



The Dezhari Sisters

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Introduction

1.1. *The Dezhari Sisters have had their father stolen from them by the evil Lorelei. Now the sisters must embark on a journey to save their father. Their adventure leads them to a forest of never ending winter, where the forest is always encased in ice.*

1.2. *The game takes place in a forest that has been magically encased in ice. Players take turns flipping the tiles, attacking, and moving around the board using the character cards to define each character's abilities to advance their characters to their goals.*

1.3. *The goal of the game is dependant on which side each player chooses. The goal for the Dezhari sisters is to rid the forest of the ice by flipping all of the tiles on the board. The goal for Lorelei and her minion, is to defeat the Dezhari sisters.*

2. Game Components

- 2.1. *Board illustration*
- 2.2. *Card illustration with callouts*
- 2.3. *Illustration of other pieces*

3. Setting up the game

3.1. *The game consists of 52 hexagon shaped tiles set up in a 6x10 grid, 34 multi-colored tokens, 4 character pieces, and 20 ability cards.*

3.2. *The Dezhari Sisters always play first*

3.3. *To set up the board, all tiles except for one must be on the ice side (white side). The Dezhari sisters will start on the only forest tile that is not frozen. (see illustration 2.1)*

3.4 *Each player starts with 3 cards from their ability decks with a maximum hand size of 5 cards.*

4. Character Cards

4.1. *Each character has a card representing what each character can do on his or her turn.*

4.2. *The upper right corner of the card shows how many hitpoints and mana points each character has. The red symbols represent how many red hp tokens each character gets and the blue symbols represent how many blue mana tokens each character uses.*

4.3. *Each character has a chart that shows each ability, cost, and damage output for the character. The mana symbols under the cost section represent how many mana tokens are spent in order to use that ability. The damage symbols represent how many hp tokens the defending character discards.*

4.4. *The Servant of Lorelei's turn order is different than all of the other characters. The Servant attacks after it has moved. It can also walk on enemy tiles at the cost of half its HP rounded up per space. (For example, if the Servant wanted to move on two forest tiles, it would sacrifice 5 of its HP in order to do so).*

5. Turn Order

- 5.1. *Resource Phase*
- 5.2. *Flip tiles or attack*
- 5.3. *Move*
- 5.4. *Use ability cards*
- 5.5. *Check for victory*
- 5.6. *Draw a card*
- 5.7. *End your turn, play passes to the left*

6. Resource Phase

6.1. *Return all mana tokens spent from previous turn.*

6.2. *Each character has a set number of mana tokens described by the character cards. Mana tokens are spent to use any abilities.*

6.3. *Players spend mana tokens by placing them in the hexagon tray to show that mana has been spent.*

7. Movement

7.1. *Each player's character can only move on his or her own tiles. Lorelei and her servant can only move on ice tiles while the Dezhari sisters can only move on unfrozen forest tiles.*

7.2. *Each character's movement is described on the character cards.*

7.3. *The Dezhari sisters are allowed to flip up to nine tiles during their turn depending on the mana spent during their turn.*

7.4. *Lorelei can flip up to two tiles per turn and can only flip tiles within her line of site, Mordeh has no max range.*

8. Attack

8.1. *Characters can only attack on their turn unless an ability card is played and says otherwise.*

8.2. *Each time a character is damaged, remove a life token from the game.*

8.3. *Resolve the attack*

8.4. *Damage phase*

9. Ability Cards

9.1. *Ability cards are played after the movement phase.*

9.2. *Ability cards can only be played on your turn unless the card states otherwise.*

9.3. *Any number of cards can be played from the player's hand each turn.*

10. Check for Victory

10.1. *If all of the hexagon tiles are flipped so that a green forest appears, the Dezhari sisters have won.*

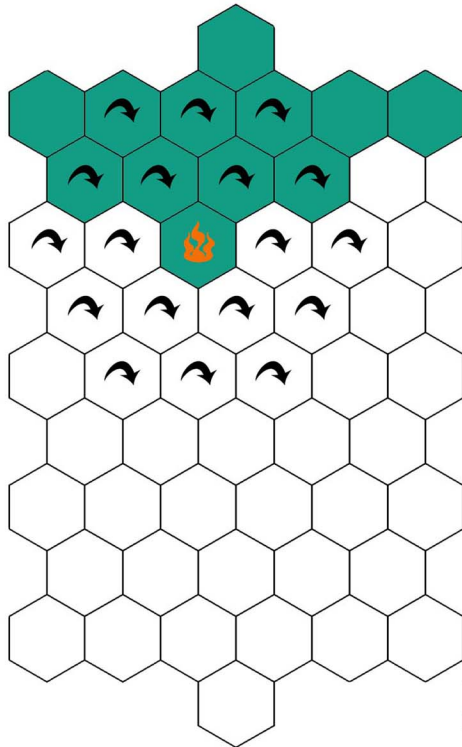
10.2. *If Lorelei has defeated Sammy or both of the Dezhari sisters, Mordeh has won the game.*

11. End of turn

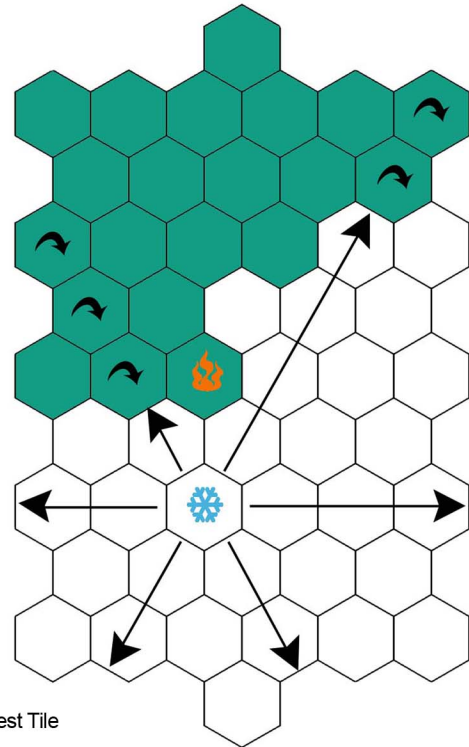
11.1. *Once a player has drawn a card, the turn for that player is over.*

11.2. *Turn passes to the left.*

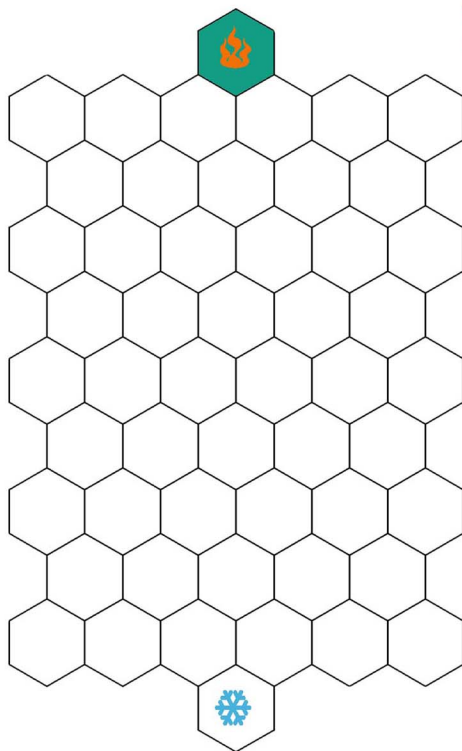
Sammy can flip tiles anywhere within her radius of two tiles out.



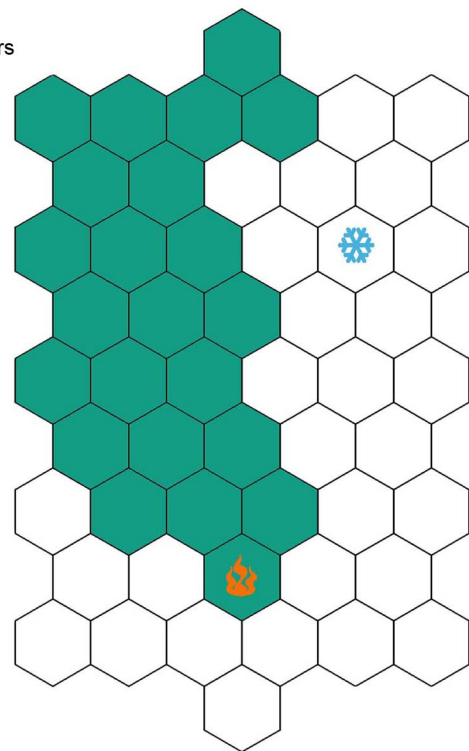
Demonstrates Lorelei's line of sight. Lorelei can flip up to two tiles within line of sight.



-  Flip Tile
-  Unfrozen Forest Tile
-  Ice Covered Tile
-  Lorelei
-  Dezhari Sisters



Initial Board Setup with 1 unfrozen forest tile.



Lorelei and her minion can only move on ice covered tiles, while the Dezhari sisters can only move on unfrozen forest tiles.

The Dezhari Sisters Analysis

The Dezhari Sisters is a story written by Michael Sandborn which inspired me to create this board game as a video game prototype. I broke the story down into portions that could be considered levels of a video game, and then decided to base my portion on the part where the Dezhari sisters travel to an ice enchanted forest. In the story, the sisters have to rid the forest of this enchantment, so I thought creating a tile flipping strategy game would fit the best in this scenario. I also wanted to make a game completely asymmetrical where each side plays differently and has different goals.

I started off with a paper hexagonal grid for a board. The initial size was around 80 or so tiles. This board size was too big and made games longer than they needed to be. I reduced the size to 52 tiles to shorten the game but also allow players to use their abilities. Once I created my board out of wooden hexagon tiles, the game greatly improved because it was no longer a hassle to flip over tiles. Flipping a large number of paper tiles can become frustrating.

The first few stages of the game were very unbalanced. The Dezhari Sisters would win every time because they were more developed in terms of story, so it was easy to create their abilities. Lorelei and the Servant, however, were much more difficult to balance and make interesting. I struggled for a long time trying to make Lorelei more interesting because she would never have any motivation to move on the board. Once I developed Lorelei and her Servant a little further, the game drastically improved. Giving her a berserk ability that she can only use once during a game was a great addition. It gives her a trump once per game.

After play-testing a great deal, I found people were taking too long to make their moves and try to figure out the best strategy. Once the core game was pretty much complete, I decided to add ability cards to reduce the amount of thinking ahead. The ability cards unfortunately came late in the development process and have only just recently been implemented, so I don't have much information on play-test sessions using the cards.

Overall most people seemed to enjoy playing the game, even in its paper prototype stages. There were a few, however, who became frustrated because the tiles were made of paper and difficult to flip. These play tests have dramatically increased the fun of this game because I've been watching how people play or want to play. I will continue to play-test after the course is finished because I still feel my game needs work. Three months was a short time to make a very asymmetrical game.