Provisional Application for United States Patent

INVENTION TYPE:
This invention is an invention of the following type(s):
- Method or Process

TITLE: SYSTEM AND METHOD OF RECURRING MULTI-LEVEL DAMAGE IN
      BOARD GAMES

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BACKGROUND
[0001] War board games typically consist of one or more of: A playing board, playing cards, a die and a player can assemble points for attack and points for defense. This presents a linear method of play wherein points gained or damage sustained has a singular impact each time a player makes a play. While these methods make the game easy to understand and learn, players eventually get bored of playing as the game becomes predictable after playing a few times. The Invention described here changes the way damage is inflicted thus introducing variation that results in unpredictable outcomes thus making the game interesting even to an experienced player.

BRIEF SUMMARY OF THE INVENTION
[0002] This method and system of play introduces the concept of varying recurring damage that spans multiple turns of play. A player during a play could inflict or receive one of many damage types that takes effect across multiple turns and lingers on for a said amount of turns that can vary based on the type of damage

BRIEF DESCRIPTION OF THE DRAWINGS
[0003] **Figure 1.** Figure 1 shows an example of recurring damage
[0004] **Figure 2.** Figure 2 illustrates randomness of occurrence of damage
[0005] **Figure 3.** Figure 3 presents variability of effect of damage
[0006] **Figure 4.** Figure 4 shows a combination of variation and randomness of damage.

DETAILED DESCRIPTION AND BEST MODE OF IMPLEMENTATION
[0007] This invention describes algorithms, methodologies and play styles used to sustain the unpredictability of outcomes in a board game thus keeping a boardgame interesting to play even after a person gains substantial experience playing the game. The method is explained in the context of the Badland Battle Board Game. The following are the basic card classes in this game.

- **Armor**: Armor refers to a group that includes the subclasses Helmet, Chestplate, Leggings, Boots, and Gloves. Armor cards help you by decreasing the amount of incoming damage caused by the opponent. Different armors have certain built-in effects that you use when your opponent attacks unless stated otherwise. The more armor you have, the better. Be careful, as some weapons are stronger against certain pieces of armor than others. Armor Cards do not have icons showing their type as they do not have one.
- **Weapons**: Weapons are the default damage boosters when you can't use your Perk or your Ability (see in Perk and Ability heading). Weapons increase your Total Damage Output and usually will add a low amount of damage to your Total Damage Output. Weapons have a little icon next to their name which determines their type. There are six types: Fist, Lightning, Fire, Water, Plant, and Gale. (Hint: A card's type can render it very powerful against certain armor cards).
- **Perks**: A stronger form of damage boosters. Perks can be used to turn the tide of the battle in your favor, as they are utility like effects. They can either help you regain health, damage your opponent, or increase your strength. Like Weapons, Perks have the same six types.
- **Abilities**: Abilities are the strongest form of damage boosters. They are used to deal massive damage and can possibly end the game. They are mostly one shot, meaning that you will have to discard them after using them. Other abilities can be used again and again and render the opponent virtually unable to do anything.
  - **Items**: Independent from all other classes, items usually have specific effects. They are discarded after use and are used to give a decisive advantage in the game. You can use multiple items in a turn.

There are three main things you need to keep track of: Total Damage Output, Total Armor Defense, and Total Heart Tokens. Each player starts with 100 Heart Tokens. When all your opponents' Heart Tokens reach 0, you win the game.

[0008] The system and method of varying multiple-damage is manifested as below in this game. There are three types of Damage as listed below:
- **Damage Stack:** Damage Stack refers to a plus sign followed by a number. The number is the mount of the damage you add to your total damage output (see below).

- **Direct Damage:** This type of damage bypasses armor and can only be hindered by effects. Direct Damage is shown as a number with no plus sign. The number on the card is how much damage the opponent takes.

  - **Damage over Time:** Damage over Time is damage that is repeatedly dealt and the end of every turn for some amount of turns. This damage comes in

addition to the total damage output or direct damage and is not affected by anything. This is shown by a plus sign followed by a number and an explosion, with a clock and number showing how many turns it is active.

[0009] A similar concept of benefits/Healing over multiple turns is conceptualized as below in this game. Some cards allow you to regenerate health, which may be very useful in battle to save yourself from defeat. Cards that heal will tell you to add a certain amount of Hearts to your health. The two types of healing are listed below:

- **Direct Heal:** Direct heal is a way to gain health in one turn. This is shown as a plus sign followed by a number and a heart symbol. The number tells how much health you gain.

- **Healing Over Time:** This type of healing is used to regain some amounts of health over time. It will have a plus sign followed by a number and a heart and will be shown with a clock and a number showing how many turns you heal.

[00010]   A typical turn/play is as follows.
1.   Draw a card from the main pile.
2.   (Optional) Equip any number of cards and place them on their corresponding spot on the board.
3.   (Optional) Switch: Switch out a card you have equipped with another of the same class from your hand. Note that you can only switch once during your turn.
4.   (Optional) Attack your opponent with your equipped gear.
5.   (Optional) Switch: Switch out a card you have equipped with another of the same class from your hand (if you have not already done so in Step 3).
6.   Your turn ends.
If a player's Heart Tokens reach 0, they are out of the game. Shuffle all their cards into the main pile. The turn player then resumes play.

CLAIMS
[00011]   Concept of inflicting varying and recurring 'Damage over Time'. This is damage that is repeatedly dealt and the end of every turn for some amount of turns that is determined dynamically during the course of play as a result of the combination of cards being played thereby introducing variability of effect and randomness of occurrence.

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ABSTRACT:

War board games typically presents a linear method of play wherein points gained or damage sustained has a singular impact each time a player makes a play. While these methods make the game easy to understand and learn, players eventually get bored of playing as the game becomes predictable after playing a few times. The Invention described here is a system and method of play that changes the way damage is inflicted thus introducing variability of effect, recurrence and randomness of occurrence thus making the game interesting even to an experienced player. This method and system of play introduces the concept of varying recurring damage that spans multiple turns of play. A player during a play could inflict or receive one of many damage types that takes effect across multiple turns and lingers on for a said amount of turns that can vary based on the type of damage.

DRAWINGS:

Figure 1	Figure 2

Fiery Inferno
Fire

Ability |

Damage over time. Discard after use

3 ⏱ 2

120

If you roll a 6, instead of using your equipped Perk (If you have one), you can use this card. When this card is used, deal 120 Direct Damage to your opponent. Also, for the next 3 turns, your opponent takes 2 damage.

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Dark Sword
Gale

Perk |

17

If you roll a 3, 4, 5, or 6, instead of using your equipped weapon to attack, you must use this card to attack. When this card is used, deal 17 Direct Damage to your opponent.

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Figure 3	Figure 4

Fur Boots

Armor | *Boots*

👕 + 2

💧 - 15

2 ⏱ + 5 ❤

1 ⏱ + 10 ❤ 🌀

Add 2 to your Total Armor Defense (while this card is equipped). When you equip this card, you can choose ONE of the following effects and apply it. For the next 1 turn, gain 10 Heart Tokens and remove all negative effects that you have. For the next 2 turns, gain 5 Heart Tokens. If an opponent attacks you with a water type attack, after the initial Total Armor Defense subtraction, subtract an additional 15 from the result.

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Armor Piercing Rocket
Plant

Weapon |

If you roll 3-6, you pierce your opponent's armor. If attacking someone with any Diamond armor, deal x2 damage.

+20

Add 20 to your Total Damage Output (while this card is equipped). If you roll a 3-6, you can skip the initial Total Armor Defense subtraction. If you attack an opponent that has "Diamond War Chest" or "Diamond War Leggings" equipped, you can double your Total Damage Output. After your opponent takes damage (if any), your Total Damage Output returns to normal.

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