

# **Project Sound Instruction Manual**

## **Game Overview:**

This game is a turn-based exploration and survival game in which you must make it to the end of each level (marked by the ending position marker) while having a very limited field of vision. Not only must you find your way around the hidden walls, but you may also encounter dangerous landslides, and terrifying creatures along the way. The player will be playing on a blank game board and will only be able to see the monsters or geographical features of the level/map when the player 'pings'. The Game Master has the level map (with all monsters and geographical features drawn in), controls the movements of monsters, and informs the player of his/her immediate surroundings (i.e. walking into a wall or when pinging).

## **Board Pieces:**

- Game Board (player moves on this board)
- Level Map x2 (game master consults this map to see hidden enemies and geographical features)
- Player Piece/ Token
- Enemy Pieces/ Tokens
- Wall Tiles
- Avalanche Tiles
- Landmark Tiles
- Sound Energy Tokens
- Ending position marker

## **Game Setup:**

- 1) Player is placed at starting position on game board according to level map
- 2) Ending position marker is placed on game board according to level map
- 3) Player receives a starting amount of 5 sound energy tokens

## **Game Play**

1. Player's turn. Player can move up, down, left or right for maximum of three squares, one square at a time. Player can also ping using 3 sound energy tokens.
2. Player moves 1 square and after each move, the Game Master, consults the level map, and

will report back to the player whether he is safe, or has hit something. Once the player does this 3 times, his turn is over.

3. Player receives one sound token after each turn.

4. Game Master's turn. Game Master can move nearby monsters in a set pattern. Each monster can move up to a maximum of four squares.

5. If a player comes into contact with an enemy (on same square) or an avalanche (on surrounding squares) player dies and loses.

## **Mechanics & Statistics**

### **Pinging**

- Pinging releases a burst of energy that reveals the surrounding environment (monsters and/or geographical features).
- When monsters or players are hit by a ping from a different entity, they are able to tell the origin of the ping and what kind of thing made it, but not the vision gained by the opposing entity.

### **Sound Energy**

- Player can use three sound tokens to ping
- Maximum amount of sound tokens is 9
- If Player is near to Monster or sound generating physical landmark (i.e. avalanche) player will get sound tokens

### **Player:**

- Maximum amount of squares in one turn: 3
- Movement in one turn: Up, Down, Left, Right
- Ping radius: 3x3 square centered on player
- Ping condition: 3 Sound Energy Tokens for a ping
- Starting number of Sound Tokens: 5

### **Critter Monster:**

- Maximum amount of squares in one turn: 3
- Movement in one turn: Up, Down, Left, Right
- Type: Will flee from player
- Ping radius: NA (doesn't ping)

### **Hunter Monster:**

- Maximum amount of squares in one turn: 3
- Movement in one turn: Up, Down, Left, Right
- Type: Will actively hunt player when it becomes aware of player
- Ping radius: 3

**Camper Monster:**

- Maximum amount of squares in one turn: 2
- Movement in one turn: Up, Down, Left, Right
- Type: Camps in one place, will give up quickly if out of range
- Ping radius: 4

**Stomper Monster:**

- Maximum amount of squares in one turn: 5
- Movement: Forward in direction it is facing, or can spend one turn changing directions
- Type: Will not actively hunt players, will not ping
- Ping radius: NA (doesn't ping)

**Avalanche:**

- Pinging 1 tile away cause surrounding tiles to be blocked at the end of player's turn, killing creatures including player if still there
- Pinging farther away will cause reaction that player can detect

**Collapsible wall:**

- Collapses (opens up) if the player pings 1 sq away
- Can be detected through pings

## **Additional Details**

### **Monsters**

#### **The Hunter**

An aggressive creature, the hunter roams the landscape looking for vulnerable players to devour. The hunter will eat the player and creeps, act neutrally to other hunters, and avoid stompers and campers. The hunter has a large move distance of 4, and a ping area of 3. Luckily, the player can hear the sounds of the hunters' rumbling stomachs from 2 squares away.

#### **The Camper**

The camper lies in wait for its prey, pinging from time to time to reveal its area. The camper has a very large ping distance of 4, but a relatively small movement range of 2. Campers will happily snack on hunters, players, and creeps, but will flee the stompers.

#### **The Critter**

A small, passive creature that just wants to survive. Critters will run from everything, with a relatively fast movement speed of 4, but a small ping radius of 2. Once encountered critters will ping and disappear.

#### **The Stomper**

The stomper cares not for the problems of smaller beings, crushing all in its path. The stomper is oblivious to everything, and continues along its route at a breakneck speed of 5, but must spend a full turn to change direction.. Every time it takes a step, it releases an earthshaking ping that can be heard 5 squares away.

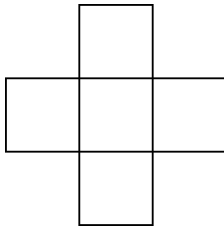
#### **The Player**

Woefully underequipped, the player is desperately trying to get to the exit amid this danger-filled environment. With a movement speed of 3 and a ping radius of 3, the player's ability to run away from these aggressors is average at best.

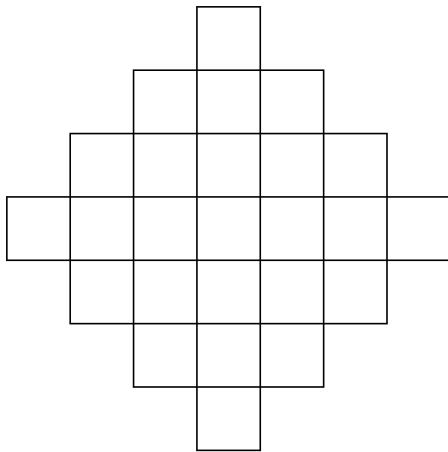
## **Appendix**

### **Radial distributions:**

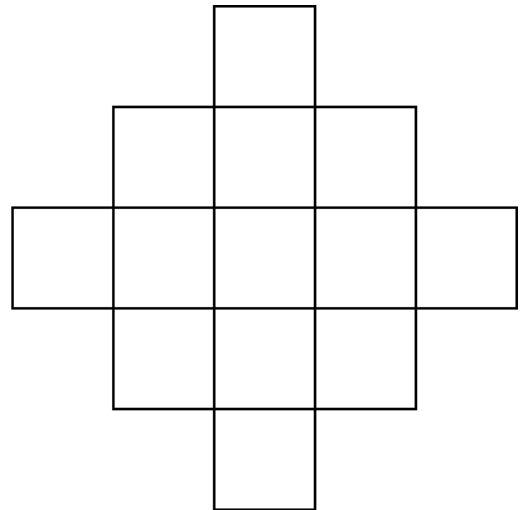
1x1:



2x2:



3x3:



## Appendix