, as a piece's *Strength Rating* is boosted by each adjacent ally. To allow for substantive attacks, players move *two pieces per turn* which enables multi-piece attacks on a single hex.



The Game Board

Sets of white and black pieces are arranged on a hex grid game board.

All hex spaces are the same, except for the *Home Hexes* at the ends of the board (red).

- *Home Hexes* are the starting spots for the most powerful pieces, *Towers* and *the Keep*.
- If a *Wall* (the weakest piece) reaches one of the opponent's home hexes, it is promoted to a more powerful piece..

Proximity Matters:

Strength Rating

Each piece has a Strength Rating (*STR*)

- *STR* is determined by adding a piece's *Core Strength* (see *Pieces*) and its *Reinforcement Bonus*

Friendly pieces in adjacent hexes grant each other a *Reinforcement Bonus (Reinf)*

- Different pieces *Reinf* for different amounts
- A piece applies its *Reinf* bonus to ALL adjacent friendly pieces

Combat

No two pieces can ever occupy the same hex

- one piece attacks another by moving to occupy an adjacent hex

More than one piece can attack a single hex

- Moving two pieces per turn allows combo attacks - two pieces move adjacent to the same hex, Reinforcing each other and multiplying damage.

Turns (Happen in 2 Phases):

Movement

On your turn, you must make 2 moves

- You must move 2 different pieces*
* - exception is the Keep (see Pieces)

A piece must end its move in an empty hex

- No two pieces can ever occupy the same hex

White begins the game, and on its first turn white makes only one move

- Rule to negate the advantage of going first

- | | | | | |
|--------|------|-------|------|-------|
| Turn: | 1 Wh | 2 Blk | 3 Wh | 4 Blk |
| Moves: | 1 | 2 | 2 | 2 |

Combat

After *Movement* is complete, adjacent enemy pieces deal damage to each other

- Each piece deals damage equal to its *STR*
- All damage happens simultaneously

If a piece receives damage \geq its *Strength Rating*, it is removed from the board

- Both the attacking and defending pieces might be removed in combat

After combat, no two opposing pieces can be adjacent to each other

- Isolated Walls are removed (see *Walls*)

The Pieces:

Values:

Starting Pieces:

- Walls - x9
 - Least valuable piece (*pawn*)
- Bastions - x4
 - Flexible piece (*Knight*)
- Towers - x2
 - Powerful attacker (*Rook*)
- Keep - x1
 - The most important piece (*King + Queen*)

The following slides describe the different pieces in detail, with each having different abilities and values

Definitions:

Core = Core Strength

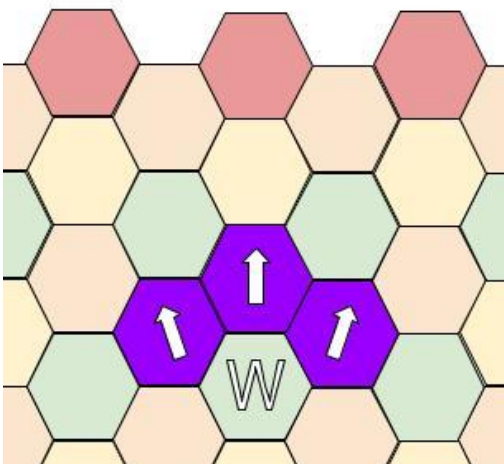
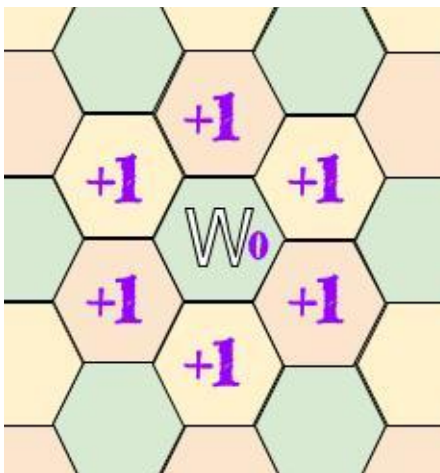
- The *STR* of a piece by itself, with no added *Reinforcement Bonuses*

Reinf = Reinforcement Bonus Given

- This value is added to the *STR* of all friendly pieces in adjacent hexes*
- * - Keep is the exception (see *Keep*)

Mov't = Movement Abilities

- Varies from # of hexes to special abilities and limitations



Walls

Core: 0*

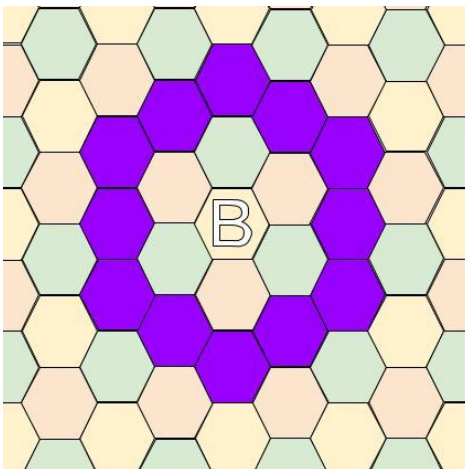
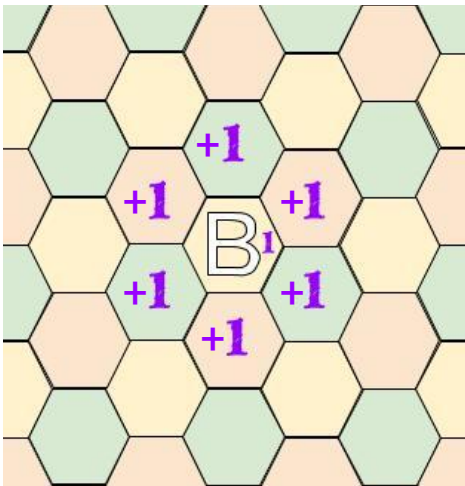
** - if a wall is not reinforced by another piece it is removed from the board in the combat phase.*

Reinf: 1

Mov't: 1*

** - may only move forward (toward the opponent's home hexes)*

If a wall piece makes it to one of the opponent's home hexes it is “promoted” to a Bastion or Tower (player's choice)



Bastions

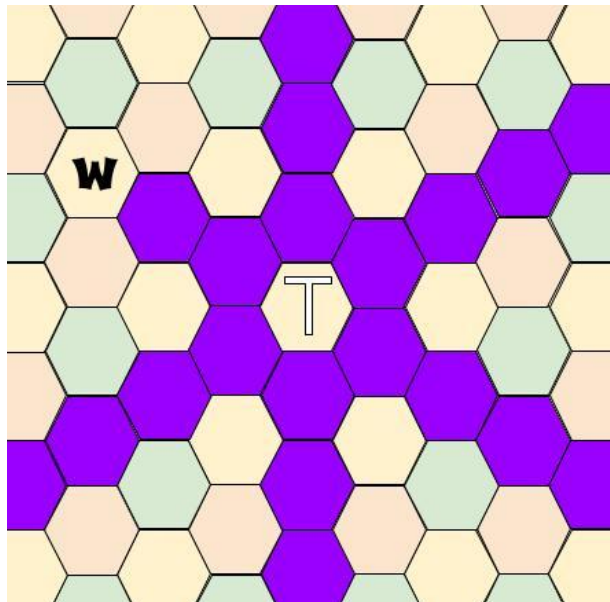
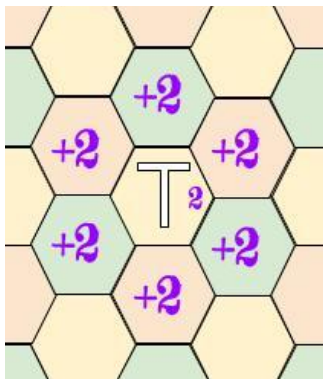
Core: 1

Reinf: 1

Mov't: 2*

* - *may jump over pieces*

* - *must land in an empty non-adjacent hex to its starting hex*



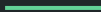
Towers

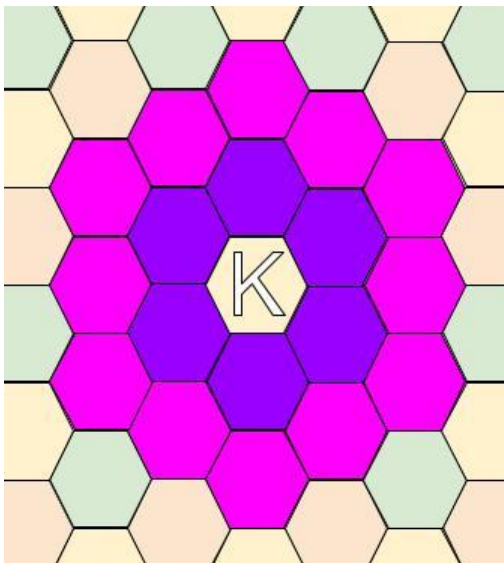
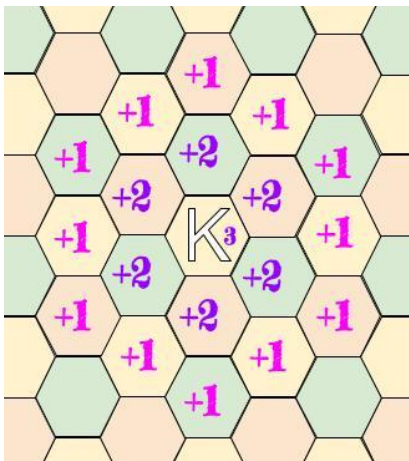
Core: 2

Reinf: 2

Mov't: linear, unlimited*

** - can move until path is blocked*





The Keep

Core: 3

Reinf: 2 + 1*

* - adjacent pieces get +2

* - pieces one space away get +1

Mov't: 1 + 1*

* - moves 1 space at a time, but can move twice by using both moves in a turn

The game is won by destroying the opponent's Keep.

What the *Prototype* needs:

- Basic functionality to test the concept
- Visual display of the current STR value of each piece
 - Perhaps mouseover?
 - Projected values during the movement phase
- Movement interface
 - Move 1 + Move 2 + Accept/Cancel Buttons
 - Visual representation of possible moves (on click/tap)