



BATTLE *of the* ELEMENTS

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CORE OF THE GAME

Battling

WHAT YOU NEED TO PLAY

THE BOARD

A DIE ~ to start the game,
& to move around the board

5 PLAYERS PIECES

Fire, Earth, Water, Metal, Wood

2 DECKS ~ Attack & Defend
deck, & Items deck

PAPER & PENCIL ~ to keep
track of HP & Damage Taken

TOKENS ~ to keep track of
times around the board

HOW TO PLAY

All players must pick or be randomly assigned an element, and put their pawn element on their designated starting point on the board.

5 cards are dealt to each player, whose life starts at 100hp points.

The die is used to determine who goes first. Highest roll starts the game.

Game starts counter-clockwise.

Players roll the die at the beginning of each turn to see how far to move their piece.

HOW TO PLAY CONT.

'!' means grab an event card

Once a player lands on a tile next to or on the tile another player is on, the person that just moved has to option to **CHALLENGE, IGNORE, OR CHANGE CARDS** with the other player.

Player's gain a token when they pass their original starting location. This increases their hand size by 1.

HOW TO PLAY CONT. DURING BATTLE

FIRST STEP: Attacking player challenges the second player to a duel

SECOND STEP: The attacking player then plays down a card they wish to attack with. The defending player, then plays a card down that they wish to defend with.

Second step repeats until either a player either yields, or runs out of playable cards

AFTER THE ROUND:

Both players add up their Attack or Defense Values. Defending player's **DAMAGE = ATTACKERS TOTAL - DEFENDERS TOTAL**

HOW TO PLAY CONT. DURING BATTLE

NOTE: If the card has an element, it gain 2x attack or defense points, if fighting a player who has an element that the card is stronger against

AFTER THE ROUND: Both players draw cards until Hand is back to five cards; unless they've gained a token. Then its 5 cards + another card for every token acquired.

ULTIMATE GOALS

To be the last player standing.

SHORT TERM GOALS

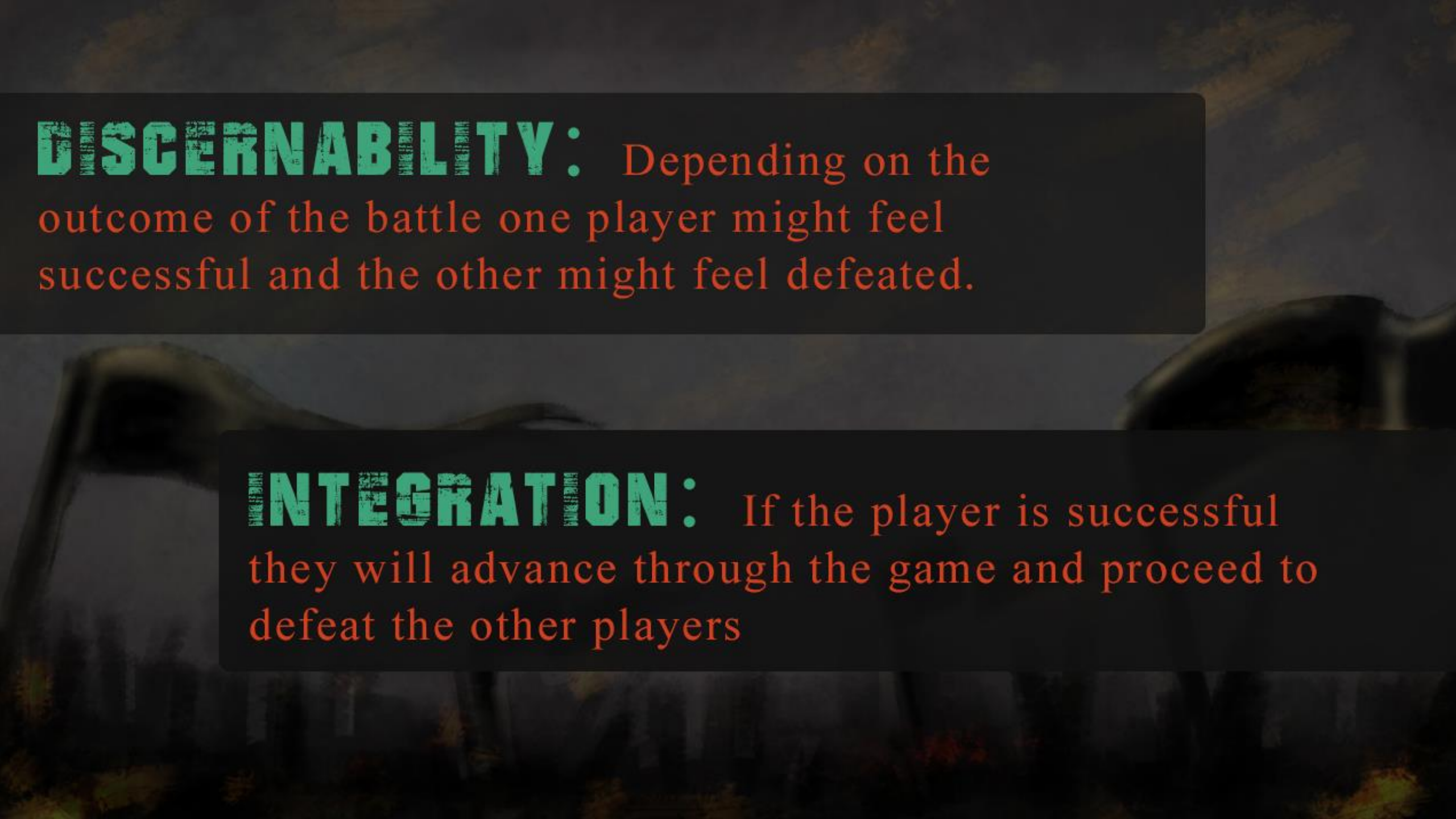
Defeat opposing players in any upcoming battles.

MID TERM GOALS

Plan your attack & defense strategies to win battles.

LONG TERM GOALS

Plan out which cards to use in; in order to max out efficiency of cards and bring about the most damage.



DISCERNABILITY: Depending on the outcome of the battle one player might feel successful and the other might feel defeated.

INTEGRATION: If the player is successful they will advance through the game and proceed to defeat the other players

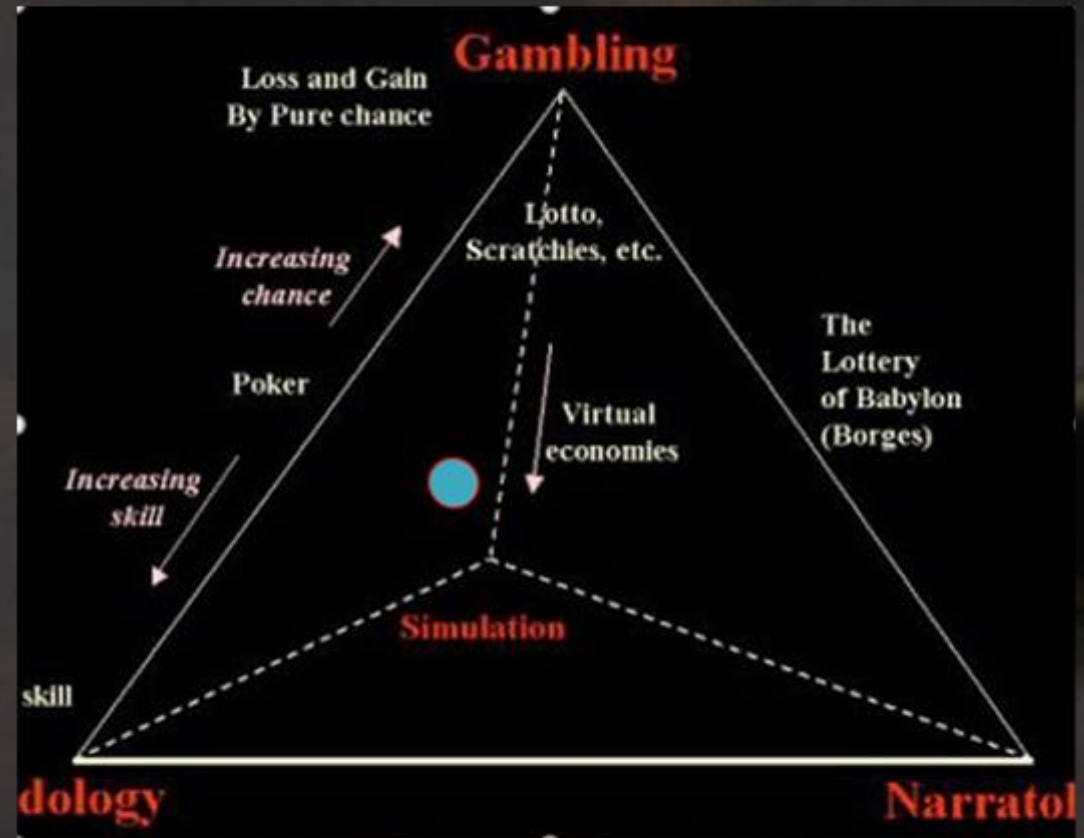
LUDOLOGY (SKILL) - The players must weigh the most favorable outcomes throughout the game in order to win. Our game is high in ludology.

NARRATOLOGY - There is some narrative in how our elements have special attribute due to their “character,” but there is no narrative structure to the game.

SIMULATION - The players simulate the powers of the Elements. Our game is high in simulation.

GAMBLING - There is a small amount of gambling in rolling a die and picking cards randomly.

CRAIG LINDLEY'S TAXONOMY





OPERATIONAL:

The main rules on how to play the game.

CONSTITUTIVE: “abstract”
core mathematical rules of
the game, lie within the
cards themselves. Each card
has a set of attack and defend
points that will affect the
outcome of the game based on
how they're used.

IMPLICIT: The unstated rules in this game
revolve around the dueling pit. If you're not
the player being attacked or defending it's
understood and courteous to wait the duel
out instead of rushing.

CHALLENGES WE FACED TOGETHER

DECIDING ON THE RULES FOR THE GAME
DISTRIBUTING WORKLOADS

MAKING THE RULES AS CLEAR & UNDERSTANDABLE AS POSSIBLE

COMING UP WITH A NAME & CONCEPT

CREATING THE CARDS FOR THE GAME