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CMPM176:Game System

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Modification of Dan-no-ura

Land and Unit Expansion

Rules Additions(In bold):

5. Game Pieces

- In this game, 18 Genji army pieces compete against 16 Heike army pieces.
- Game pieces have a front face (white characters) and back face (yellow characters) to indicate partial destruction.
- (Yoshitsune) is not affected by enemy ZOC when moving.
- **The special pieces for both armies grant bonus attack(+1 combat power)to surrounding units**
 - **Heike bonus occurs when they are defending**
 - **Genji bonus occurs when they are attacking**
 - **The top row of both sides are cavalry units**
 - **Cavalry can only melee attack and have +1 combat power on land**
 - **The middle row of both sides are foot soldiers**
 - **Foot soldiers can do both melee and ranged attacks**
 - **The bottom row of both sides are archers**
 - **Ranged soldiers can only ranged attack however they can reposition before attacking**
 - **Ranged soldiers can attack over any unit blocking their target**

[10–2] Tidal Current and Movement Rules (see Figure 2)

1. Both armies are influenced identically by the tidal current.
2. Tidal current:

- a. Turns 1 and 2 move in directions b and c (<)
 - b. Turn 3 has no current ()
 - c. Turns 4 and 5 move in directions e and f (>)
- 3. Moving with current → Costs 1 Movement Power
- Moving with no current → Costs 2 Movement Power
- Moving against current → Costs 3 Movement Power
- 4. **Land current:**
 - a. **Movement is opposite compared to tidal movement(the land currents move in opposite directions)**
- 5. **Healing- players can choose to not perform any action on damaged units to heal them.**

[11–1] Ranged Combat Rules

In Figure 4, the six hexes a–f are called firing hexes for enemy piece (A). If you meet the following conditions, you may fire at that enemy piece:

- 1. If your army piece is in an enemy's firing hex and there is neither an island nor an army piece (regardless of whether its your army or the enemy's) between it and that enemy piece, you may fire. (You may also choose not to fire.)
- 2. If one army piece is in the firing hex of two or more enemy pieces, you may fire at any 1 enemy piece.
- 3. If two or more of your army pieces are in the firing hex of one enemy piece, each of your army pieces may fire individually at the enemy piece.
- 4. **Archers can attack over any unit and reposition and attack in the same turn.**
- 5. **Cavalry can not ranged attack.**

[11–2] Melee Combat Rules

- 1. An army piece in an enemy's ZOC must engage in melee combat.
- 2. Army pieces that engaged in ranged combat may not also engage in melee combat in the same turn, even if they are in an enemy's ZOC.
- 3. "Yoshitsune" must also engage in melee combat if he concludes his movement within an enemy's ZOC.
- 4. If one army piece is in the ZOC of two or more enemy pieces, select one of the enemy pieces to engage in melee combat.
- 5. If two or more army pieces are in the ZOC of one enemy piece, each piece engages in melee combat individually with that enemy piece. (Even if a certain army piece is in the ZOC of an enemy piece, if that enemy piece is destroyed in melee combat with another army piece, the melee combat of that army piece will no longer occur.)
- 6. **Cavalry has +1 combat power on land**

Table 2: Judgment Chart

- The LED (red lamp) lights up at 1 of 6 locations, labeled A to F.
- If both armies' pieces are face up, use the [white bar] line to determine a successful attack. If an army piece is flipped over (partially destroyed), use the [yellow bar] line to determine a successful attack.
- In ranged combat, only the attacker's line is used. If the LED lights beneath the attacker's line, the ranged attack is successful. Otherwise, the ranged attack fails. (The attacking piece remains unchanged.)
- In melee combat, if the LED lights at a position where the lines of both armies overlap, or in a position where neither army has a line, the result is a draw.
- **When there is overlap between with bonus combat ex. Cavalry on land with special unit bonus (4 combat power) versus each other, the chance becomes 50/50, however damage factors in which would add -1 combat power to the damaged unit.**

Write up:

We decided to add movement on land because we wanted to allow players to use the entire map. We felt that this was important to adding strategic maneuvering to the game because it feels like in the original game players are just stuck in combat at the middle of the map. We added the land and the current so players would have more variety in each play through. These additions create different behaviors because players now have the choice to move through land which forces Heike players to be wary of land movement as well as allows Genji players maneuverability while keeping track of differing currents. This system is intended to make players think harder as the game still is five turns long yet there are now more areas to move through.

We added classes to the normal units so that it feels like commanding an army in a battle so players would have to consider which pieces they are using and adding an emphasis to the formations that players use in the game. Along with the classes, we gave the original generals a

bonus to their surrounding units which adds to the strategic maneuvering and makes the players think how to fully utilize the generals to gain combat efficiency.

The additions make players have more choices deciding on the strategies. Since the special units have aura that increases the combat power, players need to position them well to gain bonus instead of lining them up in the original game. Furthermore, players also have options to cut through the communications between the special units and normal soldiers to prevent the bonus. For the Heike side's players, they need to arrange both defenses on sea and land. For Genji side's players, they have more routes and ways to break through Heike side's defense, and they could use Yoshitsune as a way to break through enemy's line. As the pictures in the playtesting, Heike sides somewhat fortified the land defenses but ignored the bottom sea defenses, so some of Genji's units slipped through the defenses. Also, players arrange their different units for different purposes of attacking.

Pictures of play testing:







