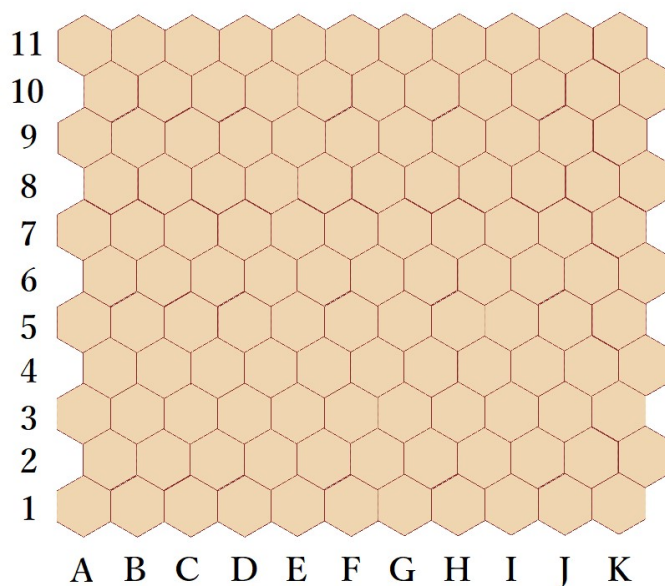


# Lucifer's Pastime Manual

## The Game

Lucifer's Pastime is a board game akin to chess where players can choose the types of pieces they use and how they are arranged at the beginning of the game. They can also put new pieces on the board at any time through a resource management system. The idea behind the game is to combine the flexibility of card games with the rigorous strategy of chess, shogi and go.

## The Board



The Board is made up of an 11 x 11 grid of hexagonal cells. Each hexagon is referred to as a cell. Rows are delineated by the numbers 1-11, columns by the letters A-K. Pieces are indicated on the board by letters (this is a placeholder). Which player pieces belong to are indicated by white letters for player 1, black for player 2.

## Player Material

Players have their choice of five cards and one spell card, and a queen card. Cards indicate a type of piece and provide information on it. Pieces are unique in the way they can move and their no summoning zone (explained in next section). Spell cards describe an effect players can induce during the game. Summoning a piece to the board (putting it on the board) requires mp. Players start the game with 200 mp.

## Zones and Colors

Zones are cells on the board with rules on how pieces can interact with them. A piece's Movement Zone is where it can move (explained in depth in a later section). A piece's No Summoning Zone is where your opponent cannot summon a piece in any way. There are no spell cards that circumvent no summoning zones. A piece's Starting Cell is the cell

it occupies at the start of a turn. The Beginning Zone is where players can summon pieces on their first turn.

## Playing the Game

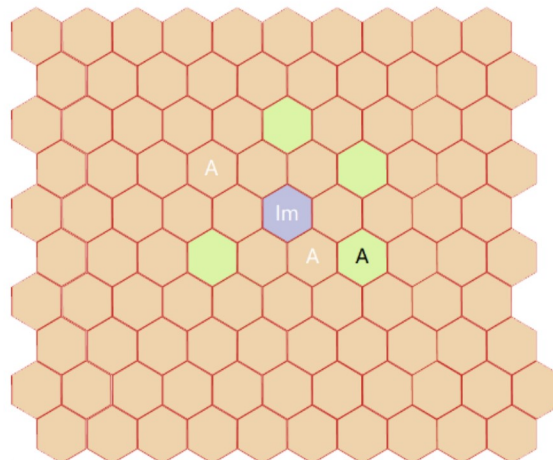
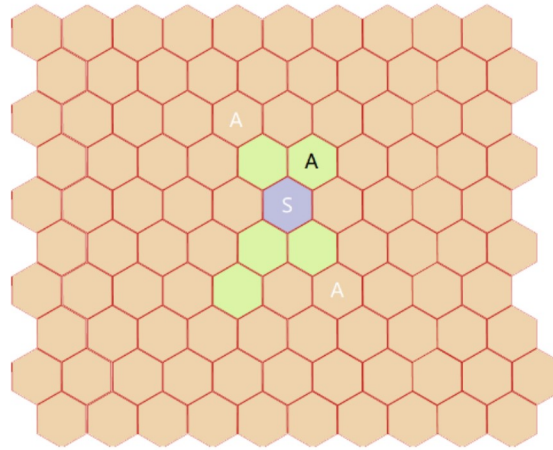
On both players first turn, they can summon up to 16 pieces in their Beginning Zone only, one of which must be a Queen (one Queen will have no cost during this turn). A player's Beginning zone is the first three rows closest to them (1-3 for player 1, 9-11 for player 2). Player 1 goes first. During their subsequent turns, a player can either summon a piece anywhere on the board (except their opponent's No Summoning Zones), move a piece, sacrifice their pieces or use their spell card.

Pieces are captured (taken off the board by an opponent) if an opponent piece moves into the cell it occupies. A player wins if their opponent has no queens on the board. The game is a draw if Queens are the only type of piece which can move on the board or if the board is exactly the same at the end of three turns within six turns.

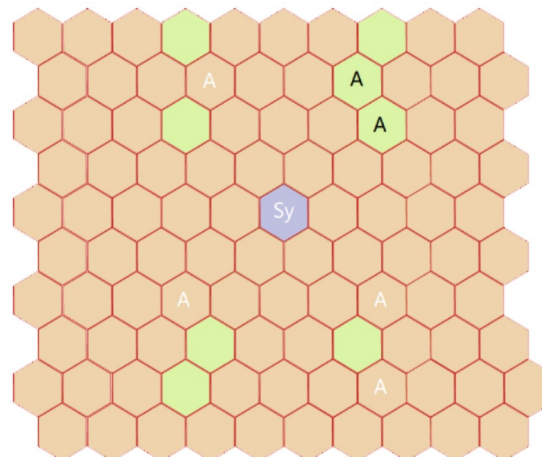
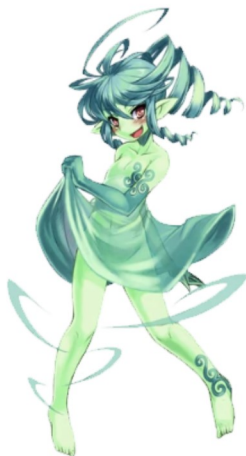
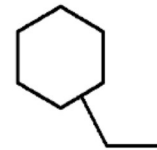
Players can sacrifice their pieces when performing a ritual summon. Ritual summons are a special type of summon that occur in two of a player's successive turns, one to sacrifice pieces (remove from the board) and another to summon a piece. Any type of piece can be ritually summoned and requires two sacrifices. The sacrifices must be within 2 cells of each other and the piece that is ritually summoned can only be summoned the 2 cells its sacrifices occupied. Pieces with a ritual requirement, can only be ritual summoned and one of the sacrifices must be the requirement. A ritual summon does not need to be completed.

# Movement

Movement is similar to chess in that pieces can either “leap” to cells or they have a path of cells. A path is a straight line of cells connecting from a piece’s starting cell. A piece can have up to 6 paths(for each side of its starting cell). If another piece is within a path, you cannot move that piece past the obstruction. Movement cells that are not part of any of a piece’s paths, can be leapt to(placed on) as long as another one of your pieces is not already occupying it(see other rules). In the following examples, green colored cells indicate where that piece can be moved to. The purple cell indicates the starting cell. Letters indicate pieces(see Notation). Take note of which piece belongs to which player(see The Board).



Although the cell with the black apprentice is connected to the starting cell by the one adjacent to it with a white apprentice, is not connected by a straight line and is not on one of the 6 possible paths.



The way in which pieces that are leapt to are connected does not matter. Only whether a cell is occupied by one of your pieces matters.

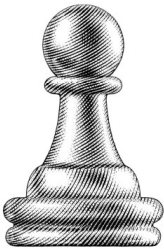
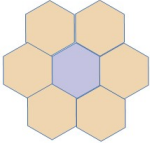

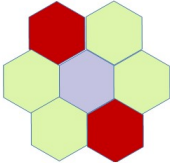

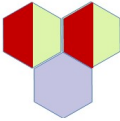

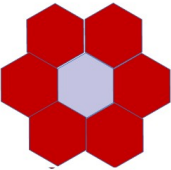

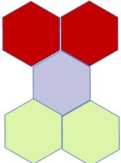

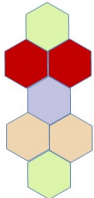
# Other Rules

1. A player can have up to 10 of one type of piece on the board at once.

2. A player can summon a queen twice during a game, including the free one on the first turn.
3. Players can use their spell card once per game.
4. Pieces cannot be summoned in an occupied cell.
5. A player cannot capture their own pieces.
6. Players can only sacrifice exactly 2 pieces during their turn.
7. Both player's cards must be visible to each other during the game.
8. False Angel has a minimum cost of 1 mp and no maximum.
9. Spell card effects are prioritized over all rules.

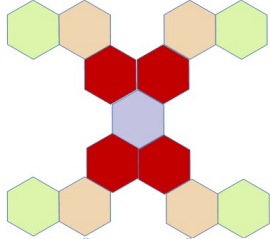
## The Cards

(All Art and visuals are placeholder) Two colors on one cell indicates an overlap of zones.

<p>Name</p>  <p>Ritual Requirement</p>  <p>Pattern</p> <p>Value</p>	<p>Queen</p>   <p>50</p>	<p>Apprentice</p>   <p>2</p>
<p>Iron Maiden</p>   <p>2</p>	<p>Ittan-Momen</p>   <p>2</p>	<p>Nekomata</p>   <p>2</p>

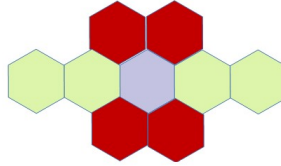
Harpy

10



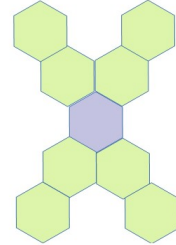
Redcap

10



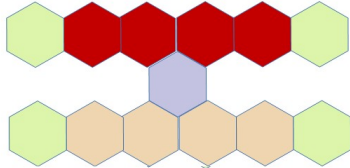
Slime

10



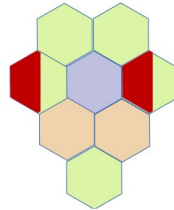
Holstaur

10



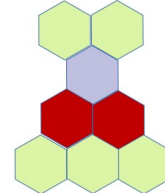
Red Oni

10



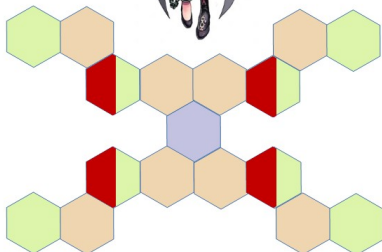
Blue Oni

10



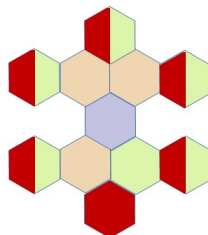
Priestess

20



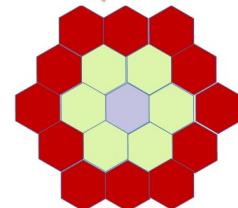
Imp

20




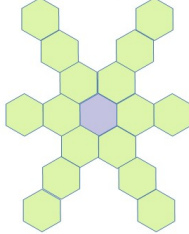
False Angel

All Remaining





Queen Slime 50


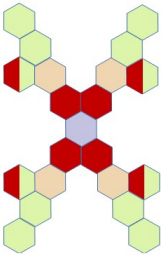
Slime

Automaton 50




Iron Maiden

Sylph 50

Harpy


### The Spell Cards

Royal Banquet




You can summon a third queen this turn.

Premonition



The piece you place on the board next can move on the same turn. You must either summon a piece or sacrifice them your next turn. The summoned piece cannot leap the turn it is summoned.

Resurrection



If a piece of yours was taken off the board last turn, you may place it back on the board in your starting zone your next turn for free.

### Regicide



You can sacrifice an extra queen of yours this turn to summon any one of your cards in your starting zone for free your next turn.

### Soul Swap



You can exchange a card of equivalent value with your opponent. This exchange cannot give either player two copies of the same card. An opponent's card cannot be exchanged if they have none of that piece type on the board. Queen cards cannot be exchanged.

### Field Of Blood



The next piece you capture may be summoned in an adjacent cell to the piece that captured it during any subsequent turn at full cost.

## Notation

A cell on the board is denoted by a letter and number coordinate. a1 is located on the left corner of the board. Turns are numbered. Pieces are denoted by letters. When multiple actions occur on the same time, those actions are written in the order of occurrence and separated by a comma and space. The remaining mp of a player at the end of their turn is written last following a vertical bar.

A - Apprentice	SRB - Royal Banquet
I - Iron Maiden	SP - Premonition
N - Nekomata	SR - Resurrection
It - Ittan-Momen	SSS - Soul Swap
H - Harpy	SRE - Regicide
S - Slime	SFB - Field of Blood
Rc - Redcap	
Hs - Holstaur	
Ro - Red Oni	coordinatecoordinate - moving a piece
B - Blue Oni	coordinate* - summoning a piece
P - Priestess	coordinate-coordinate - capturing a piece
Im - Imp	spellcard - using a spell card
F - False Angel	coordinate'coordinate' - sacrificing pieces
Qs - Queen Slime	card1 - card2 - User's card 1 swaps with opponent's card 2
Au - Automaton	
Sy - Sylph	
Q - Queen	

## Example of Turns

3. Ab1b2	150	The apprentice on b1 moves to b2
4. Ac3*	148	An apprentice is summoned to c3
5. Ab2~c3	150	The apprentice on b2 captures the piece on c3
6. Aa3'Ab3'	148	The apprentices on a3 and b3 are sacrificed
7. SSB, Qf5*	100	Royal Banquet is used, a queen is summoned to f5
8. SSS, H - S	148	Soul Swap is used, user's harpy card is swapped with the opponent's slime card

## Software Development

I've begun development on a computer version of Lucifer's Pastime, probably the only feasible way of actually playing it. I'm using the godot game engine and barely know what I'm doing. I'm figuring it out as I go along. Here is the current state of the project and my unedited ramblings about my design and wish list of features. Do whatever you feel like with it. If nothing else, the included visual components may be useful to somebody. I'll update this every week or so. (p.s. neocities doesn't allow non-supporters to upload zip files, so the external link is necessary)

4/29/21

Highlights: A context menu has been added, rudimentary movement, capturing and sacrificing has been implemented, previously mentioned bugs fixed.

At this point, I think most of the lowest hanging fruit has been taken care of. I'm surprised I managed to get this far. A month ago, I didn't know if this would take months or years, but now I can actually see a full game on the horizon. So far, the beginning of development had the most bumps and hurdles, but after getting the hang of GDscript more or less, it's gotten far easier. Godot really makes a lot of things simple. It's cross platform, so I had to make a context menu "from scratch" with my own graphics, but the pre-made nodes made the process simple nonetheless. Movement was trickier to implement. There aren't any noticeable bugs and it seems reliable enough, but I can't guarantee it won't break for some hard to reproduce reason. (note: on line 53 of the sacrifice script, I put a '-' instead of '=', realized this after uploading file)(note2: the mouse picks up a piece when it clicks and drags it, but also when it releases its left click on it too. This is the crux of the problem with movement)

[https://anonfiles.com/L599F2t7u0/luciferspastime\\_godot\\_zip](https://anonfiles.com/L599F2t7u0/luciferspastime_godot_zip)

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