Walpurgisfreude
The Witch's Joy

The cult's long efforts have finally come to fruition. The incarnation of the great elder one has been born of human flesh and will soon control the world with your aid.

One small problem though: It's throwing a tantrum.

Walpurgisfreude is a game about pacifying a very upset child. A child that happens to be the hybrid of an Elder god and a human. You do this by walking right up to the baby and giving it a pacifier. That part is easy; getting to the baby is hard.

The entire game happens on a long, skinny grid. You start at one end, the baby at the other. You have to reach the other side while the baby throws god knows what kind of eldritch nonsense at you. And you have to do it before any of the other cultists manage to do it; for the sake of your reputation.

Turns

Turns have three parts: Warning, Planning, and Action. Players only have input on the planning phase; with the action phase playing out according to the choices they made in planning.

Warning: The baby "winds up" any attacks, with visual indicators showing what's going to happen during the turn.

Planning: Players set up their actions and submit them.

Action: The Baby and the players act all at once. After all the actions playout, AP is granted to players and the next turn starts.

Planning

During the action part of the turn, everyone's actions play out at once over periods thatt are called ticks. Basically, they're fractions of a turn into which all actions are broken down. For instance, moving 1 square via the "Move" action takes 1 tick. So on Tick 1, a character might have the action of "move North". On tick 2 they can either continue to move or have another action. When players plan their actions, they break them down into a per tick basis. For example

1. Move north
2. Move north
3. Block
4. Move north
5. Dodge
6. Recover
7. Move North

During the action phase, everyone (All players and the Baby) take their 1st tick action at the same time, then their second tick and so on till there are no more actions to take.

Every action a player can do has an AP cost. Each player has 10 AP and it recovers at the end of every turn, before the next planning phase. Players need to track their AP and not perform any more actions than their AP allows. If they DO perform too many actions and someone points it out, the offender is returned to the start.

Actions a player can take

Move: up to 3 squares per 1 AP, only cardinal directions, no diagonals. Move actions are distinct; if you move 1 square and then do another action, that costs 1 AP for the move. You are using up 1 AP to move up to 3 spaces.

Dodge: Move 3 squares in one direction over the course of a single tick. During that tick, you are invulnerable. Costs 3 AP and cannot move for 1 tick afterwards

Block: Costs 1 AP per tick, blocks all damage. Blocking will destroy certain projectiles, stun minions, and stop some attacks from continuing. Some attacks are unblockable.

Strike: Costs 1 AP. Attack in one of the cardinal directions. Can destroy minions and reflect some projectiles, as well as knock players back.

Wait: Costs 0 AP and waits 1 tick.

Pacify: Costs 1 AP. Can only be done when directly next to the baby. Wins the match.

If You Get Hit

When you get hit, either by one of the baby's attacks or by one of the attacks from another player, you don't die. Instead you return to the start of the grid.