

Derek Sinex

GAM200

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Asymmetrical Design Challenge: Ghost House!

Background:

Survivors: Welcome to Ghost house! You are one of 5 survivors trapped inside of Dr. Hansom and Madam Trudy's architectural dream house. In order to escape you must collect 6 artifacts which will free the malevolent spirits and yourselves from the house. But beware, 6 ghosts will be on a mission to murder you and your friends. Good luck friend! And remember, within each room you will find the tools for your salvation, or your demise.

Ghosts: Vicious strangers are desecrating our home, our perfect home! I know their incessant movement has caused quite a racket but we must focus. They're trying to unearth our terrible secrets. Yes... *those* secrets. We need to kill them one by one before they can undo our perfect interior decorating. Oh, and before they can find all of the secrets buried within the house.

Objective:

Survivors: The players playing as survivor characters must traverse the map and enter its various rooms in order to collect artifact cards. Once all 6 artifacts are brought back to the center room, the survivors win. (See rules/setup for more information)

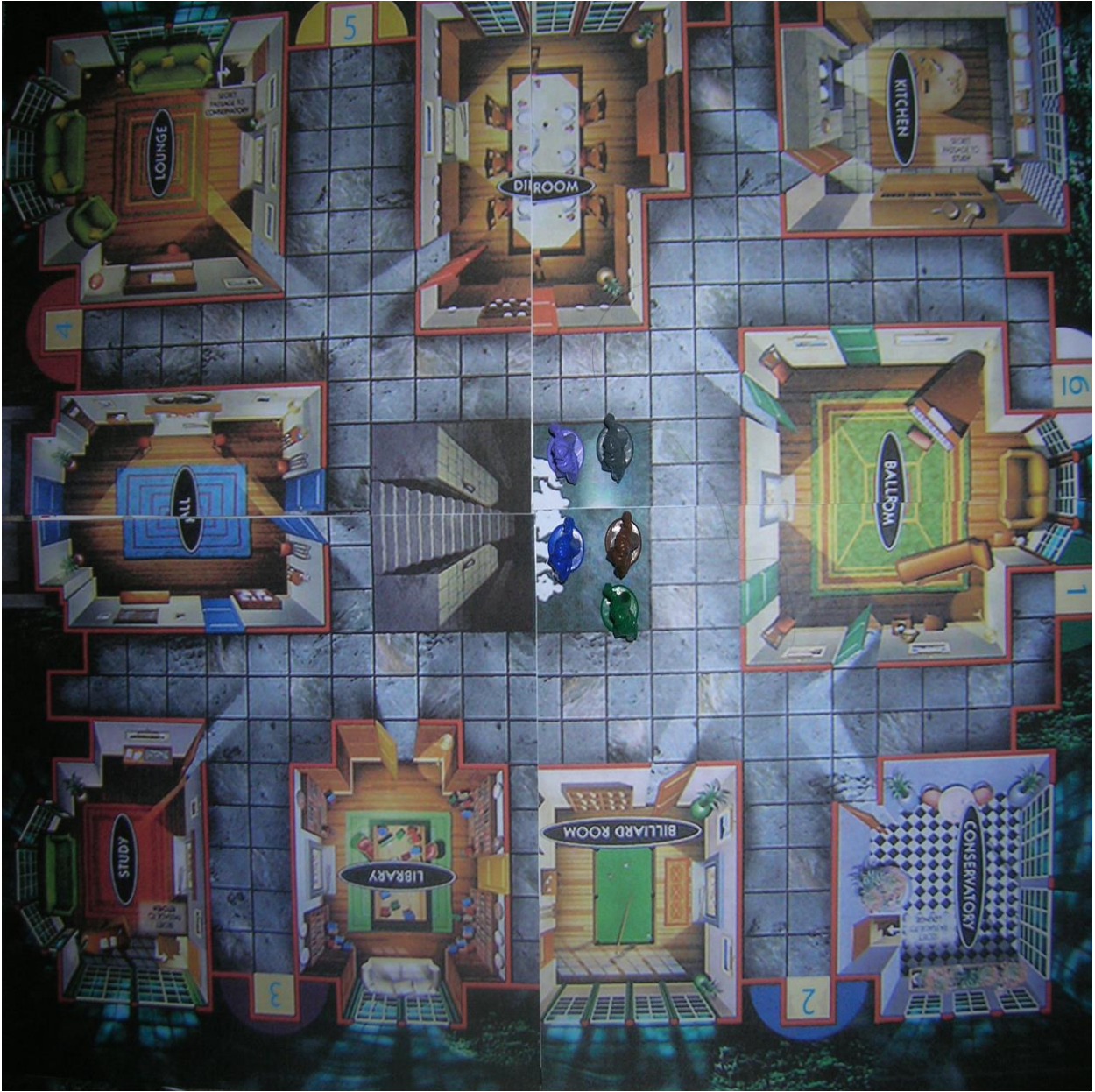
Ghost: The player playing as the ghosts must kill all of the survivors in order to win.
(see rules/setup for more information)

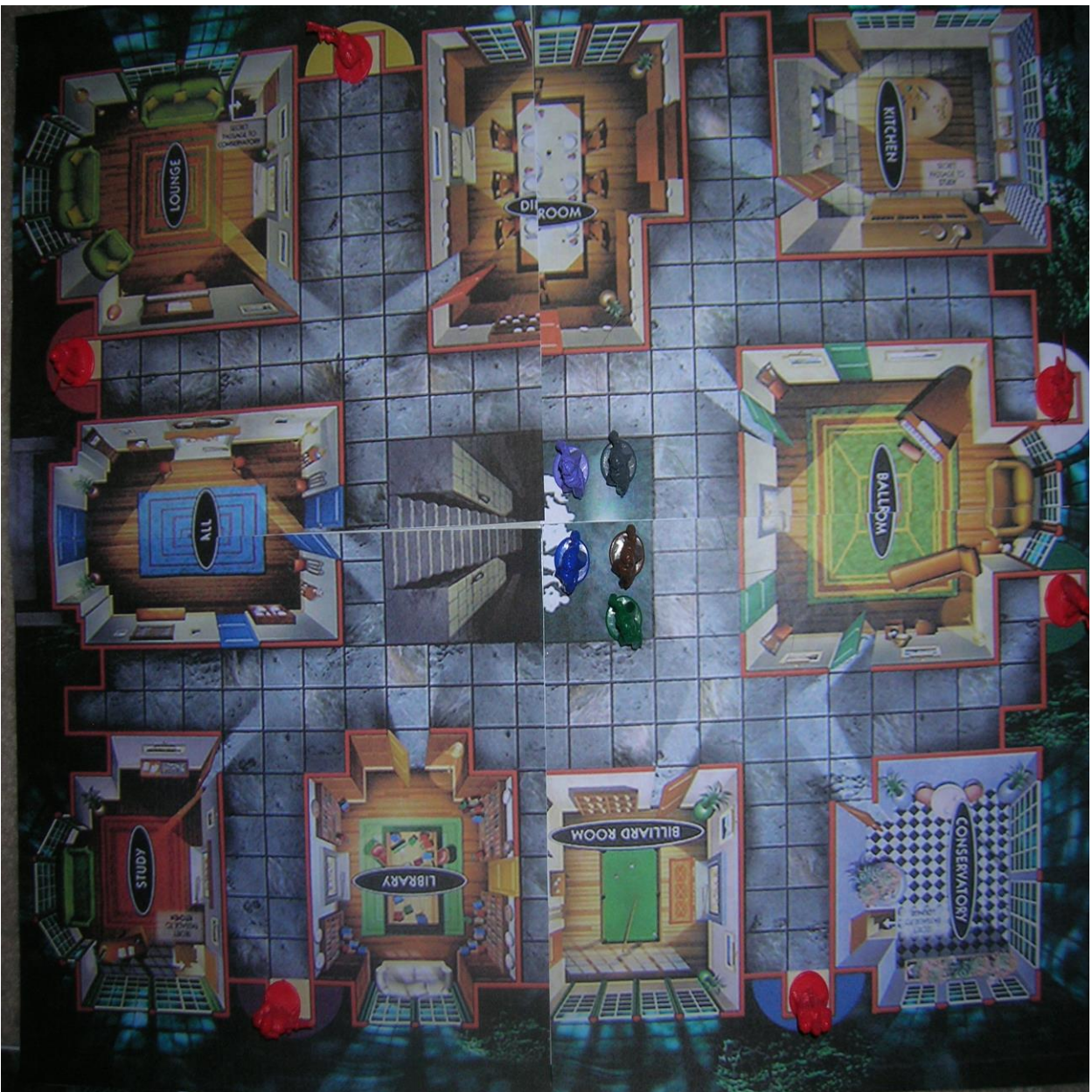
Materials:

- 2 - 6 Players
- Game Board
- 1 10-sided die (0 thru 9)
- Ghost House! Playing Cards: 6 Artifacts, 6 Protections, & 5 Release Ghost cards
- 5 Survivor Player Pieces
- 6 Ghost Player Pieces

Setup (You Need This):

- After you unfold the game board, place the ghosts (the red pieces) in their starting positions. These can be found by looking at the number underneath each ghost piece and the corresponding spaces around the parameter of the game board.
- The #1 ghost piece is the starting piece for the ghost player and is automatically "released" at the start of the game.
- Each survivor player chooses his or her player piece (the multi-colored pieces that are not red) and places it in the center room.
- Survivors may move out of the center room in any direction they want (within the rules).







Ex. of Play:



General Rules/Gameplay:

1. To determine player roles, each player rolls the die. The player with the lowest number controls the ghosts and the remaining players control the survivors.
2. The survivor that rolled the highest number goes first. Play moves clockwise among the survivors.
3. Each survivor receives one turn per round.
4. The ghost player receives a turn after each survivors' turn. I.E. survivor #1 takes their turn, then the ghost player takes their turn, survivor #2 takes their turn, then the ghost player takes their turn, etc.
5. A round of play ends once every survivor has received a turn and the ghost player finishes their turn after the last survivor.
6. In order to move their character, each player roles the die and may move that many spaces on the board as long as they are not blocked by a wall. Each square on the board counts as a space.
7. Players cannot travel on the same map space within the same turn.
8. Players cannot move diagonally.
9. Whenever a survivor and ghost land/end on the same space, both players roll the die (unless the survivor has a "protection" card; see rules for survivors for more information). Whichever player receives the highest roll wins. If the survivor wins the roll, the ghost must return to their starting space. they are immune from attack for an entire round of play. If the ghost wins the roll, the survivor is killed (See rules for ghosts for more information).

10. Whenever a card is "used" I.E. a protection card is used on a ghost, it is placed in the discard pile.
11. Cards in the discard pile may not be used again in the same game session.
12. Door spaces do not count as a movement space. If a survivor lands on a door space, this is the same as entering the room.

Rules for Survivors:

1. Each survivor gets one turn per round.
2. Once a player enters a room on the map they draw one card from the top of the draw card pile.
3. If the player draws a "protection" card, they hold onto the card and they may use it in lieu of rolling the die in the event they encounter a ghost. The "protection" card is an automatic win roll for the survivor. When used, in addition to returning the ghost to its starting space, the player cannot be attacked by a ghost until their next turn.
4. If the player draws an "artifact" card, they may hold on to the artifact for the entirety of the game or they may deposit the artifact in the main room.
5. If the player draws a "release ghost" card a new ghost is released and is actively in play. (see rules for ghosts for more information)

Rules for Ghosts:

1. The player playing the ghosts receives a turn after each survivor completes their turn.
2. The player playing the ghosts may only move one active ghost per turn.

3. The player playing the ghosts may chose any ghost to move during their turn (again, they can only move one ghost during each turn).
4. Ghosts cannot enter rooms.
5. Ghosts cannot land/end on the space directly in front of a room door.
6. When a "release ghost" card is drawn, the next sequential ghost becomes an active player on the board and may be used. I.E. At the start of the game the ghost player is only controlling ghost #1. Once a "release ghost" card is drawn, ghost #2 is now active and may be used. When another "release" ghost card is drawn, ghost #3 is active...
7. When a ghost successfully kills a survivor, if said survivor was carrying any cards I.E. artifact or protection, the ghost player takes the cards, places it back into the draw card pile, and shuffles the draw card pile.