Game: Slenderman

Method: Literal + Thematic

Player Expectation:

* A feeling of horror/fear
* Feeling of uselessness
* Collect 8 notes
* Tension

Elements of the Game:

* Collection
* Spatial Reasoning
* Chase/Evasion
* Survival

Mechanics:

* Collecting Notes
* **Evading Slenderman**
* Vision/FoW
* Run Speed
* Environmental Hints/Traps

Goals:

Slenderman:

* Block the player’s path to the note
* Kill Player

Player:

* Collect all 8 Notes
* Evade Slenderman

Rules:

* Evading Slenderman
* 2 Players: One Slenderman, One Survivor
  + Medium: Board
    - Type 2:
      * Slenderman is a Player
        + Player sets up the game environment (10 Wall Pieces)
        + Slenderman gets 5 wall pieces
        + Slenderman places where the notes are (8 notes)
        + Slenderman maintains position each turn
        + Player rolls to see if they spot Slenderman

Player has a maximum of 3 chances to stop staring at Slenderman

Player cannot move in a way that moves toward Slenderman

d6: Must roll between 5-6 to stop staring

* + - * + Player Movement: d6, 2d6 with flashlight

Flashlight Mechanic: Doubles Movement Speed, but Doubles chances of seeing Slenderman

A roll between 1-4 Spots Slenderman, but with a flashlight on a roll between 1-5 spots Slenderman

* + - * + Slenderman Movement:

Once the player spots Slenderman, Slenderman player rolls a d4 to see how far away they are from the player

Slenderman can position himself anywhere around the player, as long as it’s that many spaces away from the player

Player cannot move in a direct line towards Slenderman

* + - * + Slenderman End Step:

At the end of the player’s movement, Slenderman may move a wall once space over or add one of the five wall pieces he has.

Flashlight on prevents Slenderman from moving walls or adding walls