Vive Les Catacombs

Rule Book and Guide

Outline:

The player starts at the top of the maze and must find their way to the middle of the maze and fight the Boss. On your way you will encounter skeletons (marked blue on the map) that you must battle to get passed and closer to your goal. The player starts with one hundred hp and ten sanity points.

Ghost Mode:

In Vive Les Catacombs the board is a maze, enemies are shown on the board as **blue** dots and chests as **red** dots. Enemies can only be seen in normal mode and chests can only be seen in ghost mode. To enter ghost mode, flip the board over and locate where the player Is based on the grid system. When entering ghost mode, the player loses one sanity point. Each straight-line path the ghost takes is an additional sanity point taken from the player. See Fig 1.0. To change back to the normal mode, turn the board over and start from where you originally changed into ghost mode from.



-1 Sanity Point

*Fig 1.0*

View Range and Movement:

On the board there are three levels to how far the player can see throughout the maze. The range is dictated by the amount of sanity points the player has. When your range level changes make sure to flip range chart to the correct level. See Fig 1.1.

|  |  |
| --- | --- |
| **Sanity Points** | **Range Level** |
| 0 - 3 | Level 1 |
| 4 - 6 | Level 2 |
| 7 - 10 | Level 3 |

*Fig 1.1*

The centre of the range chart is where the player is situated. To move, first move the range chart so the centre is where you want to go. Then move the player into the centre of the range chart.

Chests:

Chests are scattered randomly at **dead ends** around the maze. They are red dots and the player must walk over them to open the chest. The player cannot open the same chest twice. A chest can drop a total of seven items. See Fig 1.2. These eight items are in three groups, player buffs, soft weapons and heavy weapons.

|  |  |
| --- | --- |
| **Player Buffs** | **% Chance of Dropping** |
| Health Potion | 60% |
| Alcohol | 90% |
| **Soft Weapons** | % **Chance of Dropping** |
| Sword | 6.66% |
| Axe | 6.66% |
| Knives | 6.66% |
| **Heavy Weapons** | **% Chance of Dropping** |
| Long Sword | 20% |
| Battle Axe | 20% |

*Fig 1.2*

Weapons:

There are two different types of weapons, heavy weapons and soft weapons. The player starts with a soft weapon of their choosing. Soft weapons do less damage to enemies but have no negative modifiers. Heavy weapons have a chance to do more damage than a soft weapon but carry the negative effect of decreasing player sanity more when entering ghost mode. No matter the amount the player moves there is always an additional penalty of one sanity point when leaving ghost mode if the player has a heavy weapon. When a new weapon is found in a chest you have a choice weather to change your current weapon to that newfound weapon. If you choose not too pickup the weapon you cannot go back later.

UI:

In Vive Les Catacombs the player has a UI that they can use. This is an application that automates the random loot in chests and battles between players and enemies.

A screenshot of a cell phone

Description automatically generated

6: Next Weapon

1: Respawn

2: Sanity

3: Battle

4: Chest

5: Clear

*Fig 1.3*

**Respawn**: This button is used to reset the game if the player dies or beats the game

**Sanity**: These are buttons that decrease and increase the players sanity which is displayed in the player stats window.

**Battle**: The battle area is where all simulations of the battle takes place. Select what type of enemy you are fighting, and the battle will start. If the player wins, congratulations you survived the battle. But if the player dies you must respawn and try again.

**Chest**: This button displays the random loot in a chest you find. The loot is displayed in the chest window. All buffs will automatically go to the player stats.

**Clear**: This button clears the battle and chest window; this is purely to decrease confusion and is not needed to open a new chest or start a new battle.

**Next** **Weapon**: This is used when the player wants change weapon it will cycle the player’s weapon, and this can be seen in the player’s stats.

Skeleton Battles:

Skeleton are the most common enemy in the maze. These are represented with blue dots on the normal side of the board. When the player passes over a blue dot the battle starts. Click the battle button and let the simulation take place.

Boss Battle:

When reaching the middle of the maze the player can enter a boss battle. This however isn’t one single boss as the player can enter and exit multiple times without dying. When entering the boss does one hit to the player and then the player hits back either three or four times. You can leave the battle after this to gain more hp from chests do battle the boss again. Once the boss has no health remaining the player wins the game.

Starting the game:

When you start the game, press the respawn button to make sure everything is set up. You can also choose any of the soft weapons you like. See Fig 1.2. The player should be placed on the yellow square at the top of the map. If you are playing with more than one person and you want to take turns. The person who was last kissed gets to go first.

Loosing:

There are two ways in which the player can loose the game. The first is if the player has zero hp remaining. And the second is if the player also reaches zero sanity.