

# King-Doom



PAPER PROTOTYPE

GROUP 8



# Team 8

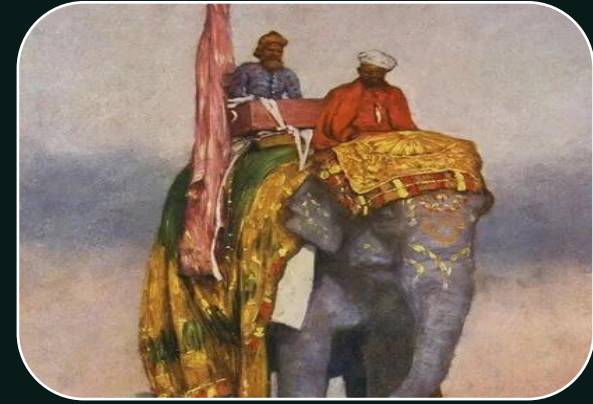
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# King-Doom Overview

Components

Objective of the Game

Setup

Game Play

End of Game

# Backstory

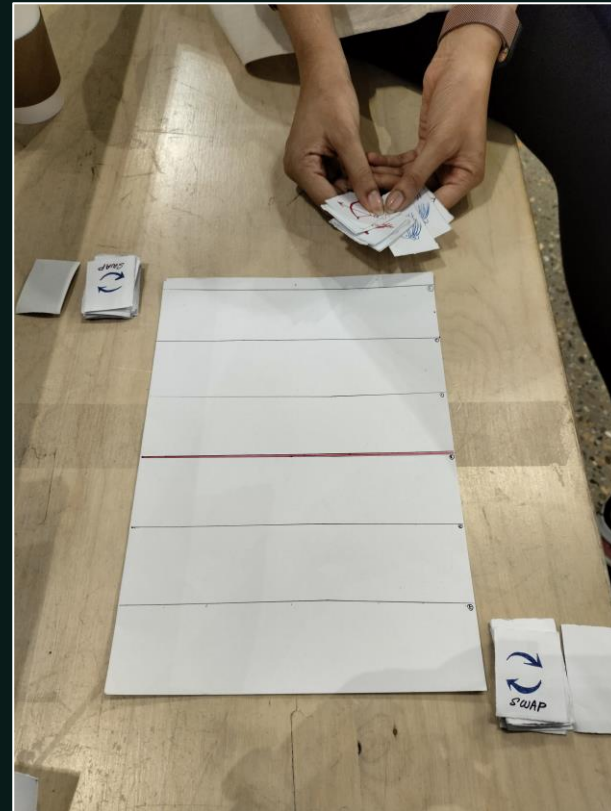
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King-Doom is set in the medieval ages. The king has just been assassinated. He was a beloved ruler who peacefully ruled over the Kingdom of Harisi for many decades. It was believed that the elder crowned prince would become King of Harisi kingdom, but King's own younger brother rebelled after living under the king's shadow. The ministers and generals took the vicious younger brother's side, and a war is waged dividing the doomed kingdom between the elder crowned Prince and the king's younger brother. The victor gets all and the loser will be doomed. May the victory be on the rightful ruler's side.

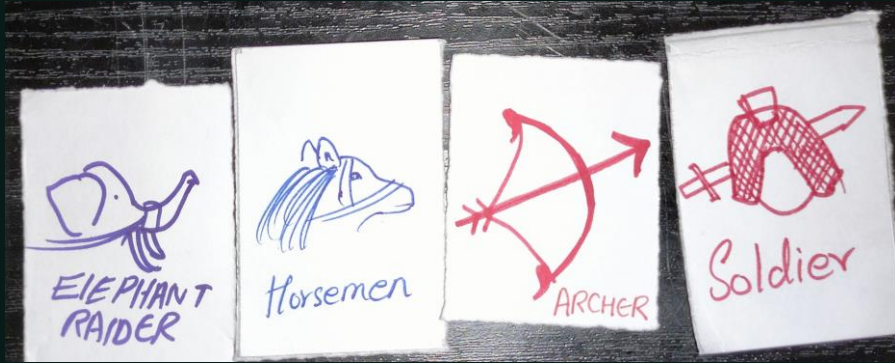
# Components

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- ❖ Game Board
- ❖ Deck of 32 cards
- ❖ Card Instruction sheet
- ❖ 3 Special Cards
- ❖ 2 Swap Cards

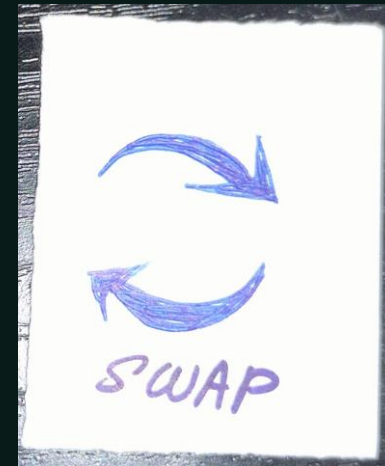


# Cards

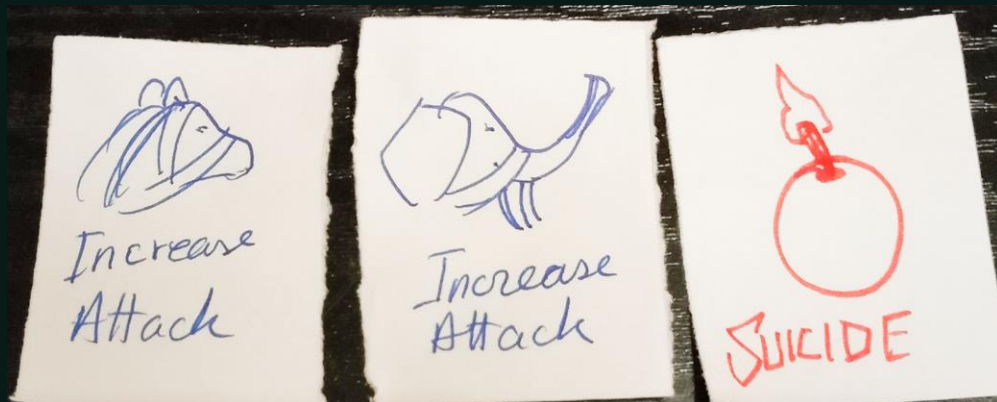


## Armed cards

Elephant Raider, Horsemen,  
Archer and Soldier



Swap Card x2



## 3 Special Cards

Increase Attack – Horsemen  
Increase Attack – Elephant  
Raiders  
Suicide Bomber

# Objective of the Game

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Age Group – 13+

2 Players – One is the King's Elder Prince and other is King's Rebellious brother.

Conquer the kingdom rightfully or viciously by using war strategy with the help of soldiers, horsemen, elephant raiders and archers.

Whichever player takes over enemy's territory, gets the kingdom.

# Setup

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- ❖ Out of 32 cards deck, each player will get 16 cards. These 16 cards will be the player's army.
- ❖ From the 16 cards. players will choose 9 cards from it based on their war strategy. (Read card instruction sheet)
- ❖ The 5 cards taken out of it will be kept aside and will be used as the game progresses.
- ❖ Both the players will be given one swap card each.
- ❖ There will be 3 special cards (Will be randomly picked by each player at start of the game)
  1. A card increases attack of Horsemen and decrease defence of Elephant raider for two turns
  2. A card decreases attack of Horsemen and increase defence of Elephant raider for two turns.
  3. A card which turns a soldier into special card where the soldier can attack the opponent's first block and decrease 1 health from every card of that same block



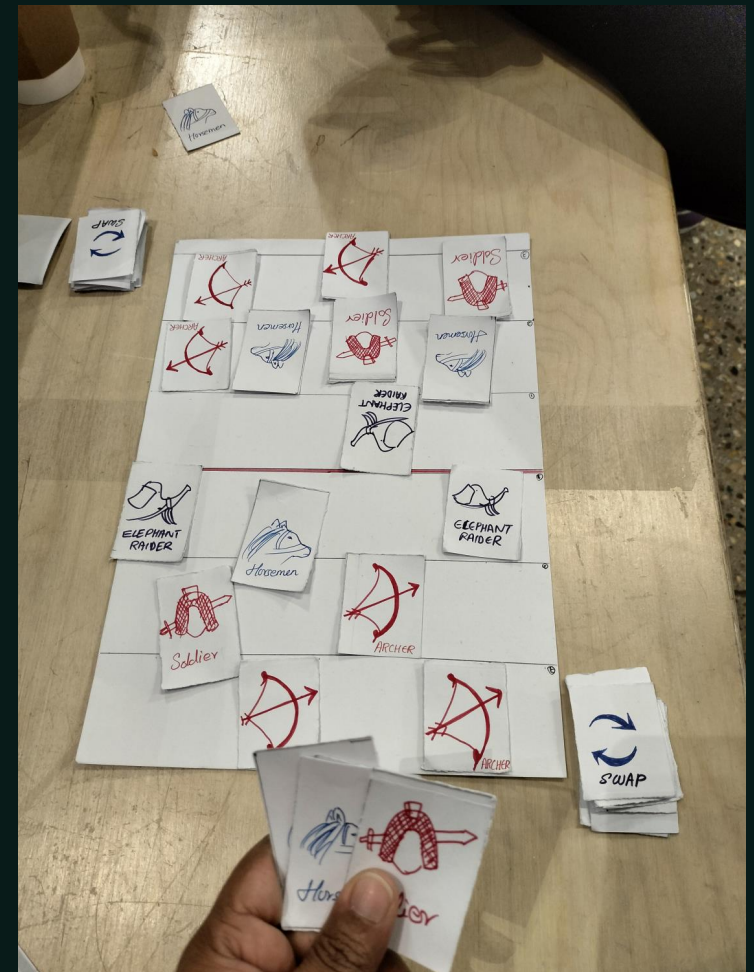
# Gameplay

Toss a coin between the players. Whichever player wins the toss, gets to make a move first.

**Getting Started:** Have a look at your armed forces i.e., your cards and decide your first move. Remember, it's all about strategy.

Each block can have only 4 cards maximum and a minimum of one.

Rules are explained ahead (Card Sheet) >



# The armed forces consist of : (Card Instruction Sheet)

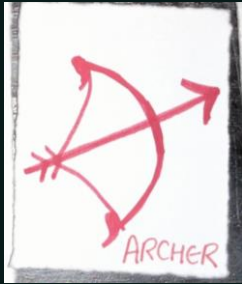


## 1. Soldiers – 1 HEALTH – 1 ATTACK POINTS

Soldier can attack only the cards which are placed in the immediate enemy block.



# The armed forces consist of : (Card Instruction Sheet)

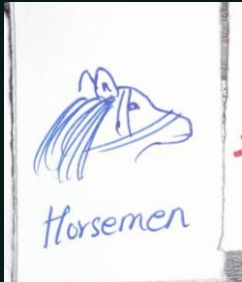


## 2. Archers – 1 HEALTH – 2 ATTACK POINTS

Archers can attack the cards which are placed in the 3<sup>rd</sup> block to the archer's block



# The armed forces consist of : (Card Instruction Sheet)



**3. Horsemen – 2 HEALTH – 3 Attack Points to the immediate block and 1 AP to 2<sup>nd</sup> block**  
Horsemen can attack the cards which are placed in the 2<sup>nd</sup> block to the Horsemen



# The armed forces consist of : (Card Instruction Sheet)

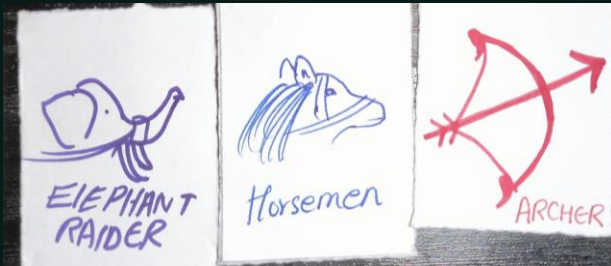


## 4. Elephant Raiders – 4 HEALTH – 2 Attack Points

Elephant raiders can attack to the immediate block and 1 AP to the 2<sup>nd</sup> block



# The armed forces consist of : (Card Instruction Sheet)



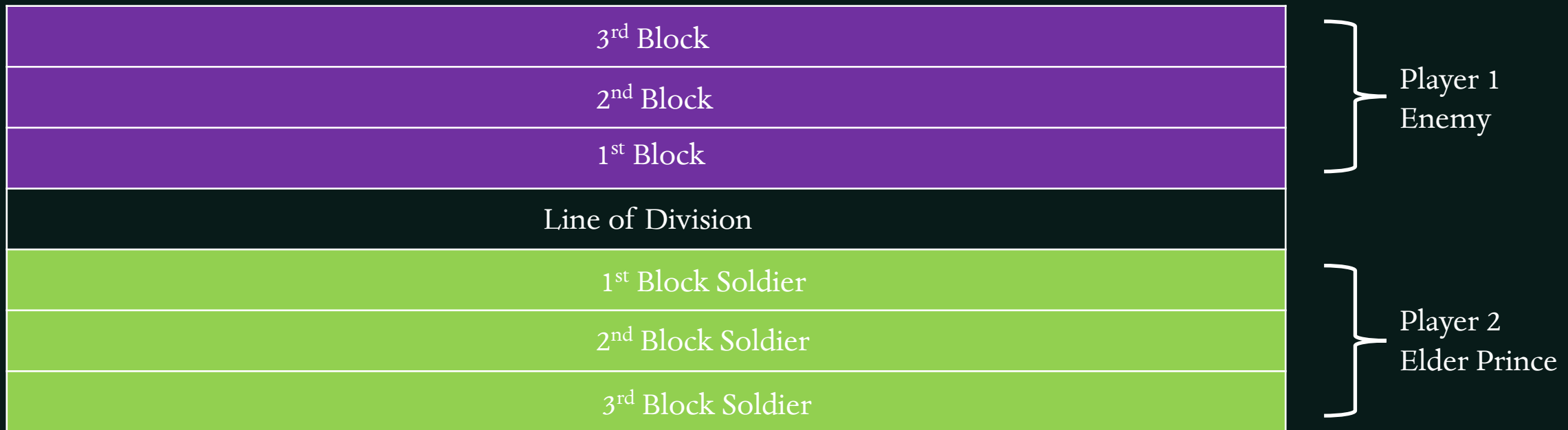
5. Archers, Elephants, Horse-raider cannot be placed on 1<sup>st</sup> block to the player



# The armed forces consist of : (Card Instruction Sheet)



6. Soldiers can be placed on any blocks



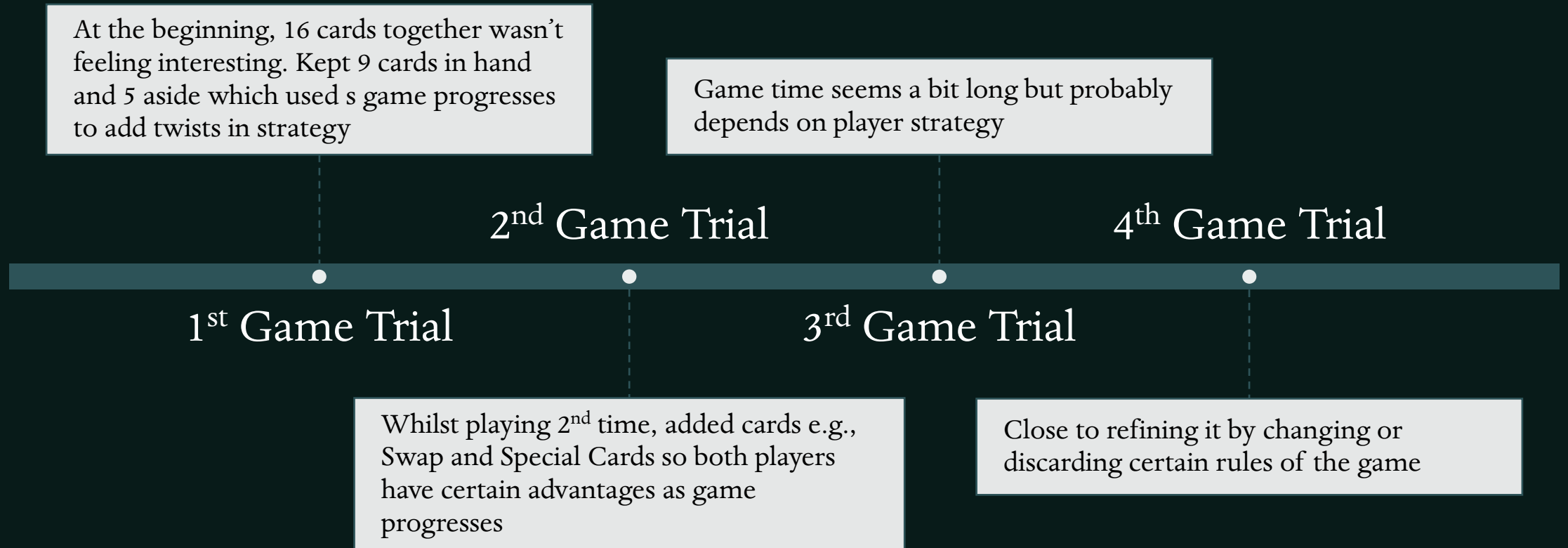
## Additional Rules: (Card Instruction Sheet)

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7. The army cannot retreat, only charge forward
8. Winner defeats the army and takes over the enemy's territory.



# Trial and Error



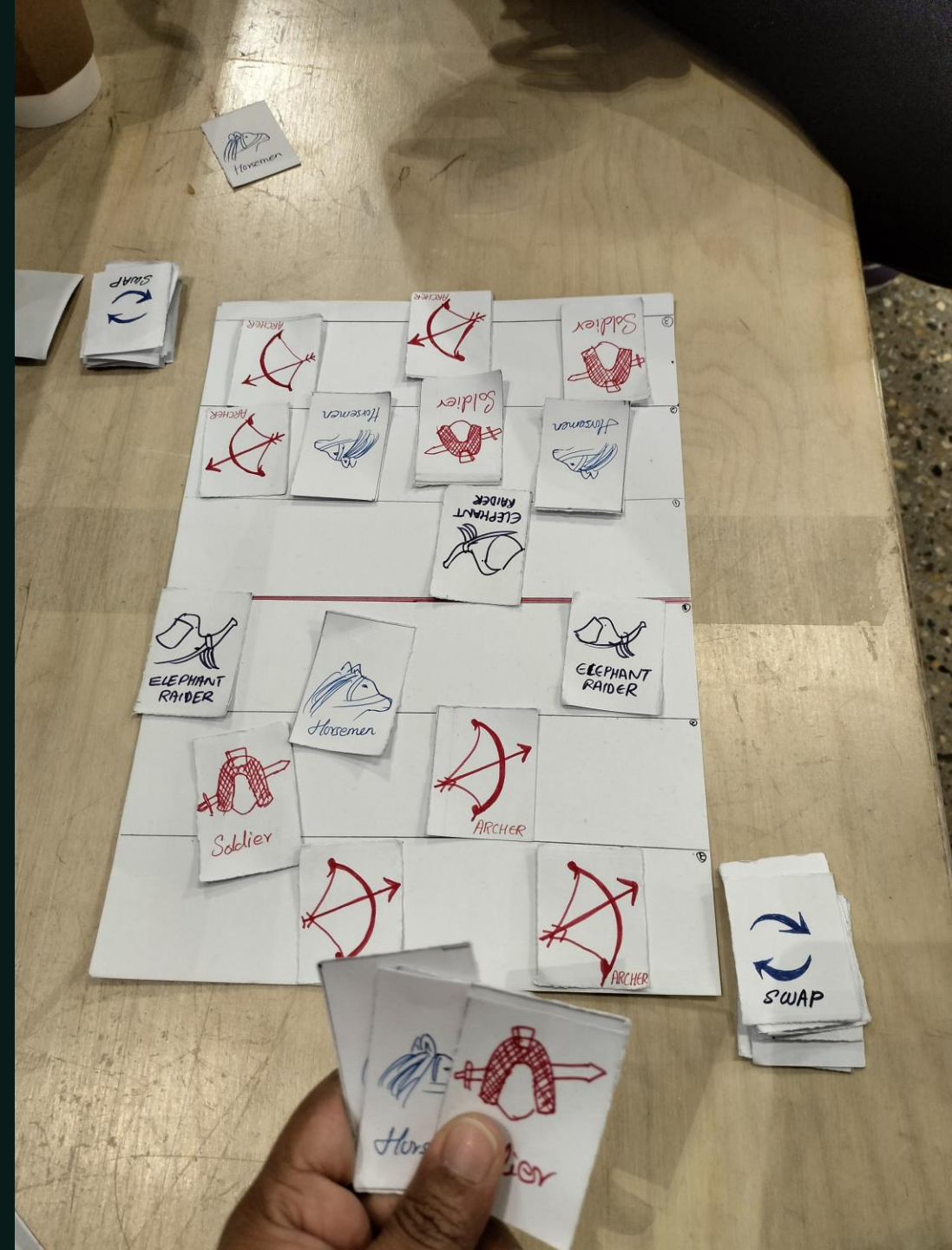


# Summary

The game prototype and idea is getting some clarity as we progressed with tweaking and playing it.

It seems limited at the moment with just two players but it's not

The strategy and the way it progresses makes it quite engaging for the player. May work on further variations for cards, especially for special cards to make the game more interesting.



Thank you

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