



HeLlO fRiEnDs

BELLUM DEORUM

Instructions



HOW ARE YOU DOING

When opening Bellum Deorum, one will see a screen like this:



One has the option to start a new game, load a previously saved game, read the game's backstory, see the credits, or just leave the game. But you want to start right? Right. So you click that. Next you see this screen:



And then after that you read these instructions to learn how this magical screen works.

Bellum Deorum is a two-person, turn-based strategy game. It has a playtime of around 20-30 minutes and is intended for people aged 8 and up. The objective of the game is to direct an army on a two-dimensional board. A piece has a few basic attributes, as outlined below:

Name: an identifier for the piece.

Team: each piece is on a team.

Movement: the number of squares a piece can move. Moving one square consists of going straight up or down, or straight right or left on the board.

Health: when health reaches 0, the piece dies. Pieces lose health in battle and can regain it by being healed.

Attack: a variable used in battle. It will be discussed more later.

Type: pieces can be gods or mortals, and one lucky piece gets to be an evil clown.

Here is a list of the starting pieces in the game:

Player 1:

John Egbert^*

Rose Lalonde^

Dave Strider^

Roxy Lalonde^

Jake English^

Karkat Vantas*

Kanaya Maryam

Terezi Pyrope

Player 2:

Her Imperious Condescension (the Condesce)*

Aranea Serket

Jade Harley^

Jane Crocker^

Other:

Gamzee Makara, the Bard of Rage

Some of these pieces are leader pieces, and are indicated by an asterisk (*). When a side loses all its leader pieces, the game is over and the other side wins. There are also three categories of pieces in the game: mortals, gods, and a singular evil clown. Gods are indicated by a caret (^), mortals do not have an indicative symbol, and the only evil clown is Gamzee. The differences between and qualities of these piece types will be discussed later.

Now that one has an overview of the pieces, one can begin looking at turn sequence.

Turn sequence:

Phase 1: player movement

Phase 2: bard movement

Phase 3: battle

Phase 1:

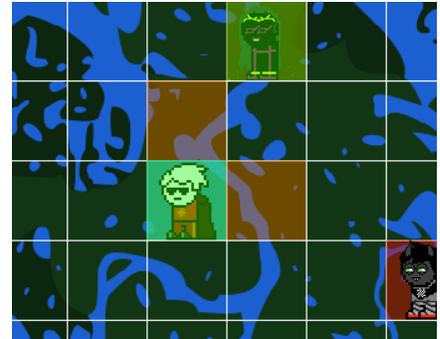
In this phase, the players take turns moving pieces. On odd numbered turns, player 1 moves first, and on even numbered turns, player 2 moves first. Each player, during their move, gets a certain number of actions. An action can be either moving a piece or healing a piece.

Moving:

When one clicks on a piece, all squares they can move to are highlighted in yellow (see right). Then, by clicking on one of these squares, one can move the piece.



If the square one hopes to move to is occupied by an enemy piece, one can attack that piece by clicking on it. Upon clicking on the target, at least one square adjacent to it will become light red in colour (see right). These are the squares one can attack from, and attacking player must select one of them by clicking on it to begin the attack.



Healing:

One can only heal a piece when it is selected and has less than its maximum health. Additionally, a piece can heal and then move (which would cost two actions) but it CANNOT move and then heal. Healing a piece makes it gain up to three health, but its health cannot exceed its maximum health, which is the amount it initially has.

Action Use:

Players use all their actions at once. That is, player 1 will use all their actions, and THEN player 2 will use all theirs on an odd numbered turn.

The players have different numbers of actions per turn; player 1 gets 4 and player 2 gets 3. This is because player 1 has more pieces to move.

Phase 2:

Do you remember that piece in the “other” category that had a piece named Gamzee in it? Yeah, this is where the instructions say what his deal is. The player that controls him changes. On turns that have numbers that are multiples of 3, player 2 controls him, and on all other turns, player 1 does.

When player 1 controls him, he has no attack, he cannot enter battle, and he may only move 1 square per turn.

When player 2 controls him, he is “berserk,” and thus has an attack of 9, he can enter battle, and he can move 5 squares. Player 1 must fear berserk Gamzee (see his movement range at right).



Phase 3:

Now that all the pieces have been moved, battle begins. Battles are resolved in the order they are declared, one at a time (see battle screen at left). Each battle has 3 rounds. In the first round, two random numbers from 1 to 6, one for each player, are generated. The number rolled by each player is added to the attack of their pieces. The difference between these totals is divided in half, rounded down, and then dealt as damage to the piece on the losing side.

In the second round of battle, any pieces adjacent to either of the battling pieces may join as reinforcements in the battle (see pieces in positions to reinforce at right). The attack of the piece that was originally there is increased by the attacks of any reinforcements on its side. For instance, a piece with attack 2 and reinforcements with attacks 1 and 3 will



effectively have an attack of 6. Other than this increase in attack, the second and third rounds of battle function in the same way as the first, and all damage is still dealt to the piece initially in battle (see a battle with reinforcements at left).

If the health of either of the original combatants reaches 0 before the end of the third round, the battle ends and the piece dies.

Piece Death:

Remember that part earlier with the different piece types? Yes, this is where you get to learn about it. Lucky you! So, first off, Gamzee is basically immortal so you don't need to worry about what happens when an evil clown type piece dies because it doesn't. When a mortal dies that's it. They're done for. If a god dies, however, they have a chance to come back.

When a god dies, a revival screen opens up (see right). There are two dice on it. One must click on each die to stop its rolling. If the two rolls total more than 6, the god comes back to the board where it died, with full health but also its maximum health reduced by 2. If a god dies with a maximum health of 2 or less, it cannot come back and dies like a mortal.



Piece Introduction:

On certain turns, new pieces enter the game. They must enter on an empty square on the perimeter of the board (see highlighted squares at right). These are the introduced pieces, with the turns they enter on and the players that control them:



Dirk Strider, Turn 4, Player 1

Jack Noir, Turn 5, Player 2

The Felt, Turn 6, Player 2

Caliborn*, Turn 8, Player 2

Note that Caliborn is a leader piece, and when he enters, he, as well as the Condesce, must be killed for player 1 to win.

Jane and Jade:

These two pieces are gods on the side of player 2, however, if either is killed and revived, they become player 1's pieces. Additionally, if Jane switches sides, she becomes a leader of player 1's side.

Saving:

At any point the game can be saved and later reloaded exactly how it was saved.

And those are essentially all the instructions. Now go play the game.