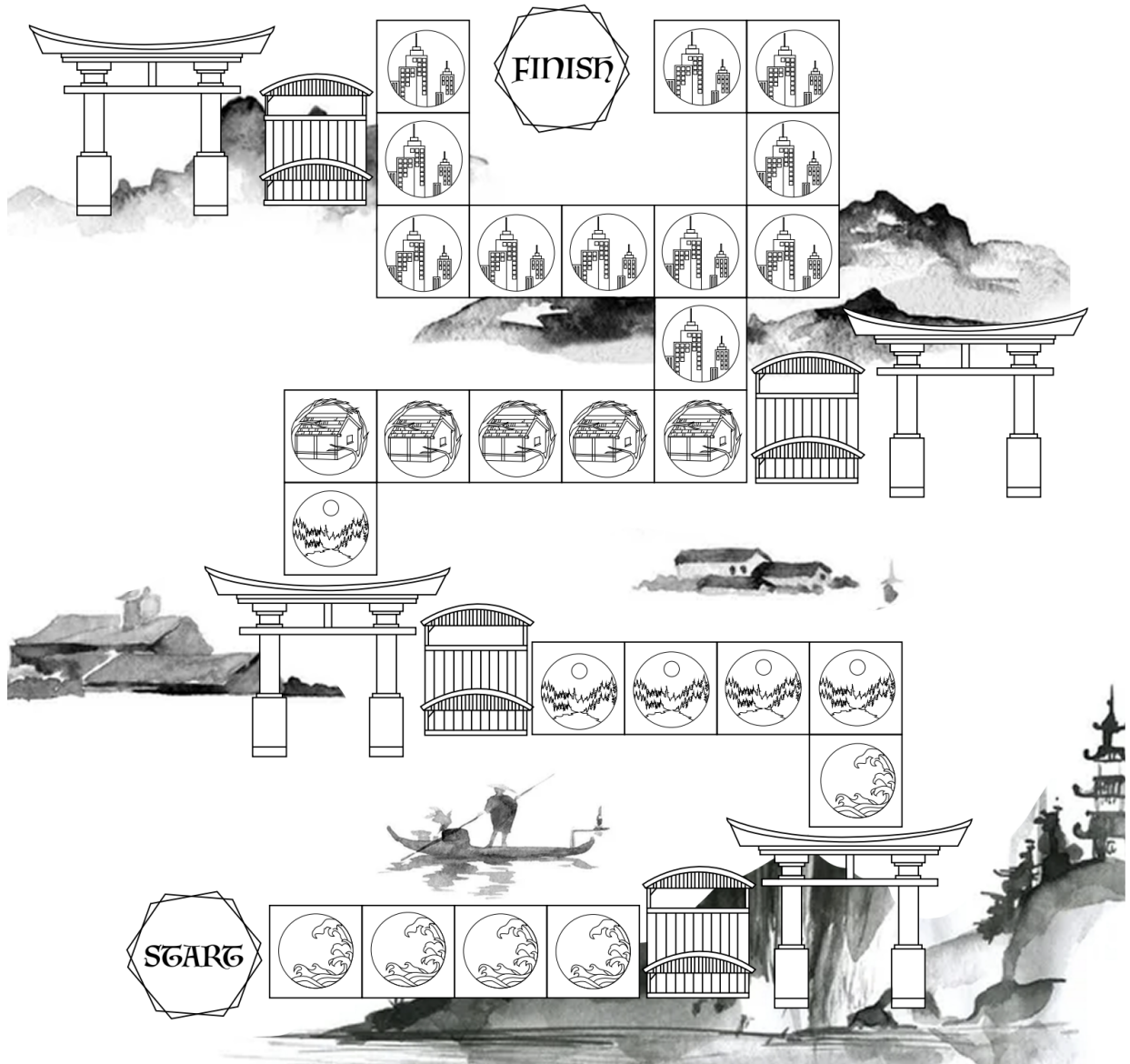# Yokai · Land

Designed and Created by Neha Thumu

FINISH

START

Components

- 1 physical board
- 4 character pieces
- "Yokai · Land Combat/Turn System" [Computer Progam]
- Rulebook

Object of the Game

Traverse through the different regions of "Yokai · Land" and attempt to reach the FINISH before all other players! Along the way, you may have some chance encounters with mysterious Yokai and may also be able to impede other players' journeys with various items.

Set-Up

Each player can choose their piece and place it at the spot on the board labeled "START."
The number of players should also be entered into the computer program when prompted.

Gameplay

Player Information

Each player has 30 max health points. You will be able to regain these health points through visits to shrines or certain items.

You may also have the chance to acquire three types of items: healing, curses, and weapons.
Healing and weapons can be used in combat scenarios.
Healing and curses can be used during your turn.

Movement

To move, each player will roll a D6. (This will be prompted by the computer program when it is the player's turn.) Make sure to move the physical character piece along the board based on the number you roll.

If you reach a shrine, make sure that the character piece is on the bridge and not within the shrine itself.

> If you choose to enter the shrine, the character piece can be moved to be inside the shrine.
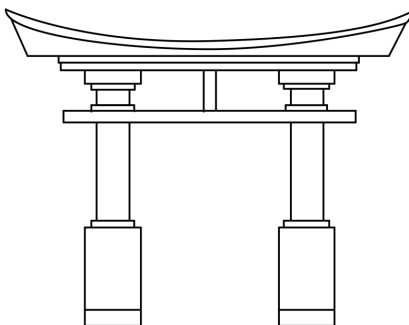> Otherwise, you remain on the bridge until it is once more your turn.

The tiles on the board have 4 different symbols which mark which region they are a part of. These regions are:

| Water | Forest | Outskirts | Cityscape |
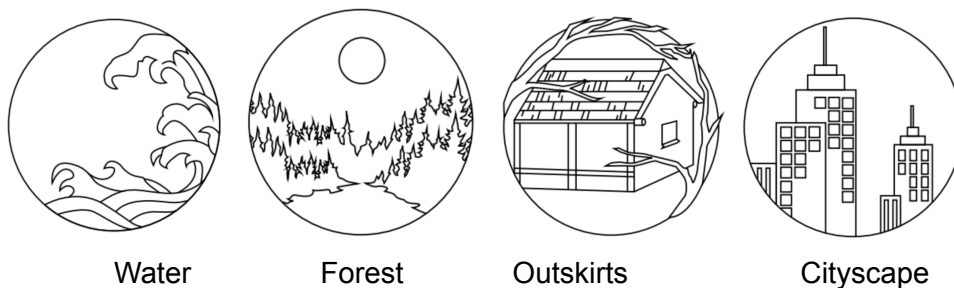
There may be an encounter with region-specific yokai, or you may acquire an item when you move. There is also the chance of nothing happening.

Shrines

A shrine is a place of rest. In a shrine, your character will be able to regain your health (roll a D6) and be rid of any **ailments** that may be troubling you.
If you choose to go into a shrine of your own volition, you will be forfeiting your next turn.

A shrine also acts as a "respawn location." If you fall to 0 health points due to combat or ailments, you will be automatically sent to the last shrine you visited to regain your health. If you have not visited any shrines, you will be sent back to START.
In the case where you must revive, you will be stuck in the shrine for two turns and will regain half of your health back.

Yokai Encounters

You will only encounter certain yokai based on the region you are currently in (Water, Forest, Outskirts, Cityscape).
For the sake of adding a bit of mystery/excitement to the experience, I will not be listing the possible Yokai that can be encountered in this section.

Combat

Every Yokai encounter has the same three possibilities:

Attack

The player simply chooses to attack the Yokai. They can attempt to attack with either one of their weapons (if they have any) or their bare hands. Based on their choice of attack, they will deal different amounts of damage.
Once the player chooses to attack, they will be unable to **talk** to the yokai from that point forward.

The combat will end once either the Yokai or the player has reached 0 health points or if the player is able to **run** from the fight.

Use an Item

Items of the **healing** category are available during combat and can only be accessed if the player chooses to **Attack**.
Certain healing items may be used to end combat with a Yokai. However, if the wrong item is used, it will not have any effect and will be gone from your inventory. So choose wisely based on what you know about Yokai!

Talk

If the player chooses to attempt to converse with the Yokai, they must first beat the Yokai's DC (difficulty class) by rolling a D20.

If they **succeed**, the Yokai will ask the player a yes or no question. Both outcomes of this question will end the combat, however an outcome be in favor of the player or the in favor of the yokai, depending on the conversation.
If they **fail**, the option to **talk** will not be available in the next round of combat.

Run

If the player chooses to attempt to converse with the Yokai, they must first beat the Yokai's DC (difficulty class) by rolling a D20.

If they **succeed**, the player will be able to flee the fight and will be forced to move back. This will require rolling a D4 to see how many spaces back the player must move.
If they **fail**, the option to **run** will not be available in the next round of combat.

Each subsequent round of combat has different choices depending on what the player has chosen to do previously.

Items

There are three main styles of items within this game: healing, curses, and weapons.
All of these items may be attained anywhere on the board (are not region-specific). However, certain items have a limited quantity.

Healing

Healing items may be used during combat (via the Attack option) or during one's turn (will be prompted by the system).

> In combat, they may be used on oneself (to heal) or may be used on the Yokai (to potentially end the combat).

Before using a healing item, you are able to check the information of the item in case it may influence your decision.

Curses

Curses may be used during your turn and are inflicted on another player. These items can also be split into two categories: harmful and not harmful.

Harmful curses will impose an affliction on the targeted player, and for certain curses, there may be the chance that the curse may have a backlash on the user.

For not harmful curses, the target will not receive any afflictions as a result of the curse (but may be affected by something else). These curses can allow the user to steal an item or weapon from the target or force the target to move elsewhere on the board.

Weapons

Weapons may be used in combat against Yokai. Weapons are able to deal different amounts of damage.
Certain weapons can also be used to end combat!
A certain weapon in the game is the strongest possible weapon and also has rather dire consequences if the player in possession of the weapon were to lose it.

Sources

Art-wise
- I made the majority of the physical board, and the designs on it
- The background image is made with spliced images of stock photos:
  - found on Deposit Photos and Klipartz

Content-wise:
- These are the sources that I have used to design the encounters with Yokai and information for some of the items. (A formal work cited can be found at the end of this document)
  - Foster (1998) "The Metamorphosis of the Kappa"
    - Kappa
  - Miura (2019) "Upholding a Catfish as a Yonoashi God"
    - Namazue

- ○ Foster (2008) *Pandemonium and Parade: Japanese Monsters and the Culture of Yokai*
    - ■ Kuchisake onna (chapter 5)
    - ■ Kitsune (chapter 2)
    - ■ Moryo (chapter 2)
- ○ Cucinelli (2014) "Kyōgoku Natsuhiko, a rhetoric beyond the second degree"
    - ■ Ubume
- ○ Toriyama Sekien *Gazu Hyakki Yagyō*
    - ■ Akaname
- ○ Papp (2010) "Anime and Its Roots in Early Japanese Monster Art"
    - ■ Iso Onna
    - ■ Moryo
    - ■ Ushirogami
    - ■ Amanojaku
    - ■ Umibozu
- ○ Margaret Childs (1991) *The Seven Nuns*
    - ■ Hannya mask
- ○ Lillehoj (1995) "Transfiguration: Man-Made Objects as Demons in Japanese Scrolls"
    - ■ Tsukumogami
- ○ Shigeru Mizuki (1960) *GeGeGe no Kitaro*
    - ■ Ushirogami
    - ■ Amanojaku
- ○ https://yokai.com/
    - ■ Moryo
    - ■ Umibozu

CandyLand and D&D were my inspirations for the game itself. CandyLand influenced the board design and the basic mechanics, while D&D was the basis for the combat system.

Neha's Notes

First off, my apologies for not adding a graphical user interface (GUI) for the combat/turn system and instead opting for a text-based system. It ended up being a bit over my head to implement a GUI with the programming language that I chose, and I was unable to efficiently translate my current language to one that has a better GUI system before the end of the finals period.

This game uses a random number generator for elements such as dice rolls, combat (which monster appears), items (which item the player receives), and the chance of an encounter (if there even is a monster or item in the first place). As such, there is a high possibility that there may be multiple encounters of the same variety, so I will list all possible monsters and items below:

All Yokai

(link goes to my excel sheet)

[All items](#)
(link goes to my excel sheet)

My code is not the cleanest nor well commented, but in case you would like to see it, here is a link: https://github.com/thumun/YokaiLand

I hope the game is enjoyable and reflects what I have learned from this class! Please let me know if anything is confusing/if there happen to be any bugs in my code. Thank you :)

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