

# ***One Against All* Rule Book**

By: Jackson Johnson

## Table of Contents

Explanation of the game

The Board

How to play the Boss

How to play the Heroes

Cards and Pieces

## Explanation of the game

*One Against All* is an asymmetrical Player Vs Player board game made for **four** players only, inspired by Boss fights in video games. But in this game one player is the Boss and three other players are Heroes trying to defeat the Boss. The Hero players have to travel through a chasm (the board) and break the Boss player's *Health Regeneration Crystals (HRC)* while attacking him and defending against him. Meanwhile the Boss player has to keep the heroes at bay knocking them back or dealing as much damage as possible to each Hero. The Boss and Heroes can play cards that boost their abilities during the match. Reaching the Boss at the end of the board allows the Hero players to deal a finishing blow. If the Boss's health drops to zero then the Heroes win, but if all 3 of the Heroes' health drops to zero the boss wins

## The Board

The board has 3 lanes that lead to one point, the lair of the Boss. Each lane has *twenty* spaces for each Hero to travel across not including the starting area for each Hero. The first three spaces on each path are *Safe Zones* (the Yellow spaces) for the Heroes, they can attack the Boss from there but the Boss can not attack them or affect them with a knockback card if they are already in the safe space. Each lane at *ten & fifteen* spaces has a *Health Regeneration Crystal* that belongs to the Boss.

## How to play the boss

The Boss sits in his lair trying to keep the Heroes from advancing, breaking his *Health Regeneration Crystals* and getting close enough to deal a finishing blow. The Boss player has 65 health, at the end of his turn each remaining *(HRC)* heals *one* point of health, up to a max of 65. A *(HRC)* can not be rebuilt once they are destroyed

**Attacking:** To deal damage to the Heroes the Boss has a single die. Once it's their turn the Boss picks a specific Hero they want to attack and roll to see how much damage they do. The number the die lands on is how much damage the Boss does to their chosen target's health. Once the Boss attacks their turn is over.

**Boss Cards:** To keep the Heroes at bay the Boss has *six* cards at their disposal, split into three categories with two cards in each category. Before the game/fight starts the Boss can only choose one card from each category to use throughout the fight and each card can only be used once. The boss can not have more than *three* cards, *one* from each category, when playing. The Heroes aren't allowed to know which cards the boss has until they are played. The three categories are **Health**, **Knockback**, and **Attack**.

- **Health Cards**
  - **Rooted:** Choose *one* of your *Health Regeneration Crystals* on any path to permanently boost it so it heals *two* health per turn.
  - **Unholy Regeneration:** Instantly regenerate *eight* health
- **Knockback Cards**
  - **Windblast:** Knockback all Heroes *three* spaces
  - **Slipstream:** Knockback one Hero of your choice *seven* spaces
- **Attack Cards**
  - **Life Link:** The damage you deal to *one* Hero is dealt to the other *two* (**Life Link** completely ignores **Reflective Magic Shield** of the two Heroes you are not directly attacking)
  - **Critical Blow:** The number you roll to attack your target is multiplied by 1.5, and the new number is how much damage you deal (in the presence of a .5 **ALWAYS** round down)

The Boss can only play their cards at the very beginning of each turn and can only play one card per turn, they can not attack and **then** play a card. The Boss has to be proactive in their decisions, for example taking risks by placing **Critical Blow** to deal extra damage but it turns out they only roll a *one* for damage. Once a card is used it is discarded for the rest of the game/fight

**Win Condition:** When the Boss kills each Hero (reduces each Heroes' health to *zero*) the Boss wins.

### How to play the Heroes

The Heroes have the first turn at the start of the game/fight. There are three Heroes on three separate paths, the Heroes have to work together to destroy the Boss's *Health Regeneration Crystals* along each path and reach the boss to be able to deal the killing blow. Heroes have a max health of 20. The Heroes can decide their own turn order.

**Hero Cards:** The Heroes have six cards in total but each hero can only wield two per game/fight. The Heroes must strategize which of them have which cards. There are three groups of 2 cards but each group has the exact same card.

- **Defense Cards** (*can only be played when the Boss is attacking you*)
  - **Reflective Magic Shield:** play this card to roll a die, reflect the amount of damage you roll, if you roll higher than the boss take your roll and subtract their roll and that's how much damage you will deal. if the Boss uses **Critical Blow** the damage you have to reflect is the multiplied number. (Example: if you and the boss both roll a six but he played **Critical Blow**, the Boss still deals 3 damage)
- **Movement Cards** (*can only be played when you are in your Movement Phase*)
  - **Whirlwind dash:** move forward two extra spaces.
- **Attack cards** (*can only be played when you are in your attacking phase, can be played before or after you take your attack roll*)

- **Double Strike:** Roll a second time during your Attack Phase to attack twice.

Once a Hero reaches the Boss's lair (the red spaces) and they still have cards in their hand that they have not played, those cards will be discarded. Other heroes not in the lair will not have to discard their cards until they themselves reach the lair.

**Movement & Attack Phase:** When the Boss finishes their turn the heroes begin their turn, the Heroes can decide which order they take turns. A Hero has two phases, first the Movement Phase then the Attack Phase. For the Movement Phase the Hero rolls a die and moves forward that many spaces, once they move the Hero enters the Attack Phase. In the Attack Phase the Hero can roll a die, the number the die lands on is how much damage in health the Hero does to the Boss. Once the Attack Phase is finished it becomes the other two Heroes take their turn and once the final Hero takes their turn it is now the Boss's turn.

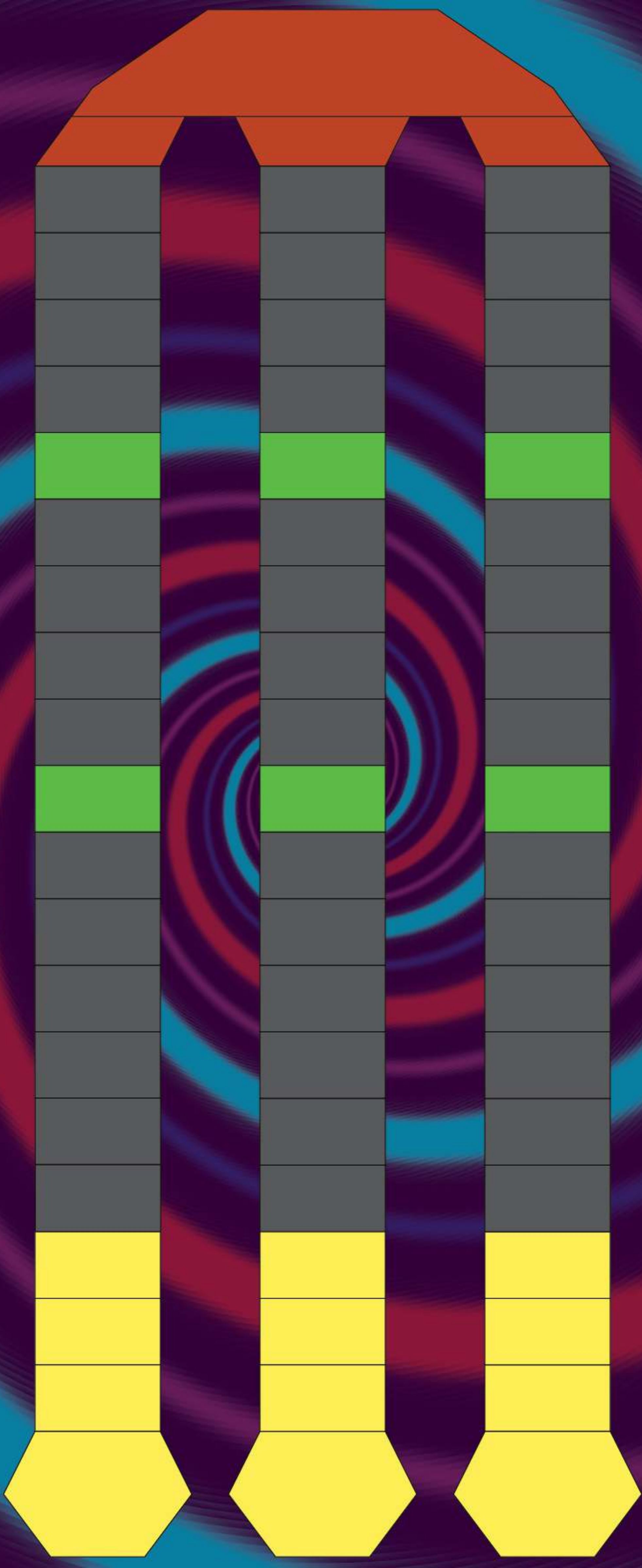
**Destroyed Health Crystals:** A Hero can destroy A Health Regeneration Crystal once they land on or move past the space that it is on. When a Hero destroys a (*HRC*) on their path they receive a *Crystal Shard* which they can use ONCE during any of their phases to regenerate 2 health. Heroes can not use a *Crystal Shard* to raise their health above 20.

**Killing The Boss:** Unless *one* Hero is on the final space at the end of their path (in the Boss's lair), you can not kill the Boss. The Boss will never lose his last point of health unless the attacking hero is in the final space.

**Win Condition:** When a Hero is in the Boss's lair (the red spaces) lands a hit to reduce the Boss's health to *zero* the Heroes win. Even if one Hero dies early enough where they don't destroy all the (*HRC*) on their path, once the boss is slain the Heroes win.

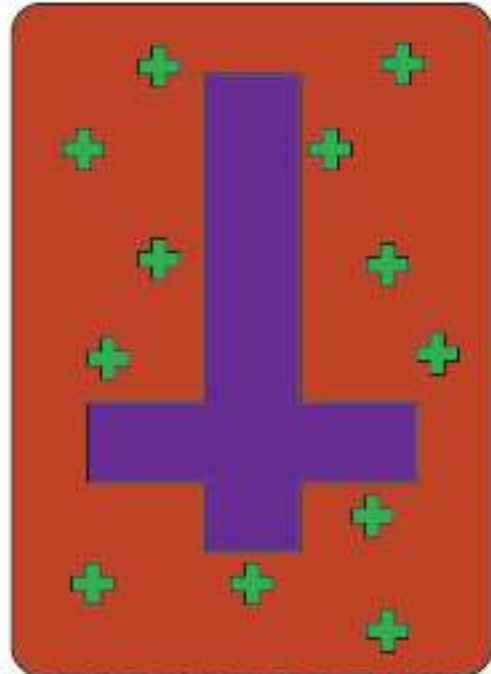
### Cards and Pieces

There will be twelve cards in total the six unique boss cards and three pairs of two cards for the Heroes. There will be four figurines, the Boss, and the three Heroes a Mage, a Hunter, and a Paladin (the different figures are purely for aesthetics; they do not act as special classes that have unique abilities). There are also six crystal pieces used to represent the Boss's (*HRC*) on the board, that once a Hero "destroys" they can take the piece for themselves to now represent a *Crystal Shard*.

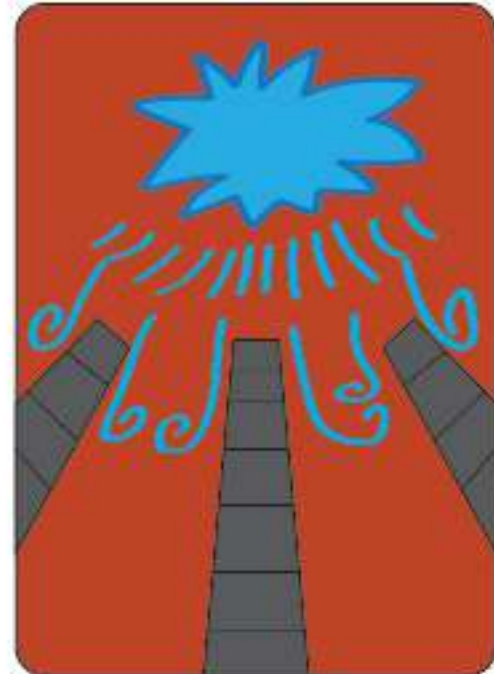




ROOTED



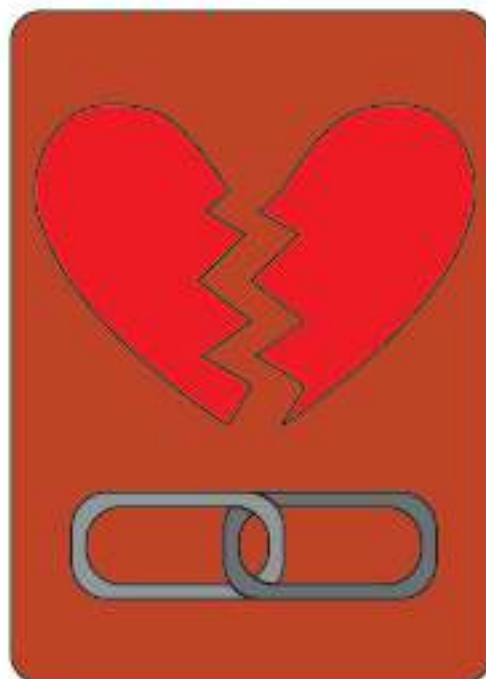
UNHOLY REGENERATION



WINDBLAST



SLIPSTREAM



LIFE LINK



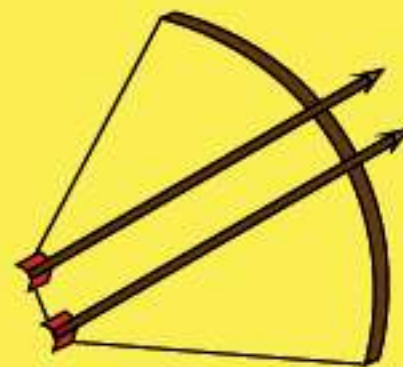
CRITICAL BLOW



**REFLECTIVE  
MAGIC SHIELD**



**WHIRLWIND  
SPRINT**



**DOUBLE STRIKE**

W: 2.5 in  
H: 3.5 in



Paladin



.8 in

Mage



.8 in

Hunter



.8 in

(HRC / Crystal Shard)



.35 in

Boss



1.5 in

