

# Table-top Prime Slaughter Simplified

21 Feb 2017

V2.2



# DECKS

Hero deck

|    |    |
|----|----|
| H2 | H3 |
|----|----|

Sword deck

|    |    |    |    |
|----|----|----|----|
| S2 | S3 | S2 | S3 |
|----|----|----|----|

Monster deck

|    |    |    |    |    |    |    |    |
|----|----|----|----|----|----|----|----|
| M2 | M3 | M4 | M6 | M2 | M3 | M4 | M6 |
|----|----|----|----|----|----|----|----|

Obstacles deck

|      |      |      |      |      |      |      |      |
|------|------|------|------|------|------|------|------|
| Wall | Wall | Wall | Wall | Wall | Wall | Wall | Wall |
| Wall | Wall | Wall | Wall | Wall | Wall | Wall | Wall |
| Wall | Wall | Wall | Wall | Wall | Wall | Wall | Wall |

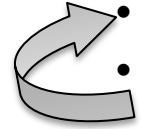
Lives deck

|     |     |     |
|-----|-----|-----|
| 1 L | 2 L | 3 L |
|-----|-----|-----|

|  |  |  |  |  |
|--|--|--|--|--|
|  |  |  |  |  |
|--|--|--|--|--|

# RULES

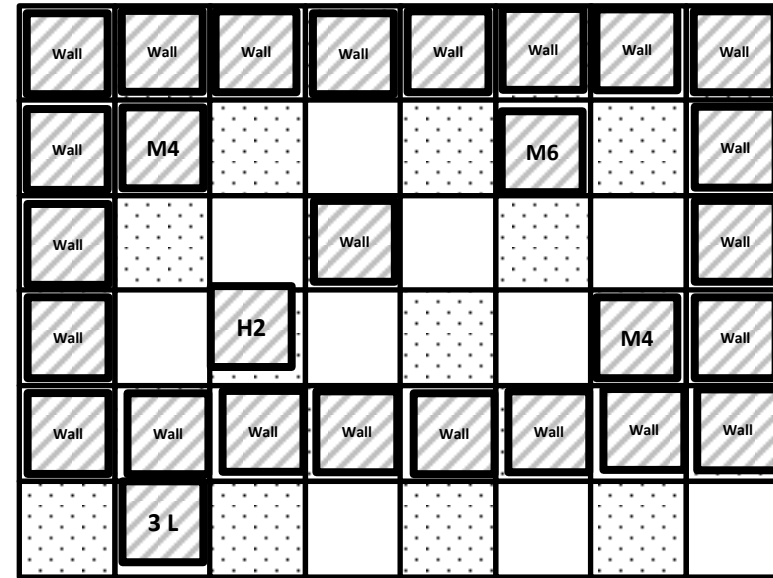
- *setupRule* -> used once at the start
- *player rules* -> choose 1
- *game rules* -> apply all



## Player Rules

- **"move left"**
  - find a card from deck Hero, on the board
  - move the card left 1 square
    - if collision do now move hero and check the following:
      - H2 against S2 => remove S2
      - H2 against S3 => replace H2 with H3; remove S3
      - H3 against S2 => replace H3 with H2; remove S2
      - H3 against S3 => remove S3
- **"move right"** ...
- **"move up"** ...
- **"move down"** ...
- **"skip 1 turn"** just do nothing
- **"slice monster"** ... *next page* ...

## Setup Rule



### Decks:

Hero – H2,H3  
Sword – S2,S3  
Monster – M2,M3,M4,M6  
Obstacles – Wall  
Lives – 1L,2L,3L

10 sided dice



# RULES

**Note:** near means 1 square away

**Direction can be:** up, down, left, right or *stay*

## Player Rules

- **"slice monster"**

- find a card from deck Hero
- find a card from deck Monster near the Hero card
  - check the following cases:
    - H2 against M2 => remove M2; apply rule **HeroWins1Life**; say "splat"
    - H2 against M3 => apply rule **HeroLoses1Life**
    - H2 against M4 => replace M4 with M2; say "splat"
      - roll dice: from 00 to 80
      - place M2 in random free square near M4
      - equals to 90
      - place S2 in random free square near M4
    - H2 against M6 => replace M6 with M3; say "splat"
      - roll dice: from 00 to 80
      - place M3 in random free square near M4
      - equals to 90
      - place S3 in random free square near M4

*...continue...*

# RULES

## Player Rules

- if collision:
  - H3 against M2 => apply rule **HeroLoses1Life**
  - H3 against M3 => remove M2; apply rule **HeroWins1Life**; say "splat"
  - H3 against M4 => apply rule **HeroLoses1Life**
  - H3 against M6 => replace M6 with M2; say "splat"
    - place M2 in random free square near M6
    - roll dice: from 00 to 80
      - place M2 in random free square near M6
    - equals to 90
      - place S2 in random free square near M6

- 
- **HeroLoses1Life**
    - find a card from deck Lives
    - if card found is:
      - L3 => replace it with L2
      - L2 => replace it with L1
      - L1 => apply rule **GAME\_OVER**  
and say "ouch"

- **HeroWins1Life**
  - find a card from deck Lives
  - if no card => place L1 at row 6, col 2
  - if card found is:
    - L1 => replace it with L2
    - L2 => replace it with L3

# RULES

## Game Rules

- **"MonsterMove"**

- find all card from deck Monster; for each card:
- roll dice: from 00 to 50  
    move the card 1 square in random direction; if collision => don't move
- from 60 to 90
  - find a card from deck Hero
  - move the card 1 square in Hero's direction
  - if collision with Hero => **HeroLoses1Life**

- **"RespawnMonsters"**

- find all card from deck Monster
- count them, if 0 =>
  - place M4 in random free square near position row 2,col 2
  - place M6 in random free square near position row 2,col 6
  - roll dice: from 00 to 50
    - place M4 in random free square near position row 2,col 6
- from 60 to 90
  - place M3 in random free square near position row 2,col 6

# New Player Rules



## New Game Rules