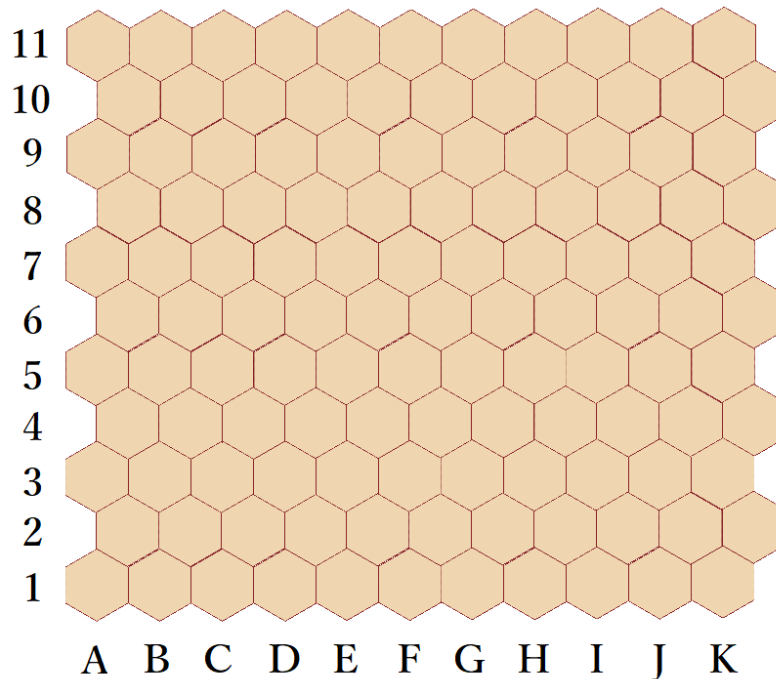


Lucifer's Pastime Manual

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. A piece's **No Summoning Zone** is where your opponent cannot summon a piece in any way. 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 to one of the 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.

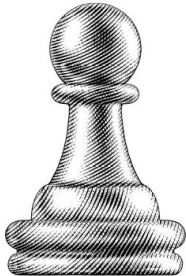
The Cards

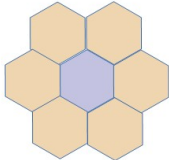
(All Art and visuals are place holder)

Two colors on one cell indicates an overlap of zones.

Name

Value





Ritual Requirement

Pattern

Queen


50

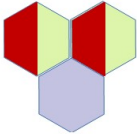




Apprentice

2





Iron Maiden


2

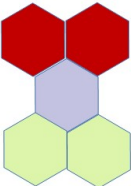




Nekomata

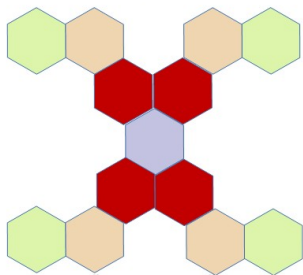
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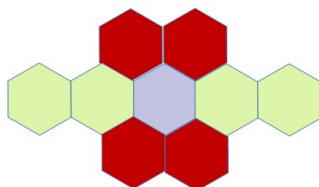
Harpy

10



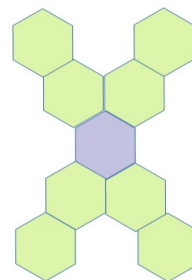
Redcap

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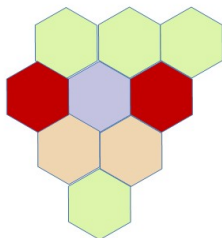
Slime

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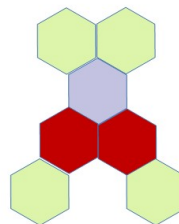
Red Oni

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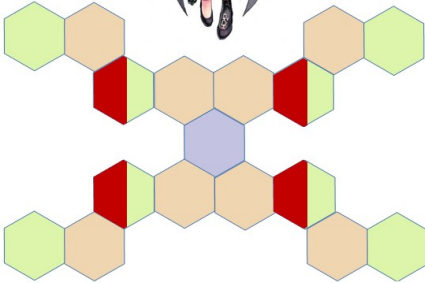
Blue Oni

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Priestess

20


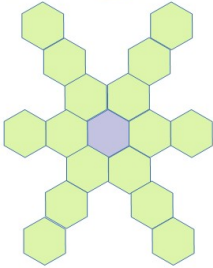
Imp

20




Queen Slime

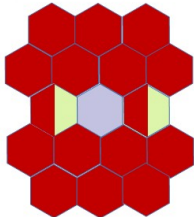
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Slime

Automaton


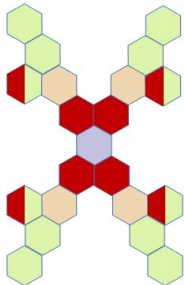
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Iron Maiden

Sylph

50

Harpy

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.

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.

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 to summon any one of your cards in your starting zone for free your next turn.

Soul Swap



You can choose 2 cards of equivalent value to exchange 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.

Notation

A cell on the board is denoted by a letter and number coordinate. a1 is located on 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.

A - Apprentice	SRB - Royal Banquet
I - Iron Maiden	SP - Premonition
N - Nekomata	SR - Resurrection
H - Harpy	SSS - Soul Swap
S - Slime	SRE - Regicide
Rc - Redcap	
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
Qs - Queen Slime	coordinate'coordinate' - sacrificing pieces
Au - Automaton	
Sy - Sylph	
Q - Queen	

Example:

3. Aa1b2	The apprentice on a1 moves to b2
4. Ac3*	An apprentice is summoned to c3
5. Aa3~b2	The apprentice on a3 captures the piece on b2
6. Aa3'Aa5'	The apprentices on a3 and a5 are sacrificed
7. SSB, Qf5*	Royal Banquet is used, a queen is summoned to f5
8. SSS, H - S	Soul Swap is used, user's harpy card is swapped with the opponent's slime card