

# Overload

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Game Criticism and Analysis

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## Objective

You are a being with extraordinary powers trapped in a realistic hologram simulation room. Collect Power orbs to break the simulation program and escape the laboratory.

## Equipment

- 4 Die
- 4 sets of 6 coins (1 set per suit)
- 4 sets of 6 tiles (1 set per suit)
- 4 (6x4) game grids
- 4 avatars

## Set Up

Remove the swirly sided coins from the each set of coins.

These will be used as Glitch coins; the remainder as Power Orbs.

Separate the Icon and number 5 tiles from each suit.

These will be used as Detriment Markers, The remainder as Power Orb Counters.

### Setting up a game board

#### Initial Room

Place one coin of each suit randomly around a 6x4 grid in the top 3 rows.

Place avatars on the bottom row in any order.

#### Subsequent Rooms

Place one Power Orb coin from each suit, randomly from the orb Pile, and two Glitch coins randomly around the new game grid.

(See *Joining Rooms*)

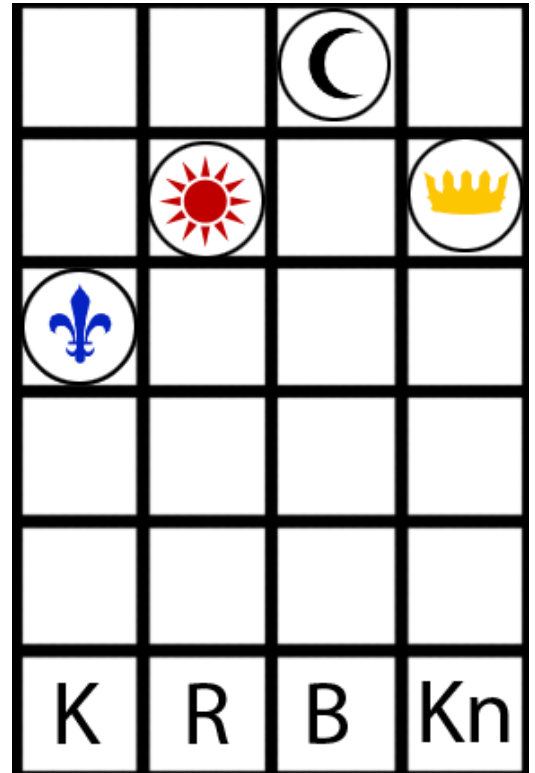


Fig 1.a- Example of initial game board

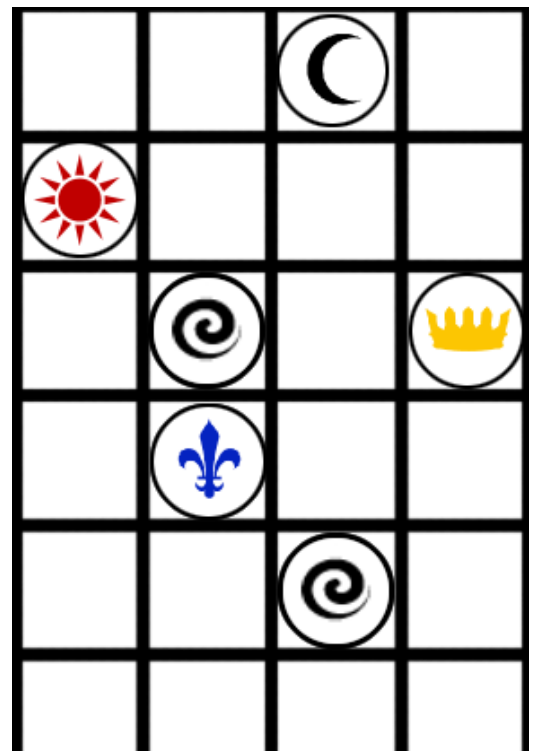


Fig 1.b- Example of subsequent board

## How to Play

Each player chooses their avatar, and the King always goes first. Play continues clockwise.

### Movement

You are not allowed to move backwards, unless specified.

You may use powers before or after moving, once per turn.

Movement is not optional, and you must move the full distance defined in *Specific movement*, with the exception of passing through a Glitch, or being blocked by another player, or wall.

If you are unable to move because of a player, you must move them out of the way then move.

If it is impossible to move otherwise, you are allowed to move backwards.

### Specific Movement (See pages 7-10 for diagrams)

King - Moves one space in any direction orthogonally or diagonally. The King may move twice per turn by sacrificing his powers for a turn.

Rook – Moves two spaces orthogonally.

Bishop – Moves two spaces diagonally forward or one space diagonally backward.

Knight – Jumps to a location, two spaces either forward or sideways, then one space in the unselected direction, in an 'L' shape.

### Powers (See pages 7-10 for diagrams)

Players are able to push and pull other players depending on the controlling player's movement path and range. You may push players backwards.

King – Moves a player one space in any direction.

Rook – Moves a player up to 2 spaces orthogonally along Rook's movement path.

Bishop – Moves a player diagonally along Bishop's Movement path up to 2 spaces.

Knight – Spins players 3 spaces around the Knight, keeping the player one space away from the Knight.

### Power Orbs

Power orbs have varying values from 2 to 5. (Blank Orb = 3 pts.) To collect an orb, a player must land on the orb at the end of movement. Collecting an orb of your suit gives you the full reward. Collecting a coin of another suit gives you one point, but applies a detriment to the next created room of the respective suit icon. When collecting another player's orb, place the orb back into the orb pile and use your respective tiles, to represent the single points.

## Glitch

Moving through a Glitch stops player movement.



## Overload

Designate a Die for Overloads, and set it to 6 (icon). Each time a player overloads, decrement it.

When a player has more than 12 Power orb points they reach critical mass and have a Power Overload. Each player overloads differently.

**King – Tectonic Twist** - Rotates the room the King is in by 90 degrees.

**Rook – Tectonic Shift** – Moves the room the Rook is currently in 2 spaces to the left or right, keeping the boards connected.

**Bishop – Reverse Gravitation** – Pushes all players away from the Bishop to the extremities of the room they are currently in. (*See page 10 for diagram*)

**Knight – Vortex** – Teleports all players one by one (by next respective turn order) to the next room. This effect initiates a subsequent room.

Once a player overloads, they replace their orbs into the orb pile.

## Joining Rooms

Once all players have left a room it disappears and another room is added, extending the board. Only two boards can be active at any time.

To join rooms together, players must first set up a Subsequent Room then use the die to determine the attachment.

**Roll One** – Detriment Check Roll – Rolling 2 to 5 causes the room to have a detriment based on the number. (*See Detriment*)

**Roll Two** – Orientation Roll – Put values to the edges of the new room, then roll until you land 1-4. That number is the side that attaches to the previous room. [Fig. a]

**Roll Three** – Positional Roll one – From the left, move spaces along the connecting side until reaching the rolled number. If the rolled number is too high, roll again.

[eg. Top numbers in Fig B]

**Roll Four** – Positional Roll Two – Same as Roll three, but for the old room board.

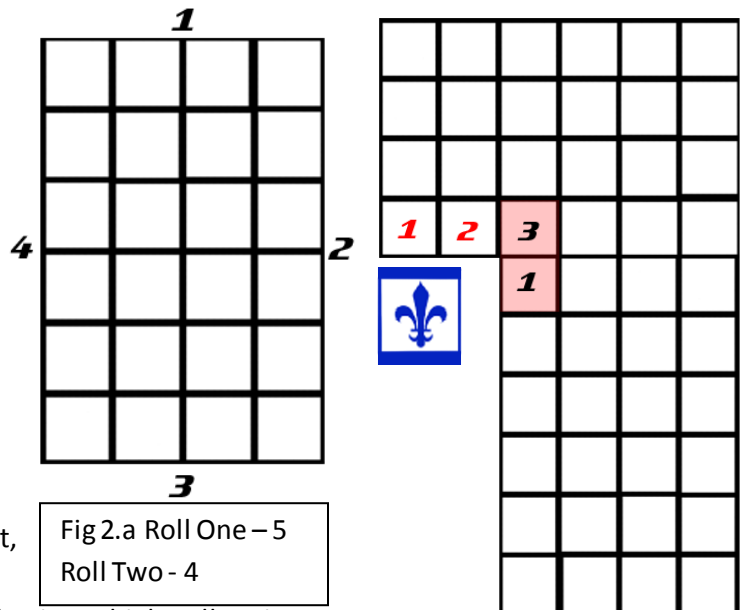


Fig 2.a Roll One – 5  
Roll Two - 4

Fig 2.b  
Roll Three – 3  
Roll Four - 1

## Detriment

Detriments are the lab's automatic defense systems. These detriments are applied to the next created room through three means.

- Leaving a Power Orb behind.
- Collecting a Power Orb of another player's suit.
- By the initial roll of setting up a subsequent board.

The Detriments are as follows:



**[2] Sneak Room** - This room is dark and has been fitted with sound seeking weapons.

- You are not allowed to gesture or speak about tactics while your avatar is in this room.
- Failure to do so applies an additional Detriment Check Roll for the next created room.



**[3] Danger Room** – This room is rigged to explode. Once a player has entered this room, all players have 5 turns to exit the room. Failure to do so:

- Teleports all players in said danger room to the beginning of the next room.
- Applies any detriments of Power Orbs left behind.
- Applies an additional Detriment Check Roll for the next created room.

To keep track of the count, use any of the die (blank as 1, icon as 6). Have the player who entered the room decrement the die before he plays each turn.



**[4] Ice Room** – The floors are slippery slick! All movement has been increased by one.

- You must move the entire movement, unless blocked by a wall or another player.
- Knight – Still hops to his normal range, but slides one space in the direction he moved 2 spaces towards. This slide may be blocked by walls and players.
- Powers are not affected by this room.



**[5] Power Sap Room** – Players, upon stepping into this room, are unable to use their normal powers.

- You may push someone into the room.
- You may pull someone out of the room.

If a room has a detriment activated, place the Icon (or #5) tile next to the board with the respective symbol. (See Fig 2.b)

## Win Condition

To cause 6 Overloads, Shutting down the hologram defense program, and then escaping the Final Room to Freedom.

### Final Room

Once players have accumulated 6 over loads, the illusion is broken, and players find themselves in the Final Room. To exit this room, players must grab one of their two available Orbs and all end on a unique space at the last row of the room. Players start off at the bottom row in the current play order.

### Detriments

The Illusion has been broken, and the room's defense systems have been knocked offline. There are no detriment effects for this room.

### Ceiling

The roof is collapsing. Every turn, take the two unused game grids and place them face down on the next set of rooms, starting with the front row, behind players. Whenever the last person plays, move the ceiling up one space. Getting caught under this will kill you. Try to make it out with all four players alive.

### Setting Up the Final Room

Prepare 2 game boards as you normally would.

Roll One- First board orientation – Assign four numbers to the edges of the paper, and roll 1-4 to get your first edge.

Roll Two – Joining Edge- Roll to see the orientation of the second room in relation to the first one.

Roll Three & Four – Same as usual rolls.

Roll Five – Entire Room Orientation – Do Roll One, but for the entire room.

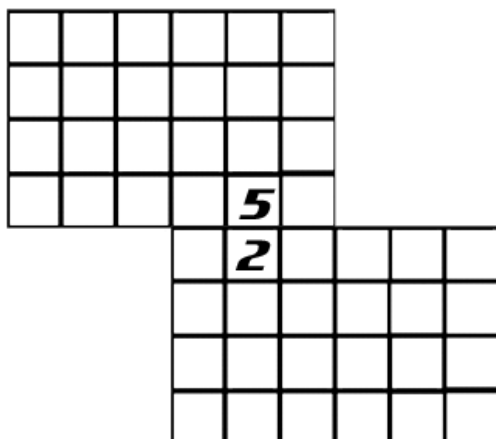


Fig 4.a – Roll One = 2, Roll Two = 4  
Roll Three = 5, Roll Four = 2.

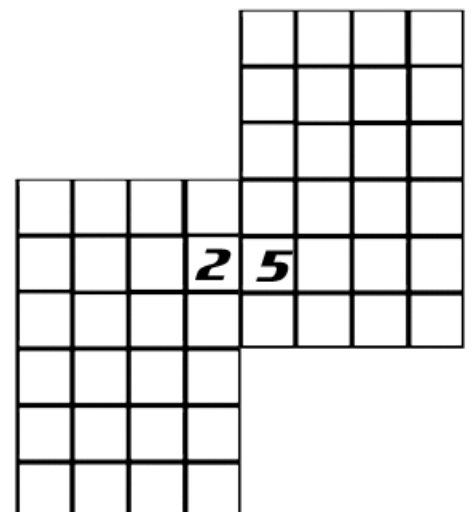


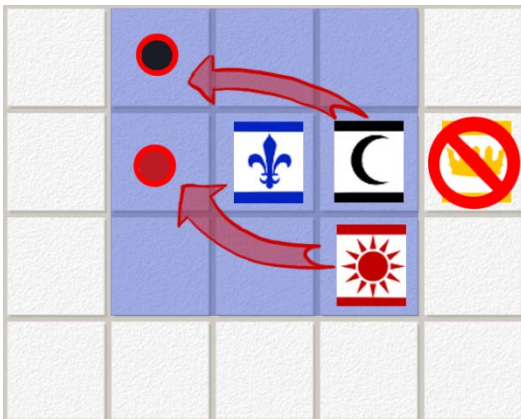
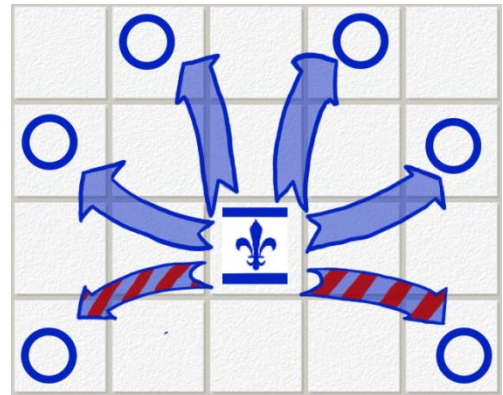
Fig 4.b – Roll Five = 4

## The Knight



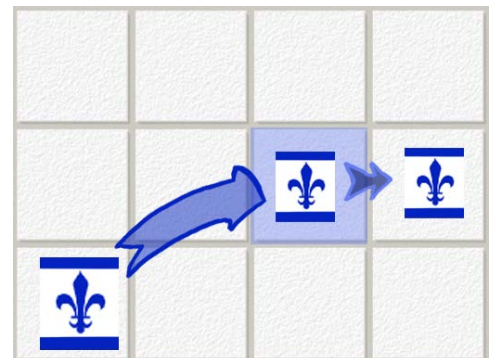
**Movement** – Jumps to a location, two spaces either forward or sideways, then one space in the unselected direction, in an ‘L’ shape.

If the Knight is unable to move whatsoever, they may move backwards, depicted in red.



**Power – Whirlwind** – Spins players 3 spaces around the Knight, keeping the player one space away from the Knight. Target player must be and remain one space away from the Knight.

**Ice Room** – Still hops to his normal range, but slides one space in the direction he moved 2 spaces towards. This slide may be blocked by walls and players.

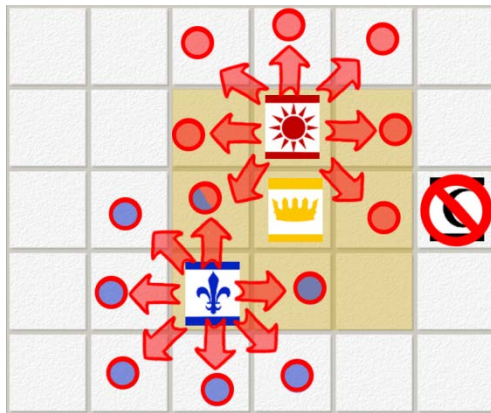
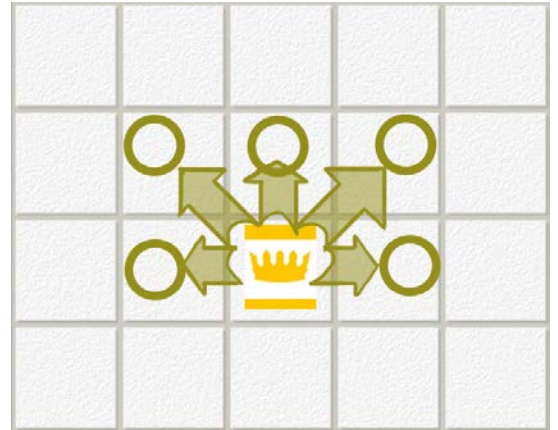


**Overload – Vortex** – Teleports all players one by one (by next respective turn order) to the next room. This effect initiates a subsequent room.

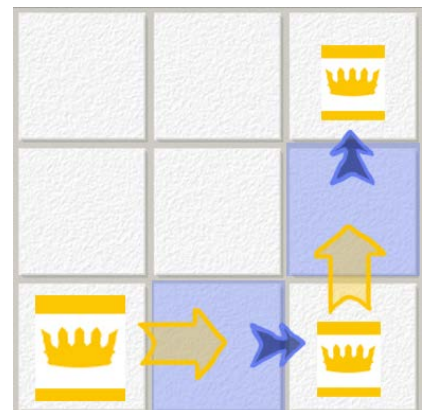
# The King



**Movement** - Moves one space in any direction orthogonally or diagonally. The King may move twice per turn by sacrificing his powers for a turn.



**Power – Command** - Moves a player one space in any direction.



**Ice Room** – King moves 2 spaces and May still move twice per turn.

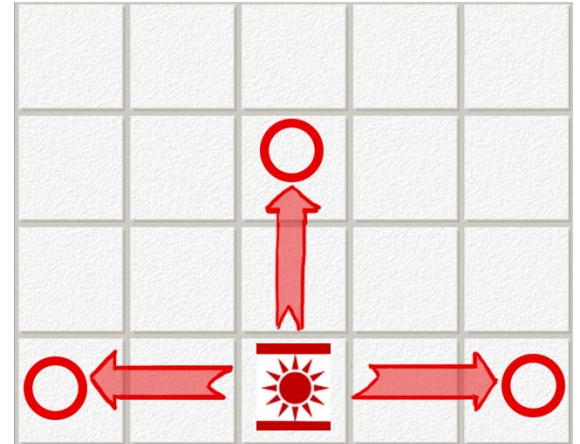
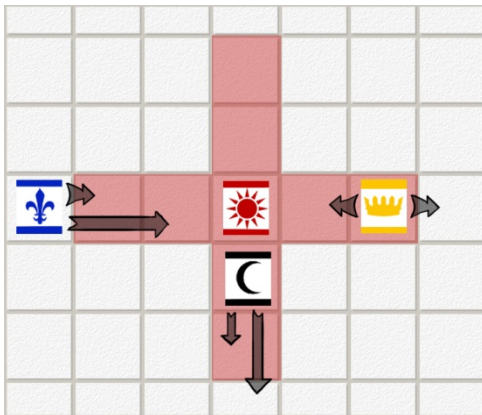
**Overload – Tectonic Twist** - Rotates the room the King is in by 90 degrees.



# The Rook

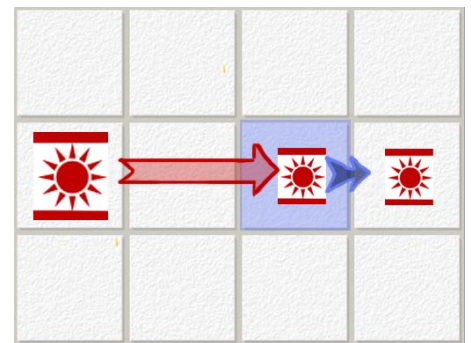


**Movement** - Moves two spaces orthogonally. (Up/Down, Left/Right)



**Power-Shift** - Moves a player up to 2 spaces orthogonally along Rook's movement path, limited by range.

**Ice Room** – Rook now moves 3 spaces.

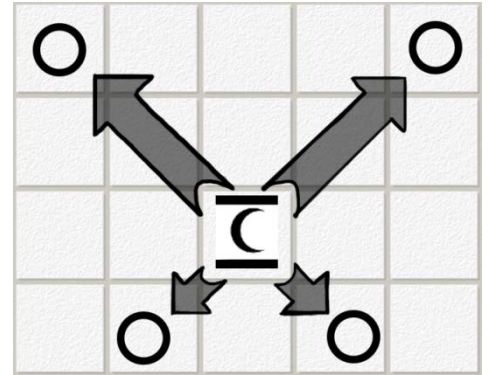
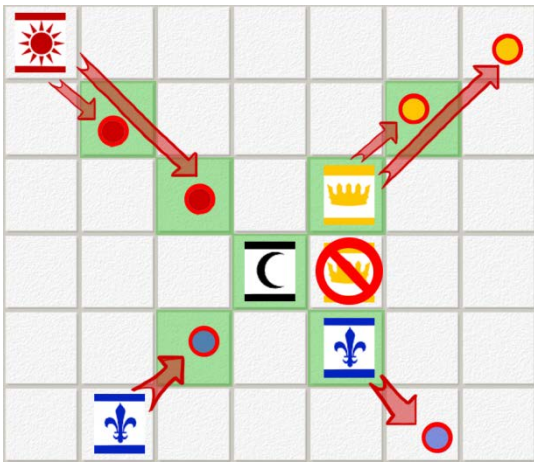


**Overload –Tectonic Shift** – Moves the room the Rook is currently in 2 spaces to the left or right, keeping the boards connected.

# The Bishop

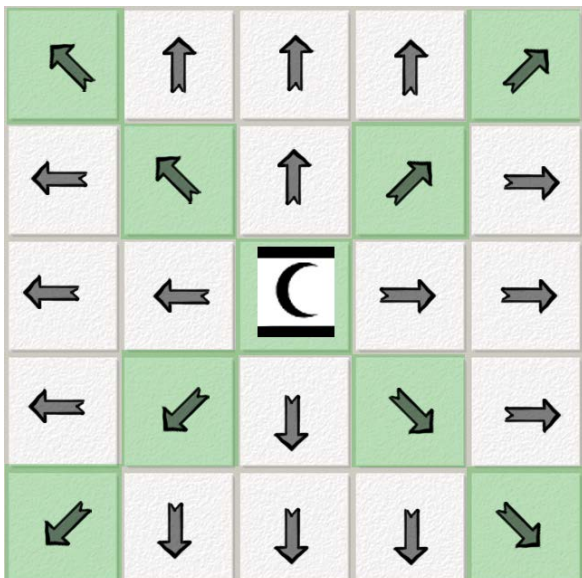
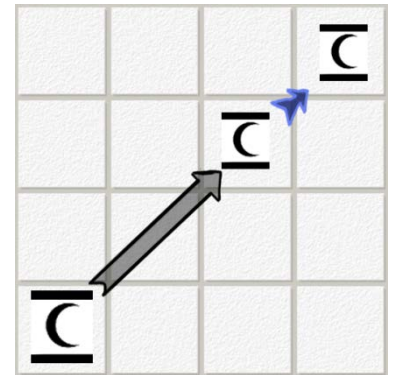


**Movement** - Moves two spaces diagonally forward or one space diagonally backward.



**Power-Gravitate** - Pushes all players away from the Bishop to the extremities of the room they are currently in.

**Ice Room** – Bishop now slides 3 spaces.



**Overload - Reverse Gravitation** - Pushes all players away from the Bishop to the extremities of the room they are currently in.