

# Dark Deed Paper Prototype

## Unit Descriptions:

**Green** – is the piece the player is currently controlling, it could be the soldier, horse or cannon. There can be only one green unit on the board at any time.

**Grey** - pieces are enemy sperm. They come in 3 varieties:

- Soldier pieces are Super Average Sperm (two 6-sided dice)
- Horse pieces are Speedy Sperm (three 6-sided dice)
- Cannon pieces are Strong Sperm (one 6-sided dice)

**Yellow Soldiers** – are “slow” sperm. They do not move and provide an obstacle for the player to avoid.

**Blue Soldiers** – are Dark Nutrients. When enough are collected, they allow the player to use their dark gift ability to consume other sperm, this lasts for 3 turns.

**Red Soldiers** – are Possession Nutrients. When enough are collected, they allow the player to use their possession ability to possess a different sperm.

## Setup:

- There are 4 players in each game
- Choose 1 player to be the **Demon Sperm**:
  - Player starts as a Super Average Sperm (**Green** Infantry Piece), two 6-sided dice (2d6)
  - The **Demon Sperm** starts in the **green** octagon
- The 3 other players will each represent a different enemy type:
  - **Super Average** (**Grey** Infantry), two 6-sided dice (2d6)
    - Start on the **grey** octagons with dots
  - **Speedy** (**Grey** Horse), three 6-sided dice (3d6)
    - Start on the **grey** octagons with arrows
  - **Strong** (**Grey** Cannon), one 6-sided dice (1d6)
    - Start on the fully colored **grey** octagons
- The **nutrients** and “slow” sperm go on their corresponding colors, **Red**, **Blue** & **Yellow**.

## Turn Order:

1. The **Demonic Sperm** moves first
2. **Speedy Sperm** move next
3. **Super Average Sperm** third
4. **Strong Sperm** last

## Win:

- The **Demon Sperm** wins the game if they reach the goal in 12 turns or less. Use the 20-sided die to keep track of the number of turns you have left.
- The **Enemy Sperm** win if they successfully prevent the **Demon Sperm** from reaching the goal.

## Movement:

1. Enemy units:
  - a. Enemy units can only move if they are within the radius of the **Demon Sperm**, measured by the furthest length of the scissors.
  - b. Each enemy type gets one roll per turn and all units of that type move the number of spaces equal to their dice roll. Example: if there are 3 units in range and a 7 is rolled, all three units move 7 spaces each.
  - c. Enemy units move toward the player in as straight a line as they can and stop when they reach the player or when they run out of spaces to move for that turn. They can change direction as many times as they need to.
    - i. **Speedy Sperm** cannot mix and match directions, it must move like a queen from a chess board and it must move exactly the number of spaces that are rolled, unless it collides with a wall or another unit.
  - d. If the **Demon Sperm** has activated their Dark Gift ability, all enemy sperm in range must move away from the player as fast as possible, in order to avoid being consumed.
2. Demon Units

- a. They move exactly like their enemy counterparts
- b. If there are any **Enemy Sperm** directly adjacent to the **Demon Sperm**, the **Demon Sperm** subtracts one from its movement roll for each adjacent enemy sperm
  - i. Yellow Sperm count as enemy sperm
- c. At the end of each turn, the player controlling the **Demon Sperm** decrements their turn counter by one.
- d. When the turn counter reaches zero the **Demon Sperm** loses and the **Enemy Sperm** win.

#### Nutrients:

- Nutrients will help the **Demon Sperm** expedite his journey and can only be collected by him.
- They are spent after their corresponding power is activated. To activate the power again, you must collect more nutrients.
- **Blue Nutrients** will help power your “**Dark Gift**” ability.
  - The dark gift ability allows you to consume other sperm, taking their lifeforce.
  - Each sperm consumed in Dark Gift mode adds one more turn for the **Demon Sperm** to reach the end of the level
  - To consume another sperm, move into the same space and remove the consumed sperm from the board.
  - The ability lasts 3 turns.
  - Takes 4 blue nutrients to perform and can be activated at any time during the **Demon Sperm’s** turn.
- **Red Nutrients** will help power your **transformation** ability
  - Transformation allows you to transfer your soul into another sperm that is touching you. Once you do this, the sperm you left behind reverts to a “slow” sperm
  - Takes 2 red nutrients to perform and can be activated at any time during the **Demon Sperm’s** turn. The transformation causes the **Demon Sperm** to lose their next turn.

#### Surrounded:

- If the **Demon Sperm** becomes surrounded by enemy sperm and has nowhere to move they may push one super average or one speedy sperm out of the way.
  - This takes an entire turn, they **Demon Sperm** player need not roll the dice.
  - This cannot be done to a strong sperm
  - The sperm being pushed is moved one space backward and the **Demon Sperm** moves to where the enemy sperm was originally
  - The **Demon Sperm’s** turn is over
  - Enemy sperm may move to where the **Demon Sperm** just was, but do not move around to surround him again.
- **Strong Sperm** is not affected by surrounding sperm. It does not lose movement spaces for adjacent sperm and can push enemy units out of the way.