

Miracle: Board and Game

Introduction:

Miracle: Board and Game (or MBnG for short) is a board game inspired by DnD, but simplified with some major changes. It is played on a 13x13 board, similar to Monopoly, with 1–6 players. The game has four levels with different enemy types, and the players' objective is to clear the board of all enemies and defeat the boss at the end of each level by growing stronger through loot and rewards gained after combat.

Genre: Board game with strategy and RPG elements

Target Audience: Anyone who enjoys board games and longs for a simpler DnD experience.

Gameplay:

Players roll a d12 to move across the board and take an action according to the tile they land. A player turn is basically roll d12, move according to the dice, take action according to the tile landed and turn ends.

There are several types of tiles: Enemy, Loot, Dialogue, Miracle, Miniboss, Boss, and Empty.

At the start of the game, players choose from six different pawns: Warrior, Rogue, Ranger, Wizard, Druid, and Cleric. Each pawn has six attributes: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

There are also various item types, such as weapons and potions, each classified by rarity: Common, Rare, Epic, Legendary, and Mythical.

Once players clear a row of enemies, a Miniboss appears on that row. After all four Minibosses are defeated, the Boss spawns in the middle of the board and must be fought directly. The game ends when all four Bosses are defeated.

A unique mechanic is that when a player engages in combat, all players on the same row (except those on the corners) are pulled into the fight cooperatively.

Additionally, after completing a tile, players earn a number of soldiers based on the tile type. These soldiers assist in the final Boss battle: at the start of the fight, the Boss's health is reduced by the total number of soldiers acquired during that level.

Last but not least, each player gains level ups every time they complete a whole tour on the board.

Gameplay

Movement

Players roll a d12 to move across the 13x13 board.

The action depends on the tile landed.

Tile Types

Enemy – Fight an enemy encounter.

Loot – Gain an item (weapon, potion, etc.).

Dialogue – Trigger story or interaction events.

Miracle – Special beneficial effects.

Miniboss – Stronger enemy after clearing a row.

Boss – Final challenge at the center of the board.

Empty – No effect.

Player Pawns

Six choices: Warrior, Rogue, Ranger, Wizard, Druid, Cleric.

Attributes

Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma.

Items

Close Range Weapons, Long Range Weapons, Wands, Scrolls, Amors, Shields, Potions

Item Rarity Classes

Common, Rare, Epic, Legendary, Mythical.

Progression

Clearing a row of enemies spawns a Miniboss.

Defeating all four Minibosses spawns the Boss in the center.

The game ends when all four Bosses are defeated.

Combat Mechanics

When one player engages in combat, all players on the same row (except corners) join cooperatively.

Battles reward loot and soldiers.

Soldiers Mechanic

Completing tiles grants soldiers depending on tile type.

At the start of a Boss fight, the Boss's health is reduced by the total number of soldiers collected during that level.

1. Enemy Tile

Overview:

Enemy Tiles are the primary source of combat and progression in Miracle: Board and Game. Each Enemy Tile presents a challenge with randomly determined difficulty, and players are rewarded with loot and soldiers upon victory. There are 23 Enemy Tiles on board.

Difficulty Levels:

Each Enemy Tile has one of five difficulty levels: Easy, Medium, Hard, Nightmare, or Hellish.

The difficulty level determines the number of enemies encountered on the tile.

The difficulty level also determines the rarity of the equipment that enemies carry.

Each enemy has a class and a race, which define their attributes and equipment type.

Each enemy has one weakness based on their class and one weakness based on their race.

All enemies carry weapons, armor, and shields equivalent to the starting equipment of their class, but the rarity of these items scales with the difficulty level.

Combat Mechanics:

Combat is triggered when a player lands on an Enemy Tile.

When combat begins, all players on the same row, except those on the corner tiles, are pulled into the fight cooperatively.

At the start of combat, each participant, including both players and enemies, rolls a d20.

Each participant adds their Dexterity bonus to the d20 roll to determine turn order.

On their turn, players can choose to attack using one of their equipped weapons, use a potion, or attempt to flee.

When a player attempts to flee, only that player is affected, and combat continues for the remaining players.

Enemies can attack players or use potions, but they are not able to flee from combat.

Player Actions:

On their turn, players can choose to attack using one of their equipped weapons, use a potion, or attempt to flee.

When a player chooses to attack, they first select an enemy to target.

The player then rolls a d20 as an attack roll and adds a bonus according to the type of weapon being used.

Close-range weapons add the player's Strength bonus, long-range weapons add the Dexterity bonus, wands add the Intelligence bonus, and attack scrolls add the Wisdom bonus.

If the result of the attack roll exceeds the enemy's Armor Class (AC), the attack hits.

The enemy's AC is calculated as their Constitution attribute plus any armor bonus, if applicable.

After a successful hit, the player rolls a damage die determined by the rarity of their weapon:

- Common-d4
- Rare-d6
- Epic-d8
- Legendary-d10
- Miraculous-d12

If the weapon has an elemental skill, the player rolls a d4 plus their Charisma bonus to determine elemental damage.

Elemental damage may also trigger special effects based on the element.

If the target has a shield, the shield's bonus directly reduces the total damage dealt.

If the enemy has a weakness to the weapon type or the elemental effect, the damage roll is rolled twice and the higher result is used for damage roll and elemental damage is directly multiplies by two.

After all damage calculations are completed, the attack ends, and the next character's turn begins.

These attack rules also apply to Minibosses and Bosses.

Potion Use:

If a player chooses to use a potion from their inventory, the potion immediately applies its effect, and the player's turn ends.

Fleeing:

If a player chooses to attempt fleeing, they roll a d20 and add their Dexterity bonus.

The success of the flee roll is determined based on the enemies' difficulty level:

- Easy-7
- Medium-10
- Hard-13
- Nightmare-16
- Hellish-19.

If the player succeeds, only that player leaves the combat and returns to the tile they occupied before the fight.

If the player fails, their turn ends, and the next character's turn begins.

Combat End Conditions:

Combat ends when all enemies on the tile are defeated, all players flee or all players are dead.

Combat ends for any player who dies successfully flees, but the remaining players continue fighting.

If any players die, they are returned to the starting tile, they do not gain level-ups, they receive no soldiers, and they receive no loot. It is the same for each player if they all die.

If all players flee, the game continues normally, but the Enemy Tile remains on the board, and no soldiers or rewards are granted.

If all enemies die, the players are victorious and receive loot and soldiers according to the difficulty level of the enemies.

Rewards are not given separately to players, only the player landed on the tile gets the rewards. But items can be traded later on, as it will be explained in next chapter.

Row Progression and Miniboss Trigger:

Once all Enemy Tiles in a row are cleared, a Miniboss appears on that row.

The Miniboss is triggered when a player lands on any Empty Tile in the cleared row.

2. Loot Tile

Overview:

Loot Tiles provide players with the opportunity to acquire items or soldiers, which can help them grow stronger for future battles. There are 15 Loot Tiles on board.

Loot Options:

When a player lands on a Loot Tile, the Loot Selection screen immediately appears.

Players are presented with three random options, which can include items, soldiers, or a combination of both.

The rarity of items is determined by fixed probabilities: 50% for Common, 30% for Rare, 10% for Epic, 7.5% for Legendary, and 2.5% for Mythical.

Loot Selection and Upgrading:

The player selects one of the three available loot options.

After selecting an item, the player can roll a d20 and add their Charisma points to attempt to increase the rarity of the item.

The required roll thresholds for upgrading items are: 10 for Common to Rare, 13 for Rare to Epic, 16 for Epic to Legendary, and 20 for Legendary to Mythical.

If the player succeeds in upgrading the item, they may roll again to attempt the next rarity tier until the item reaches Mythical.

If the player chooses to roll and fails at any point, the item is lost completely.

The player may also choose to take the current item and end the upgrading process after any successful roll.

Soldier Acquisition:

Soldier options function similarly to items, with their chance of appearing and the dice roll required to upgrade following the same rarity classes.

The number of soldiers granted per rarity tier is: 100 for Common, 200 for Rare, 400 for Epic, 800 for Legendary, and 1600 for Mythical.

Tile Completion:

Once the player either takes the item or loses it, the Loot Tile is considered completed.

After completion, the Loot Tile transforms into an Empty Tile.

3. Dialogue Tile

Overview:

Dialogue Tiles allow players to interact with characters in the game world, learn more about the story, and potentially receive rewards based on their choices. There are five Dialogue Tiles on the board.

Triggering Dialogue:

When a player lands on a Dialogue Tile, the Dialogue Screen appears immediately.

The Dialogue Screen displays a character who tells a short story about the game world.

The story may provide lore about the world or offer hints about enemy types.

Since each level's Boss has a predetermined race, the story will always include a hint related to the Boss's race for that level.

Player Interaction:

The character will ask the player a question, often requesting their opinion on a subject.

The player may choose to ignore the question and exit the Dialogue Screen, ending the interaction.

Alternatively, the player can respond by selecting one of the given answer options.

Some answer options may require a dice roll to determine the reaction of the NPC.

Depending on the player's answer and the dice result, the NPC may continue the dialogue or end it.

Rewards:

Based on the player's answers, the NPC may reward the player with an item or soldiers.

Rewards from Dialogue Tiles cannot be upgraded like the rewards from Loot Tiles.

Tile Completion:

After the dialogue ends, whether naturally or because the player chose to leave, the Dialogue Tile is considered completed.

Once completed, the Dialogue Tile transforms into an Empty Tile.

4. Miracle Tile

Overview:

The Miracle Tile provides players with a unique and powerful reward that can significantly influence gameplay. There is only one Miracle Tile on board.

Tile Trigger:

When a player lands on the Miracle Tile, the Miraculous Reward Screen appears immediately.

The Miraculous Reward Screen does not offer any choices or upgrades to the player.

Instead, it performs one of four random effects, each with an equal 25% chance of occurring.

Possible Miraculous Rewards:

All players on the board level up by one level.

1,600 soldiers to the players' army.

Prophet skill

Cyber Troops skill

Skill Mechanics:

The Prophet skill can only be used once and only during the Boss fight.

When used, the Prophet skill fully restores the health of all players to maximum.

The Cyber Troops skill can also only be used once and only during the Boss fight.

The Cyber Troops act as a +1 player in the Boss fight.

The Cyber Troops have predetermined attributes, with all attributes set to 14.

They carry one long-range weapon, one close-range weapon, and one armor piece, all of Rare quality.

The Cyber Troops act automatically during their turn in combat.

They do not have a pawn, do not move around the board, and only appear during the Boss fight.

Tile Completion:

After the reward is applied, the Miracle Tile is considered completed.

Once completed, the Miracle Tile transforms into an Empty Tile.

5. Miniboss Tile

Overview:

Miniboss Tiles represent powerful enemies that appear once players have cleared all Enemy Tiles in a row, providing a significant challenge before the Boss encounter.

Tile Trigger:

There are no direct tiles that lead to a Miniboss.

A Miniboss appears once every Enemy Tile in a row has been cleared.

This means that each level has four Minibosses, one for each row of the board.

Once a Miniboss appears, it is triggered when a player lands on any Empty Tile in the corresponding row.

When combat begins, all other players on the same row, except those on corner tiles, are pulled into the fight cooperatively.

Miniboss Attributes and Equipment:

Miniboss enemies are equipped with the same weapons, armor, and shields as Hellish difficulty enemies.

There is always only one enemy for each Mini Boss fight.

The Miniboss's attributes are higher than those of Hellish difficulty enemies, making it a stronger challenge.

Combat Rules:

Combat rules for Minibosses are the same as those used for Enemy Tile combat with slight changes.

Players are not allowed to flee from Miniboss combats.

If all players die during the fight, the same consequences apply as with Enemy Tile combat: players return to the starting tile, gain no level-ups, soldiers, or rewards.

Rewards and Tile Completion:

If the Miniboss is defeated, players gain great rewards, but no soldiers are awarded.

After defeating the Miniboss, all tiles in that row, except the corner tiles, transform into Empty Tiles.

6. Boss Tile

Overview:

Boss Tiles represent the ultimate challenge of each level, providing the most difficult combat encounter and determining progression to the next level.

Appearance and Trigger:

Boss Tiles do not appear directly on the board.

Once all four Minibosses of a level are defeated, all players are immediately pulled into the Boss fight.

Each level has only one Boss.

Boss Attributes and Combat:

The Boss is significantly stronger than any other enemies encountered in the level and has superior equipment and higher attributes compared to all other enemies.

The total number of soldiers acquired by players during the level directly reduces the Boss's total health at the start of the fight.

Any Miraculous Rewards obtained during the level can be used during the Boss fight, if applicable.

Players are not allowed to flee from Boss combats.

If all players die during the Boss fight, the game ends, and players must restart the level from the beginning.

Rewards and Level Progression:

If the Boss is defeated, all players level up by one level.

Defeating the Boss advances players to the next level.

Players do not receive any soldiers as rewards for defeating the Boss.

Players are granted significant item rewards for defeating the Boss.