PowerDome Manual

Contents

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Main Guide
Requirements
PowerDome requires writing implements, paper, a random number generator, basic arithmetic skills, and two people. However, it is recommended to have any or all the following: dice, coins, calculators, creative ability, strategy, two or more friends, and the capacity for deception.

Introduction
PowerDome is a strategic, role-playing game that tests predictive ability, foresight, and bluffing. Players fight each other with attacks and defenses to be the last person standing. To do so, players select powers from within the PowerTome, offer their life force to win the powers at auction, and use their powers and remaining strength to destroy their opponents.

PowerDome is a game best experienced with upwards of four players but can be played with as few as two players.

Setup
You start with 100 vitality that can be spent during setup to complete tasks and serve as a measure of combat ability during the game.

Setup is composed of five parts: power nomination, power selection, power auction, exchange, and character creation.

Power Nomination:
Secretly nominate three powers from the PowerTome and reveal them simultaneously once everyone has finished. Remove any duplicate powers.

Power Culling:
The auction will have twice as many powers as there are players, so the nominated powers must be decreased to that number.

You may protect a power from culling by paying 5 vitality, if the protected powers do not exceed the auction maximum.
If the protected powers do not fill all the auction space, randomly choose from the nominations until the remaining spaces are filled. The rest of the powers are culled and removed from the game.

Power Auction:
Secretly record singular bids for each desired power and reveal them simultaneously once everyone has finished.

If you bid the most on a power during the auction, subtract the bid's value from your vitality and take the power. In the case of a tie, use a coin flip to decide final ownership and payment.

Exchange:
After the conclusion of the auction, you may offer trades to other players to gain ownership of any powers you wanted but didn't win. Trades can involve powers, vitality, and promises of cooperation as tender.
Afterwards, you may discard any powers you own but don't want.

Character Creation:
Agree upon a setting with other players and create player characters with approximations of your powers based on the chosen setting. During the combat phase, describe yourself performing your allocations when you act and describe your reaction to other players' actions when you're involved.

Gameplay
The game is divided into rounds that loop until a winner is decided. Each round contains the following phases: Reset, Strategy, Allocation, and Combat.

Reset Phase:
Set your agility, strike, and resist to zero and reset your action points to the value of your vitality, enabling you to assign action points during the allocation phase. Repeat for your allies.

Strategy Phase:
Talk to your possible friends and probable enemies. Recommended topics include offers to team up on other players, truces, and plots of betrayal.

Allocation Phase:
Secretly record your planned action point allocations for yourself and your allies for the combat phase.
Each character may activate powers, increase agility, strike, and resist by the amount of action points allocated to them, and attack one character (other than themselves and their allies) with their strike.
Ally characters allocate exactly like player characters, but don't allocate for agility.

Allocations must refer to existing objects and cannot act preemptively on things that don't exist at the time of allocation phase, such as an ally that will be summoned during combat phase or characters that will be dead.

Combat Phase:
Reveal your agility. In order of least to greatest agility, with the player who finished allocations earlier acting first in the case of a tie, declare the activation of any powers for the round in whatever order you wish to use them and resolve their effects.
Then, in the same order, declare your attack target and reveal your strike value.
Ally characters act immediately after their player character, both activating their powers and attacking once their player does.

When attacking, your strike reduces the resist of your target, subtracting its value from their resists.
If your strike is greater than your target's resist, the attack reduces the resist to zero and damages the target equal to the difference, reducing their vitality. If it is not, the target's resist remains reduced for subsequent attacks by other characters.

If your agility is double or greater than the value of another player's, you do double damage to that player. That player inflicts halved damage (rounding down) to you. This does not apply to allies, as they don't have agility.

Stats
Stats refer to agility, strike, and resist values. You can increase your agility, strike, and resist values by allocating action points to them. Each one's value equals the action points you allocate to it.
Agility represents movement speed and dexterity.
Strike represents the intent to attack another character.
Resist represents the vigilance with which attacks are defended.
Stats can't fall below zero, even under the effect of a power.

Death
A character dies when their vitality falls below 0.
Upon death, you are no longer able to participate in reset, allocation, or combat phase. Any powers you owned and any lasting effects upon you are nullified and considered out of play.
If you before you activate a power or attack in a round, you are unable to complete the action.

Winning
If you are the only living player, you win! Feel free to mock your fallen foes and run the other players through a victory sequence.

Round Example
Reset: The scene opens on a many times repeated sight. The Protagonist and the Support face off against the Antagonist. All three have 100 vitality and set their action points to 100 to match.

Strategy: The Protagonist whispers a plan of attack to the Support, and they share a quick nod. The Antagonist, with nobody to talk to, sighs quietly at their futile resistance.

Allocation: Quickly, the Protagonist and the Support enter a battle formation, preparing to strike. The Antagonist lazily slides his feet together and spins, carelessly settling with his back towards them.

-Protagonist
Agility: 10

Strike: 52 at Antagonist
Resist: 38

-Support
Agility: 12
Strike: 55 at Antagonist
Resist: 33

-Antagonist
Agility: 25
Strike: 75 at Support
Resist: 0

Combat: Easily out speeding the Protagonist and Support with an agility of 25, the Antagonist flicks to face them. Abandoning defense, he attacks with a strike of 75 and easily crushes the resist of his target, the Support. The Support's resist of 33 decreases the strike to 42, which would typically inflict 42 damage, but, due to the massive differences in speed, the Antagonist lands a critical hit, inflicting 84 damage to the Support.

With an agility of 12, the Support moves next. He winces through the near lethal blow he received and attacks the Antagonist with 55 strike. The Antagonist dodges most of the blow, which would normally inflict 55 damage, and only withstands 27.

Slow to react with an agility of 10, the Protagonist makes his move. Furious with the injury of his ally, he lets loose a flurry of punches with a strike of 52. Again, the Antagonist narrowly avoids the strike, suffering only 26 damage of the original 52.

The round ends with the Protagonist standing undamaged, with 100 vitality, the Support nearly lethally injured, with 16 vitality, and the Antagonist working at half capacity, with 47 vitality.

And that's a round! It's now the Reset phase of the next round.

Power Guide

Powers

Powers are special abilities able to be gained via auction, exchange, or by the effect of other powers. They can all be found within the PowerTome. Powers come with effects of varying and situational utility. Some increase offensive or defensive capabilities, while others create controllable allies, while further others modify the game itself.

Three additional rules about powers:
The specific rules of powers overrule the general game rules and more generic power rules.
Always round down when a power leaves a value at a fraction.
The effects of powers only last for the round they were activated.

Power Keywords

Afflict- give character the following effect
Burn X- activation payment, decrease action points and vitality by X
Bypass- do not reduce your strike by your attack target's resist and do not reduce their resist by your strike
Disable- prevent the activation of a power; must be used before power activates
Forfeit- discard this power
Limit X- can only be activated X times per game
Pass- give this power to another player
Regenerate X- increase vitality by X
Revive- return to the game after death
Utilize X- activation payment, decrease action points by X
Summon- create a character
Weaken X- decrease vitality by X

Power Activation

There are three basic power activation conditions: active, payment, and reactive.
Active effects can be activated once per round without any prerequisites. They state an effect without any text beforehand. Example: Backfirer.
Payment effects can be activated once per round once their user pays the related cost. They have a "Burn X" or "Utilize X" clause in their effect text. If, at the time of activation, you are unable to pay, the activation fails. Example: Feint.
Reactive effects are automatically activated when their conditions are met and can activate as many times as they are triggered per round. They have an "if" clause in their effect text. Example: All In.

Aside from the main three, there are a few more conditions.
Effects with "Auto" must be activated once each round. Example: Gluttony.
Effects with "Start of game" are automatically activated before the first reset phase of a game. Example: Bodyguard.
Effects with "Interaction" are activated by anyone that meets their listed conditions. Example: The Greys.

A power can have individual effects that activate with each of these conditions.
A single effect can have any number of activation conditions.

Afflictions
Afflictions are negative effects that can be given to characters via the activation of certain powers. They last until the end of the game they are given.
Announce when you give an affliction to another character.
If you have an affliction, automatically activate it before you would activate your powers for the round. If you have multiple of the same affliction, activate each one separately, stacking the effect.

Counters
Counters are trackers that denote various aspects of certain powers. They last until the end of the game.
Make the number of counters on any given object accessible to all players at all points of the game.

Allies
Ally characters are summoned by certain powers and act as separate characters from you, allowing them to make separate allocations with separate targets.
Record allocations for your allies at the same time as your own, but do not include an additional agility value, as allies act immediately after you and are unaffected by agility, both when inflicting and taking damage.
You can't allocate for allies or attack allies the round they are summoned; new allies do not exist until combat phase of a round.
Allies cannot attack the player that controls them or any other allies their player controls.
If you die, your allies die at the end of the same round.

Modifiers
Modifiers are global game effects that add an extra aspect of gameplay to the fight. They are put up for auction once voted into the game and cannot be bid on. They are given to players before the game according to the power or are activated automatically.