

Soggy Doggy

Return of Mocavious

Board game

Version #1.0

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Version History

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I. **Game Overview**

Stop the evil wizard Mocavious from returning to the world. Player must recover the lost artifact to prevent Mocavious return to power. Unbeknownst to them that he has returned and he is in the group hunting the very same artifact that will ensure his domination over the world.

II. **Game Play Mechanics**

Play begin by selecting their hero each hero has skills that will help them thru their quest. Also player draw up to their Temp Fate hand size. Shuffle one Past Lives card to each player these cards will tell you if you are the evil wizard Mocavious. When the player come across a snag in the road they may put up to two resource dice in to the Bag O' Fate keeping it hidden from other player of what they put in. Any player may play a Temp Fate card but once one has been played all players must play one. At the start of the turn a player may replenish one Temp Fate card by placing it at the bottom of the deck and drawing a new one. Quest card will tell you how long you have till the forces of evil recover the artifact and it is lost to you. If the evil wizard is found out before the game end he shall retreat to his tower where he can unleash new horror among the group. Game end when the forces of evil collect 4 out of the 7 artifacts or when the tower is destroyed with the evil wizard in it.

III. **Game Board**

Nine octagonal tile

IV. **Starting the game**

Determine who goes first by rolling three 6 sided dice.

First player select a hero and pass to the second player and so on.

Deal out one Pass Lives card to each player. (Keep these a secret.)

Draw your Temp Fate hand. (Number of players)

Gather your starting skills dice

Draw the Quest Card and set the turn timer to one begin play

V. **Game turn**

Draw Temp Fate cards till you reach your max hand sizes. You may replenish the Temp Fate deck by place one card from your hand at the bottom of the deck and drawing a new one.

Gather you skills dice

Draw Snag in the Road card do as the cards says. Complete skill challenge. Move party piece spaces indicated by Snag in the road card toward goal if successful or away if failure.

Move timer toward the end.

VI. Characters

Moon Elf Ranger skills set 1 magic, 2 endurance, 1 strength and 1 wisdom. Draw two Snag in the Road cards decide with one to use.

Half-Blood Orc Warrior skills set 2 endurance, 2 strength, 1 dexterity. Once per quest may add one resource die after fate has been rolled.

Sun Elf Mage skills set 2 magic, 3 intelligence. May replenish two Temp Fate cards

Halfling Thief skills set 2 dexterity, 1 strength 1 endurance. Once per quest may reroll any resource die after fate has been rolled.

Human Cleric skills set 2 wisdom, 2 magic, 1 endurance. Once per game look at anyone Past Lives card.

Gnome Sorcerer skills set 3 magic, 1 dexterity, 1 intelligence. Temp Fate hand is number of players plus 1.

Human Paladin skills set 1 magic, 1 strength, 1 endurance, and 2 wisdom. Once per quest may cancel one Temp Fate card.

Half-Elven Bard skills set are 2 magic 2 dexterity 1 intelligence. Once per quest draw a new Snag in the Road card.

VII. Snag in the Road cards**Traps**

Pits trap all player roll 3 dice the player with the lowest score can not add dice to the next skill check. In case of a tie both player cannot add to next skill challenge.

Fire trap all player burn a random temp fate card.

Encounters**Travel**

Mud Slide roll 1 die move one hex in that direction.

VIII. Temp Fate Card**Evil****Good****Neutral****IX. Quest cards**

Hammer of Yor

Dagger of Life Stealing

Helm of Dominance

Boot of Hermes

Orb of the Planes

Fangfire's Tooth

Ring of Souls

Scythe of the Undead

X. **Design Notes**

XI. **Future Features**