



OVER SHADOW

BATTLE GAME

Created by Sketch Reed
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Official Rules

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3rd Printing

OVERSHADOW

GAME CREDITS

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Special Thanks To:

Cheese And Coffee.

Phil Kelm.

Mike Christian and Family.

The Inkscape and OpenOffice.org teams for some amazing software--and best of all, it's free!

(Check out <http://www.sourceforge.net> for these and other fine programs.)

The folks at Geek Out Comics And Games, Washington, MO

(Now, unfortunately, out of business--R.I.P.)

That one random gamer dude in Springfield, MO.

Everyone on this list, everyone who supported me, everyone else who I forgot, and everyone playing this...

Thank You and Enjoy The Game.

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BASICS OF THE GAME

What Is OverShadow?

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OverShadow is an easy-to-learn battle board game in which you and your opponent both command a small, ragtag group of soldiers and a powerful captain. You will maneuver through the battlefield, attack your opponents units, and vie for command of the board. Do you have what it takes to overshadow your opponents?

What You Need To Play

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Of course, you need players. This game is designed to be played with 2 players, but more can play--provided you have a big enough game mat. More on multiplayer rules later in the Advanced Rules section.

Each player needs the following:

- A 12-sided die, available at any good game shop.
- At least 6 miniature figurines, pawns, or tokens. One (the captain) should be recognizably different from the others.

You also need the following:

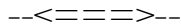
- A checkerboard or game mat. The game mat should be squares, not hexes, and you can find one at any good game shop. If you don't live near a game shop, look on the Internet; a good site to find both the dice and the game mat is <http://www.chessex.com>. However, if you're only playing with two players, a checkerboard should do just fine.

Object Of The Game

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The object of the game is to destroy the opponent's captain.

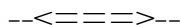
Setup



- Shake hands with your opponent.
- Roll your dice. The player with the highest number goes first. If you get a tie, roll again.
- If you are playing with obstacles, place them on the board now. Obstacles, as you may have guessed, are objects placed on the board that no player can move a piece on or move through. For more on obstacles, see the Advanced Rules section.
- Set your pieces anywhere in your section of the board. With two players, “your section of the board” is defined as the back two rows on the side of the board closest to you; when playing with four players, it is defined as a five-by-five grid on the corner of the board closest to where you’re sitting.
- That’s it; you’re ready to play!

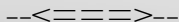
How To Play

The Start Of Your Turn



The first thing you do on your turn is roll your 1 2-sided die. The result you get determines your Move Points for the turn. You use Move Points when you respawn (more on respawning later) or move your pieces. Although you don't have to use all your Move Points, keep in mind that you can't save your extras for your next turn, so it's usually a good idea to use all of them.

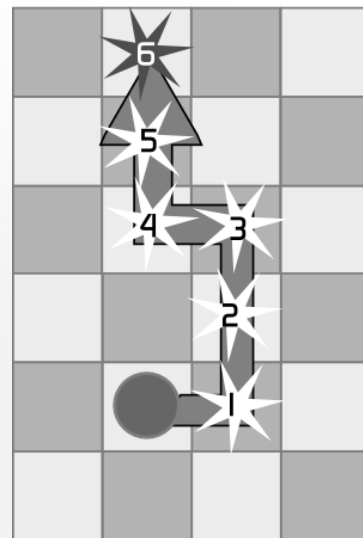
Moving Your Pieces



You use one move point any time you move any one creature one space, either forward, back, left or right. To the right is an example of a move you can make if you have 6 or more available move points.

Some fine points to remember on moving your pieces:

- You can move more than one piece during your turn, as long as you have enough move points.



6 move points

OVERSHADOW

- You cannot move diagonally.
- You cannot move onto a spot occupied by another piece, whether yours or your opponent's.
- If you are playing with obstacles, you cannot move onto or through them.

Battle!

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As you have read in the Object Of The Game section, you win by destroying your opponent's captain. To destroy the captain--or any other piece, for that matter-- you need to do battle.

(Note: This should be obvious, but to protect myself from being sued I think I should tell you that when we call a piece "destroyed", it simply means that it is removed from play; not physically destroyed. So please, don't stomp on your miniatures and sue me. That's just rude.)

To battle an opponent's piece, your piece must be in range of an opponent's piece. To be in range means to be one space away from the opponent's piece, as shown in the illustration.

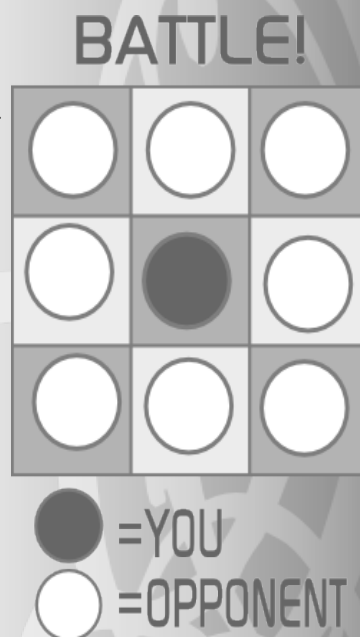
When you get close enough to your opponent's piece to battle, you can choose to declare battle. If you do, you and your opponent both roll your 1 2-sided die. The player with the highest number wins, and the loser's piece is destroyed.

There is one special piece, however, that cannot attack. That piece is your Captain. Your Captain can *be* attacked, but unlike the other pieces, if he is attacked and you lose the roll, you get one strike point, and your captain stays on the board. If your captain takes three strike points, however, you lose! Therefore, you want to protect your Captain at all costs.

Another special thing about your Captain is that if your opponent is in range of both your Captain and any of your other pieces, your opponent **MUST** attack all of your other pieces in range before he can attack the Captain.

Here's some key points and strategies on battling:

- Remember that if your Captain is near another one of your pieces and your opponent is in range of both your Captain and your other piece, he or she has to attack the other piece first; therefore, it's usually a good idea to have at least one



piece near the Captain for backup.

- If you have a piece in the range of two pieces belonging to your opponent, you may, if you choose, attack them both once each. Likewise, if you have two pieces in range of one opponent, both of your pieces may attack that opponent once each., as seen in the illustration to the left.
- You can still move after you attack, provided you have enough Move Points.
- You can attack with more than one of your pieces per turn, provided you are in range.

Respawning

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So you're being laid to waste by your opponent. You only have one piece left besides your Captain, and it's almost curtain time for you. Don't write yourself off just yet, however; if you have enough Move Points, you can respawn one of your destroyed creatures!

To respawn a creature, you simply take one of your destroyed creatures and place it on any space on your section of the board. Respawning a creature takes 5 move points to do, but the extra firepower is worth it.

A few things to remember about respawning:

- There isn't any limit to how many times per game you can respawn a creature, so if you're running low on creatures, respawn away!
- Of course, you can't respawn a creature on a space occupied by anything else, including your opponent's pieces, your pieces, or obstacles.

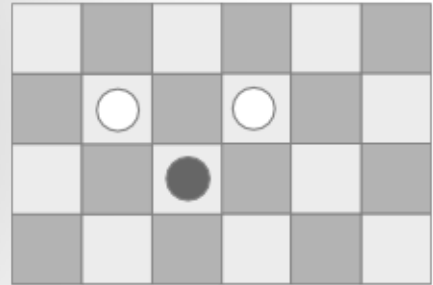
Winning The Game

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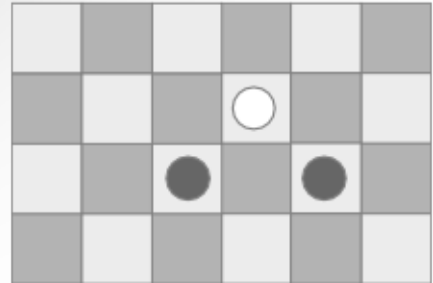
There are two instances in which you can declare yourself the winner.

- Your opponent has three Strike Points. For more info on strike points, see the Battle section of this rulebook.
- Your opponent has no pieces on the board besides your Captain.
If either of these conditions happens, you win!

Your piece may attack both opponents.



Both your pieces may attack the opponent.



● =YOU
○ =OPPONENT

ADVANCED RULES AND GAME VARIATIONS

So you mastered the base game, the ice in the cooler has melted, the party's starting to die and everyone's becoming as bored as a two-by-four on an attic ceiling. Well, never fear--go pick up another bag of ice from the five-and-dime to keep your stash of root beer cold, try these rules and variations of the game and get this party started!

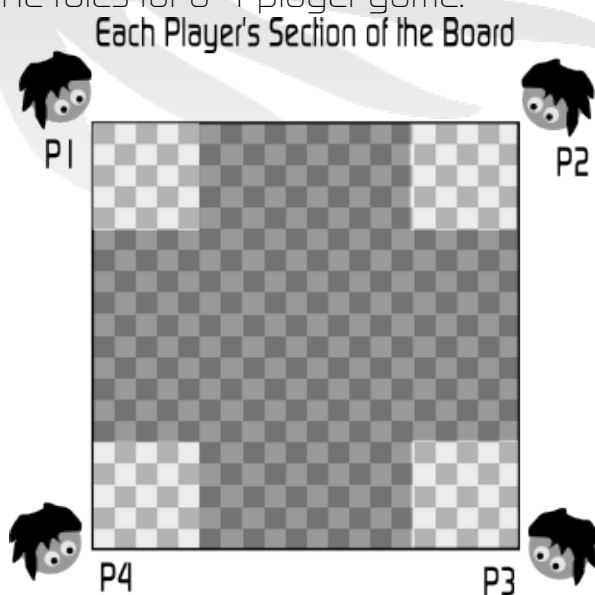
Multiplayer Games

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It's Game Night at your dorm room, but there's a problem; your annoying opera-major next-door neighbors "invited" themselves over, and that brings your party up from a reasonable two to a rather annoying four. Never fear; you can all play OverShadow with these multiplayer rules!

Here's the basic rundown of the changes in the rules for a 4-player game.

- Instead of a checkerboard, you need a grid at least 20 squares by 20 squares large.
- Each player still gets 6 pieces including a Captain, but as mentioned in the Setup section of this manual, your "section of the board" is now a 5x5 grid at the corner of the board closest to where you're sitting, as shown in the illustration to the left.
- Play rotates clockwise from the first player.
- As with the regular two-player game, you lose if your Captain is destroyed. Last man standing wins!



Obstacles

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If you want an additional challenge, try putting some obstacles on the board. Obstacles are like walls that no player can destroy, pass through or move a piece onto. With a few strategically-placed obstacles, your playing field can become a labyrinth! See the end of the manual for some ideas on placement to get you started.

Game Variation No. 1: Melee

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Enough protecting the captain--it's time to go to war! This variation is elegantly simple--if you lose 10 pieces, you're out.

Here's a more elaborate explanation on the changes in the rules:

- Setup the board like you would a normal game.
- The Captain can attack in this variation, and he can be destroyed in the same manner as a regular piece. However, simply destroying the Captain does not mean you win.
- Every time a piece under your control is destroyed, you get 1 skull point.
- Like the base game, you are allowed to respawn an unlimited number of times.
- If you get 10 skull points, you lose! Also, if you have no pieces in play at any time, you lose!

Game Variation No. 2: Domination

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Here's a battle for you. One huge battlefield. Two players. 15 pieces. No respawning. No captain. Just pure carnage.

Are you ready? Observe--here's the changes in the rules.

- Instead of a checkerboard, you need a grid that's at least 12 squares by 12 squares large.
- Each player gets a huge number of pieces-- 15 is a good number, but you can go larger. (Go big or go home, I say.)
- Instead of using only the 12 sided die at the beginning of the turn, use a 20-sided die (also available at any reputable game shop) to determine your Move Points for the turn, and roll a 6-sided die as well. The 6-sided die determines your Attack Points for the turn.
 - You use Attack Points to attack. Every time you attack, you use 1 attack point. Like the Move Points, you can't save them, so use 'em up!
- Respawning is not allowed--once a creature is destroyed, it's destroyed.
- Keep fighting until one player loses all their creatures. Once that happens, the one with creatures left standing wins!

Game Variation No. 3: Fortress

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If you enjoyed playing “mud fort” as a kid, you'll love this game. You have a fort with all of your monsters inside., and so does your opponent. Your objective is to destroy your opponent's fort before he destroys yours. Let the games begin!

Just one note here... This game is significantly more complicated than the other variations, so if you're just flipping through this manual and you're new to this kind of thing, you should try to master the base game first. I'll wait.

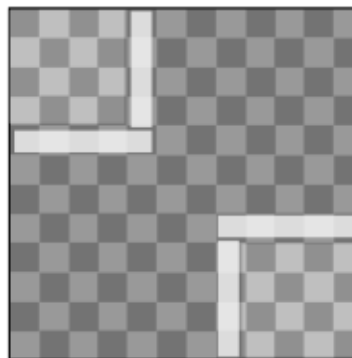
Ready? Here's the rules.

- You need a grid at least 12 spaces by 12 spaces big.
- Instead of having a “section” of the board, you and your opponent both place obstacles around a 4x4 grid on opposite corners of the board, as shown in the illustration. That section is your fortress; the objects are the fortress wall.
 - Unlike regular obstacles, your fortress walls are *selectively passable*. In other words, your pieces can land on and pass through your fortress walls; however, your opponent's cannot.
- You get 8 pieces. Place your pieces inside the fortress.
- You can attack your opponent's fort with your pieces. Play it just like a regular battle. You and your opponent both roll the 12-sided die, and the player who rolls the highest number wins. However, if the attacker loses, his piece is not destroyed-- instead, it is sent back to its controller's fortress.
 - Each space a fortress wall occupies is treated as one “enemy”, which means that if one space occupied with a wall is attacked and loses, **only the wall in that space is destroyed**, not the entire wall.
 - You can only attack the opposing fortress's wall once with any given creature per turn. If you have more than one creature in range of a section of wall, you can attack a section once per creature, but the same creature cannot attack the wall twice per turn.
- Respawnng is allowed.
- To win, you must do one of these two things:
 - Destroy your opposing player's fortress
 - Destroy all of your opponent's pieces.



P1

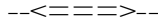
Fortress Setup



P2

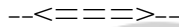


Create Your Own Variations

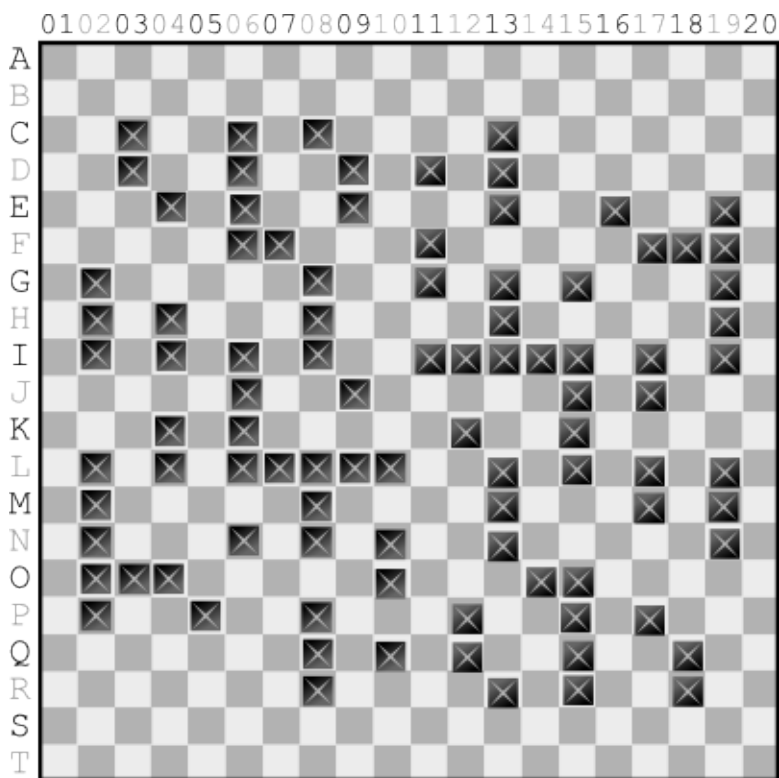


These three variations are just a few examples of how you can use the OverShadow base game to create unique spin-offs, both for a two-player game and a four-player game night. I encourage you to think up some of your own variations of the game--in fact, if you come up with an exceptionally great spin-off game or a new obstacle layout, send it to me at sketchreedartist@yahoo.com--it might be featured in the Rule Book, 2nd Edition!!

OBSTACLE SETUPS



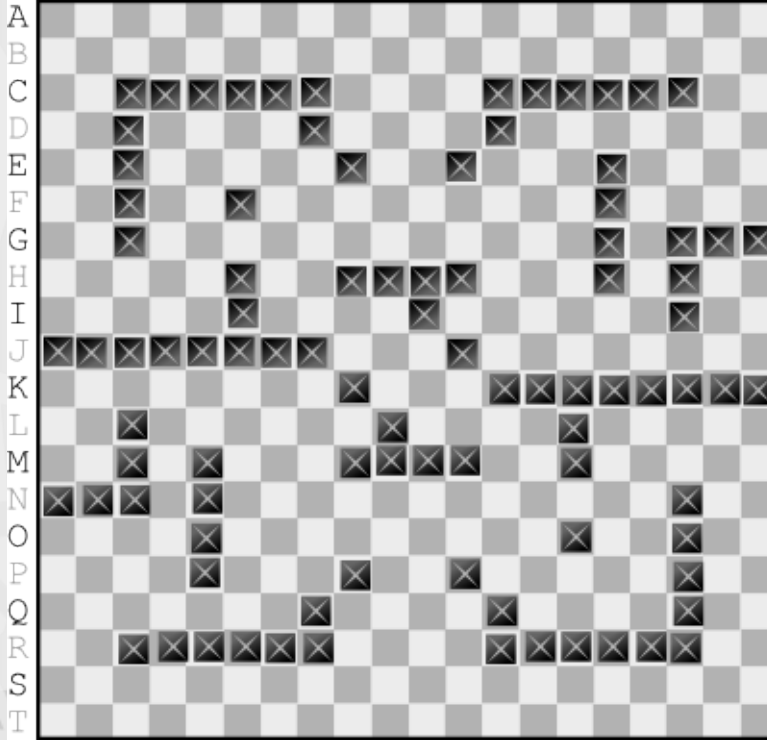
These are some sample obstacle setups for you. Feel free to come up with some of your own--and if you come up with a good one, send it to me at sketchreedartist@yahoo.com!



Maze Of Menace
2 players--20x20

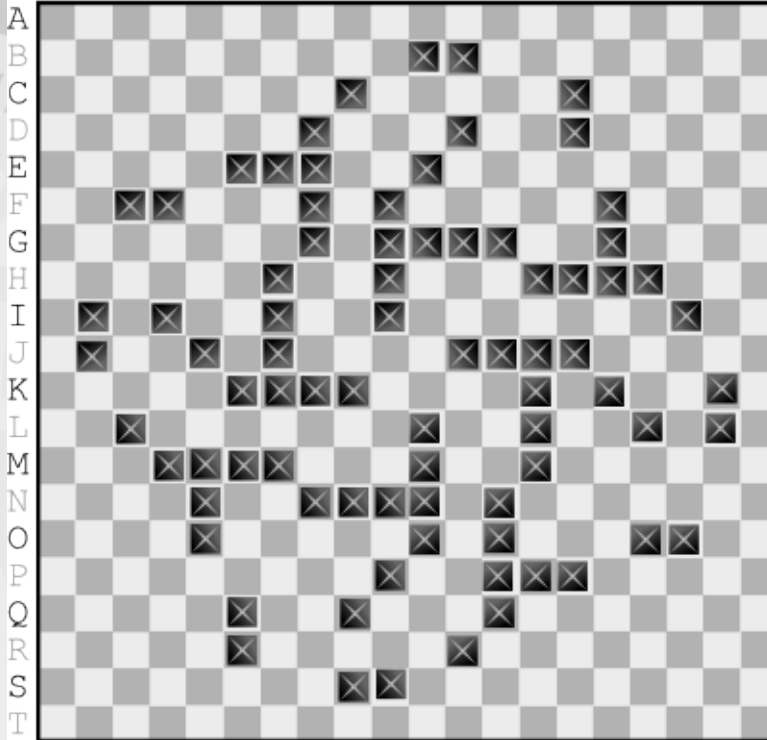
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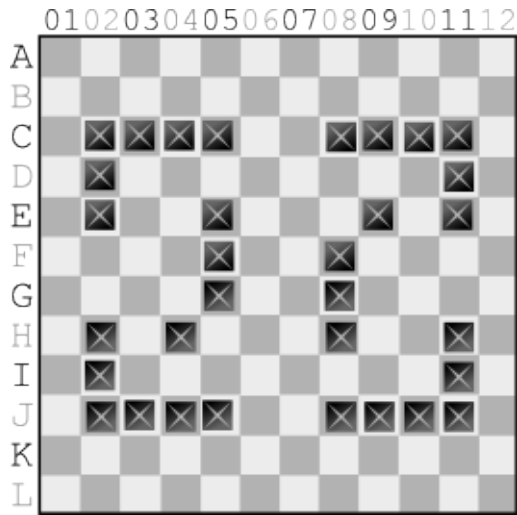


Labyrinth I
2 players, 20x20

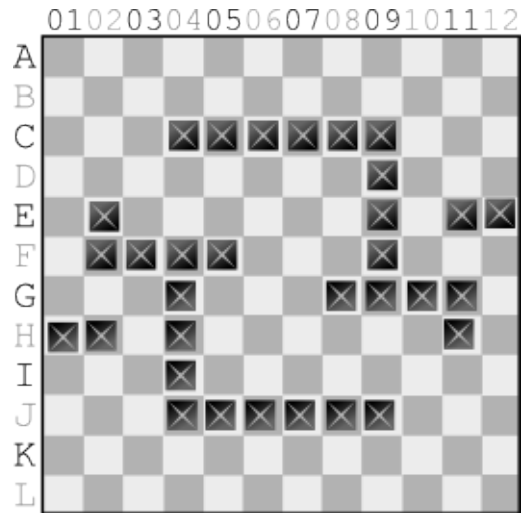
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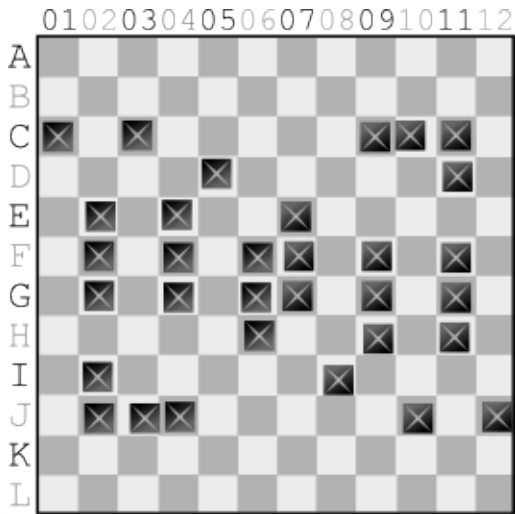
Catacombs
4 players, 20x20



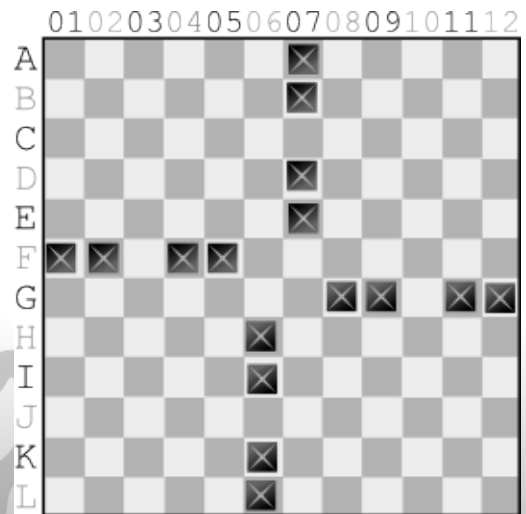
Battle Stadium
2 player, 12x12



Block Style
2 player, 12x12



Scatter-Plot Obstacles
2 player, 12x12



Pinwheel Of Doom
4 player, 12x12

GO FORTH AND GAME (CLOSING COMMENTS)

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What is gaming? When most humans hear the word "gaming", they instantly think of their X-Boxes, their PS3s, and other video gaming systems they have enjoyed and owned in times past and present. But there is another type of gaming that nearly everyone knows nothing of but owes a great debt to in regards to nearly all of their favorite games.

That, my friends, is traditional gaming, board, card, wargame and role-playing games (among others), and without them, many video games would be lost.

It is well known in some circles that the popular video game RPG *World Of Warcraft*, and in fact nearly all of its RPG predecessors, owes the experience system and many of its statistical data to the system first thought of by the creators of *Dungeons And Dragons*. Also, many real-time strategy games, such as *Age Of Empires* and the *Civilization* series, based themselves on the rather humble hobby of miniature wargaming, and (to some extent) the game *Risk* as well. In fact, was it not Richard Garfield, creator of *Magic: The Gathering*, who originally came up with the basic fundamentals of games such as *Yu-Gi-Oh!* and many others?

However, most video gamers today would hesitate at best if asked to learn to play a board game. "Sorry," I have heard many say, "I'm just not into board games." While I understand where they stand, I often wonder where they would be if their favorite games' predecessors would never have been created.

The purpose of me writing this is not to convince you to lay down your controllers and go play D&D (or this game...although you should), but rather, to remind you that the games you love to play would likely never have existed, or at least would be delayed, were it not for the masteminds of game creators past. And so, in closing, I hope you enjoy this game, and as you roll the dice and move your figures, think of those video games you love to play and thank those who spawned the primordial seed that brought them to you.

I wish you good luck; may the dice bring you wisdom.

SR
SKETCH REED

-SKETCH REED
2009

ABOUT THE DESIGNER



Sketch Xavier Reed has changed much from the first time he drafted the rules to this particular game, but if there's three things that have stayed the same over the years, it's these: he still loves cheese, gaming, and he's still drawing, painting and creating.

You can reach him at sketchreedartist@yahoo.com, and you can visit him on the web at <http://sketchreed.webs.com>.

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