

VOLA-TILE

BOMBS: FEATURE BRIEF

Essence Statement

Bombs are the key feature that makes Vola-Tile unique amongst tile laying games. Bombs allow players to greatly alter the course of the game by destroying multiple tiles on the board at once. This adds a depth of strategy to Vola-Tile, as players must attempt to gain territory on the board while defending their tiles against their opponent's bombs.

Overview

To add variety and strategy to Vola-Tile players will be provided with a selection of bombs capable of greatly altering the field of play. The cheapest and most common type of Bomb in Vola-Tile is the Destruction Bomb. Destruction Bombs alter the game by destroying tiles they come into contact with after the player has placed them onto the game board. Destroyed tiles are subtracted from the score of the effected player(s). Destruction Bombs destroy all tiles they come into contact with regardless of which player they were placed onto the board by. Destruction Bombs can only be placed into empty spaces on the game board.

Protection Bombs can be used to guard a player's tiles against opposing bombs. A player will be able to upgrade their Protection Bombs to increase the amount of tiles they can protect or increase the duration of the protection that the Bomb provides.

Specialty Bombs are the most costly and thus the most game altering of the Bombs types. Several types of Specialty Bombs will be available for purchase for a much greater cost than Destruction or Protection Bombs.

Once the player has decided they would like to use a Bomb, the player may select any empty space on the game board to place the Bomb. Bombs are placed the same as regular tiles, by clicking the left mouse button. If the player attempts to place a Bomb on a space already occupied with a tile, the rejection sound effect will be played and the player must choose another space to place their Bomb. There is no penalty to the player for selecting an occupied space on the board. When a Bomb is placed into an empty space the Bomb Sprite will briefly be displayed before exploding. When the Bomb explodes the explosion sprite will be displayed and the Bomb Explosion sound effect will be played. Each destroyed tile will also be changed to the Bomb Explosion Sprite before being removed from the game board. Once the

Bomb has exploded all tiles affected by the bomb will also explode. This ends the player's turn and the next player takes control of the game.

If a player runs out of any type of Bomb during the game they may left mouse click on their Bomb Inventory to go to the Bomb Store. In the Bomb Store players may spend Bomb Coins to purchase more Bombs if they can afford them. The player may purchase bombs at any time during their turn. Any player may only have up to nine (9) of any type of Bomb at any time during the game.

The Bomb Cursor

When a player decides they would like to use a Bomb they can cycle through their available bombs by pressing the space bar. Each time the space bar is pressed the game cursor will change shape to indicate the effect of the selected Bomb.

When destruction bombs are selected the cursor will become the shape of the selected Bombs explosion boundaries. Any tiles within the cursors explosion boundaries will be destroyed if the selected Bomb is placed onto the board within a valid space.

If protection bombs are selected the cursor will highlight only the tiles of the player's colour that the Shield will protect if the Protection Bomb is placed at the current cursor location.

If specialty bombs are selected the cursor will change to suit the specific effects of the bomb selected. Chain reaction bombs will highlight the longest continuous string of opponent tiles adjacent to the position of the cursor. Time Bombs will highlight the tiles that will be affected when the bomb explodes. Defusal Bombs will highlight if there is a Time Bomb that can be defused adjacent to the cursor.

Bombs

Bombs in Vola-Tile can be broken into three categories: Destruction, Protection and Specialty.

There are three (3) types of destruction bombs in Vola-Tile. Square Bombs which blow-up any tiles in the eight (8) spaces adjacent to where the Bomb was placed. Horizontal Bombs will destroy all tiles within the horizontal row the Bomb was placed in. Vertical Bombs will destroy all tiles with the vertical column the Bomb has been placed in. Bombs like any tile in the game can only be placed within an empty space on the game board.

There are two (2) types of protection bomb in Vola-Tile, the Shield Bomb and the Defusal Bomb.

Shield Bombs protect tiles from destruction until the Shield Bombs effects have worn off. The effects of a Shield Bomb can be upgraded in the Bomb Store. Shield

Bomb upgrades will include protection from multiple explosions and the ability to protect multiple tiles with a single shield.

Defusal Bombs will allow a player to nullify their opponent's Time Bombs. Defusing a Time Bomb will capture the Time Bomb turning it into a tile of the defusing player's colour.

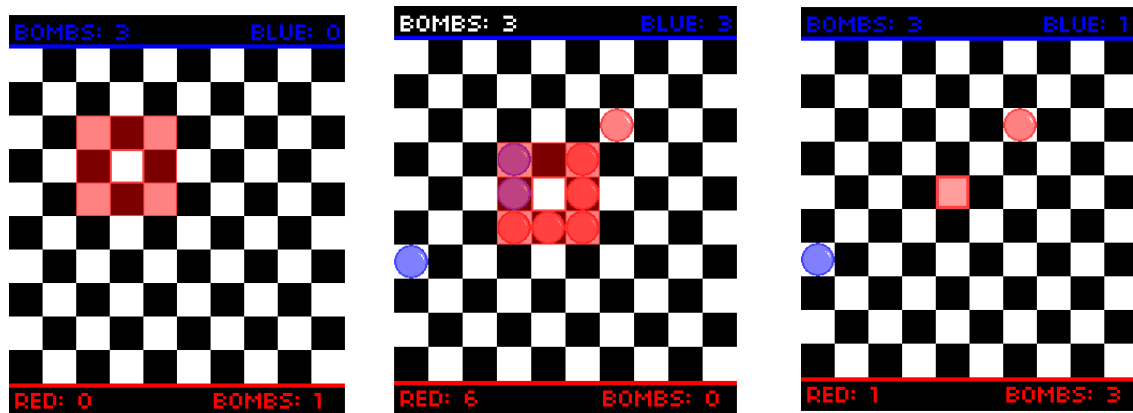
There are two (2) types of Specialty Bombs available in Vola-Tile. Time Bombs do not blow up for a set number of turns. Chain reaction bombs will destroy contiguous lines of the opposing players tiles. Specialty Bombs will include purchasable upgrades to vary their effectiveness.

Destruction Bombs

Destruction Bombs are the cheapest and most readily available to all players. There are three (3) types of Destruction Bombs: Square, Horizontal and Vertical. Destruction Bombs are one time use only and do not have any escalation.

Square Bombs

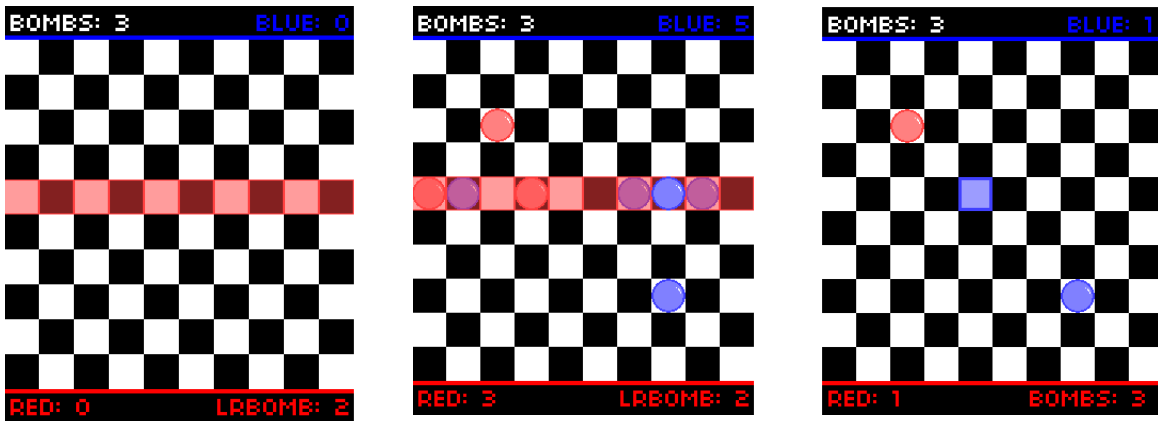
Square bombs destroy the eight (8) tiles surrounding where the bomb has been placed. Square bombs will destroy both players' tiles when they explode. Square bombs effect is immediate after the bomb has been placed onto a valid space on the board. Once the bomb has been placed one (1) bomb is deducted from the player's bomb inventory and the appropriate score is subtracted from both player's total depending on what tiles the bomb destroys. Each Vertical Bomb is one time use only.



The Square Bomb Cursor and the result of the use of a square bomb on tiles.

Horizontal Bombs

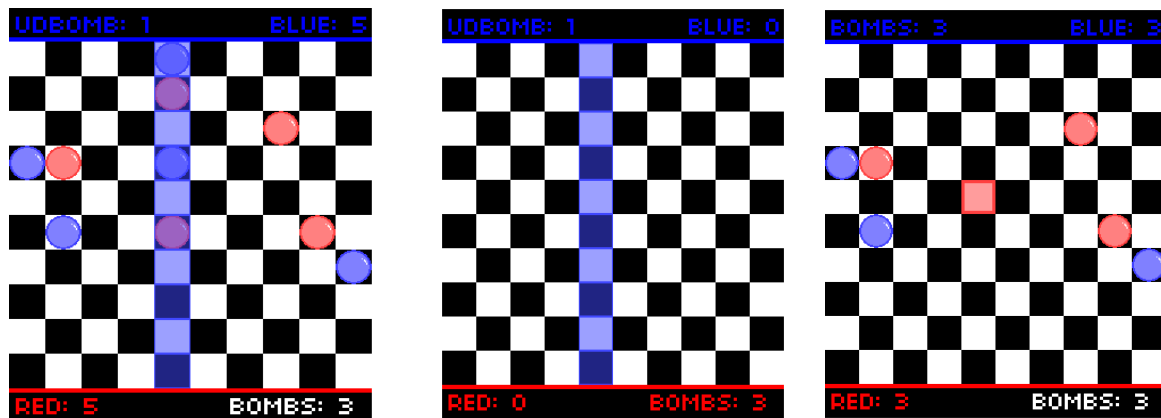
Horizontal bombs can destroy up to nine (9) tiles along the horizontal row on the board where the bomb has been placed. Horizontal bombs will destroy both players' tiles when they explode. Horizontal bombs effect is immediate after the bomb has been placed onto a valid space on the board. Once the bomb has been placed one (1) bomb is deducted from the player's bomb inventory and the appropriate score is subtracted from both player's total depending on what tiles the bomb destroys. Each Horizontal Bomb is one time use only.



The Horizontal Bomb Cursor and the result of the use of a Horizontal Bombs on tiles.

Vertical Bombs

Vertical bombs can destroy up to nine (9) tiles along the vertical column on the board where the bomb has been placed. Vertical bombs will destroy both players' tiles when they explode. Vertical bombs effect is immediate after the bomb has been placed onto a valid space on the board. Once the bomb has been placed one (1) bomb is deducted from the player's bomb inventory and the appropriate score is subtracted from both player's total depending on what tiles the bomb destroys. Each Vertical Bomb is one time use only.



The Vertical Bomb Cursor and the result of the use of a Vertical Bombs on tiles.

Protection Bombs

Protection Bombs are defensive bombs that allow a player to safeguard their tiles for a number of turns. There is one type of Protection Bomb, the Shield Bomb. Shield Bombs are one time use only. A player will be able to purchase upgrades for their Shield Bombs from the Bomb Store giving escalation to the use of Protection Bombs.

Protection Bombs differ from all other tiles in that they do not need to be placed onto an empty space on the board.

Shield Bombs

Shield Bombs offer a player the chance to protect their tiles. Placing a Shield Bomb adjacent to tiles of the player's own colour will highlight the tiles that will be affected by the shield. Left clicking the mouse will apply the shields affect to the highlighted tiles. Protected tiles display the number of explosions they will be protected from on the tile.

Shield Bombs can be placed directly onto the tiles the player wishes to protect. If Shield Bomb area upgrades are purchased a player may choose to place their Shield Bomb into an unoccupied space.

There are two types of upgrades a player may purchase to increase the effectiveness of their Shield Bombs. Players can either increase the number of explosions a tile can withstand or increase the area in which the affect of a Shield Bomb will protect. Each upgrade will be offered in two stages. Initially a shield will only protect a tile from one explosion.

Purchasing each duration upgrade will allow the tile to withstand one additional explosion. The maximum number of explosions a tile can withstand is three (3).

Purchasing each area upgrades will increase the number of tiles that can be defended using a shield. Initially only one tile will be protected by a Shield Bomb. Each upgrade will add four additional tiles to the affected area of the shield. The first upgrade will protect the selected tile and one above, below, to the right and to the left of the selected space. The second upgrade will increase the affected area to a 3x3 square surrounding the selected space.

The cost of Shield Bombs is greater than that of Destruction Bombs. The more a Shield Bomb is upgraded the higher the cost of each will become.

Defusal Bombs

If a player has a Defusal Bomb they can use it to capture a Time Bomb converting the Time Bomb to a tile of their colour. Initially the player will only be able to defuse one Time Bomb per turn.

Two upgrades may be purchased for Defusal Bombs increasing the effective range of the Bombs defusal. The first upgrade will defuse and capture any Time Bombs in one space above, below, to the right and to the left of the and including the selected

space. The second upgrade increases the affected area to a 3x3 square surrounding and including the selected space.

Specialty Bombs

Two (2) types of Specialty Bombs are available for purchase in Vola-Tile. The cost of Specialty Bombs is very high to limit their use and offset their powerful effects. The Specialty Bombs a player may purchase are Time Bombs and Chain Reaction Bombs.

Time Bombs

Time Bombs, once placed on the board, do not blow up for a set number of turns. Once the Time Bomb explodes they act the same as a Square Bomb, destroying the 8 tiles surrounding where the Bomb has been placed. Once a Time Bomb has been placed on the board the space the Bomb occupies is considered occupied and no tiles may be placed on that space until the Time Bomb has exploded or been defused. The number of turns until a Time Bomb explodes will be displayed on the Bomb for the players to see.

Upgrades can be purchased for the Time Bombs. There are two (2) upgrades available for the Time Bomb. A player may purchase the ability to choose the number of turns until the Bomb explodes or they may purchase camouflage for their Time Bombs concealing them from the other player.

If the player purchases the ability to choose the number of turns until their Time Bomb explodes several different Time Bombs will appear in their Bomb Inventory. The player will be able to choose to upgrade their Time Bombs from one (1) to three (3) turns delay on the explosion. Upgraded Time Bombs will appear as Time1, Time2, and Time3 where the numeral is the number of turns it will take to explode.

There are two (2) levels of camouflage the player may purchase for their Time Bombs. The first level will conceal the number of turns until the Bomb explodes from the other player. The second will conceal the Time Bomb entirely making it appear as a regular tile on the board.

If a tile with second level camouflage is captured it will be revealed as a Time Bomb and all levels of camouflage will be removed. The Time Bomb will not be changed to a capturing players tile. However many turns are remaining until the Bomb explodes will be displayed for all to see.

Chain Reaction Bombs

Chain Reaction Bombs will only destroy tiles of the opposing players colour. The way in which a Chain Reaction Bomb destroys tiles is different from other Bombs though. Chain Reactions will follow contiguous lines of opposing tiles up to a maximum distance from where the Bomb is placed.

To place a Chain Reaction Bomb the player must left mouse click and hold in a valid, empty space on the board. The player may then drag the mouse through contiguous opposing tiles until they reach the maximum distance allowable. Chain reactions cannot destroy tiles diagonal on the board from where the Bomb is placed.

A player may increase the maximum distance the reaction will take place over by purchasing Chain Reaction upgrades from the Bomb Store. The maximum distance can be increased by one per upgrade to a total of eight (8).

Bomb Inventory

A player's Bomb Inventory is displayed along the top or bottom of the screen depending on which colour the player is assigned. The Bomb Inventory for the Blue player is displayed in the top left corner of the screen and the Red player's in the bottom right corner. To toggle through their available bombs either player during their turn can press the space bar. Pressing the space bar once will display their Square Bombs, twice, Vertical Bombs, and three times, Horizontal Bombs. When a player has selected any type of Bomb their Bomb Inventory will be highlighted in their player colour to indicate that they have a Bomb selected. If the player's Bomb Inventory is white they have no Bombs selected and a regular tile will be placed when click the left mouse button. Additionally, the tile placement cursor will change shape to highlight which spaces on the board will be affected by the currently selected Bomb type.

Purchasing Bombs

Bomb Coins can be spent during game play to purchase any type of bombs the player can afford. A player may not have more than nine (9) of any type of bomb at any time during the game.

A player may enter the Bomb Store by left clicking on their Bomb Inventory during their turn. This will take the player to the Bomb Store screen where the player will see a display of their total Bomb Coins as well as the bombs available for purchase at that time. Clicking on an available bomb type will add one (1) of that type of Bomb to the player's Bomb Inventory.

At the conclusion of a round of Vola-Tile the winning player will be rewarded with Bomb Coins, Vola-Tiles in game currency. The winning player will be rewarded with four (4) times the difference in tiles between the winner and loser rounded down to the nearest 10. This calculation restricts the total number of Bomb Coins earned from any match to two hundred (200).