

Deer Portal Handbook

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Deer Portal

Introduction



A board game driven by the four classical elements. For 4 players. Game takes place in an ancient world where Almighty Deer God is protecting all the compassionate creatures.

Disclaimer: Both, manual and a game are under active development, in first place manual may not reflect all features available in the game yet.

History of the game

One of the authors of the game, during his Buddhist journey through Japan has visited a "deer temple", T#dai-ji in Nara. After spending several nights there, he left a place with a mission - to deliver this game to spread the word about the Deer.

Goal of the game

Transform yourself into a **Deer Lesser God** by reaching the **Hoof Portal** and collecting most diamonds.

Game setup

A gameboard is split into four areas, each under control of one of the classical elements.

Classical elements

- Water (blue)
- Earth (green)
- Fire (red)
- Air (yellow)

Players

There are four players, each one being led / mentored by one of the classical elements. They are able to:

- move around their board
- collect runes and diamonds
- meditate to get help of their patron
- reach the Deer Portal

Diamonds

To be allowed to pass the transformation you need to gift the Almighty Deer. The Almighty Deer likes shiny things, so collecting diamonds is a way to please him. A player who owns most diamonds on the Judgement Day - is a winner. The rest is being thrown into the flames of the infinitive, filled with collapsed realities folded in time void.

Cards

On the right of the board game, there are four piles of 32 the cards dedicated to each of the classical element. To collect a card, player must put his character on a field containing a corresponding to the element rune. Rules are following:

- When the player collects his own element - card is being removed from the pile and next one unveiled.
- When the player collects the other element rune - a card is being executed in the field of the element which card has been taken.

Meditation

To meditate player has to go back to his start point, and since it depends on the mood of the patron, this is only possible by throwing exact numbers on the dice. It results in regenerating all the runes and diamonds on his board.

Deer Portal

In the middle of all the boards, there is Deer Portal, with the Hoofltar placed in the center. First player who reach it and pay tribute to Almighty Deer, starts Deerification period which takes exactly four rounds (four turns for each player). After that everyone who didn't reach the portal - will be ceased.

Game mechanic

Each player has to perform two actions during his turn - throw a dice (by the click on hand symbol in the right bottom area of the screen), and then decide where to go - by clicking on the corresponding area on his board.

End of the game

There can be only one winner, a player having highest number of the collected diamonds. If there is a draw, award goes for the player who reached portal first. Winner is being transformed into a Deer God. Rest of survivors are becoming his monks, the believers to spread the word. Ones who didn't survive, became a first heritage and a foundation of the new philosophy.

Credits

- **bluszcz:** game design, code, audio
- **ukata:** game design, visual art