

## **Red Hot Red Alert Design Document**

### **Overview:**

*Red Hot Red Alert* is a turn-based team competition territory game designed to be played in Discord, in which a team of fire fighters work to prevent a team of fire starters from burning a forest to the ground. One team goes around setting “fires” in random channels’ “forests”, while the other team has to go about putting them out with water before the forests completely burn down. The fire starters can also set “false fires” to throw off their opponents, while the fire fighters can either put out the fires or plant new forests each round. Planting a new forest is used to restore the forests that have turned to ash, while water is used to put out the fires. If a false fire is put out by the firefighters by mistake, then the firefighters will lose one resource for the remainder of the rounds.

### **Ruleset:**

- 3-5 players.
- 1 player takes the role of Game Master, while the others are divided into two separate teams: Fire Fighters and Fire Starters.
- After teams are decided, players will decide turn order via die roll before entering into their respective text and voice channels to begin the game.
- Each turn, the current team is allowed to select sections of the map (represented by a set of nine images) to react to with emotes, representing their team’s actions.
- Fire Starters are able to either set fire to a map section (represented by the fire emote) or set a false fire in a map section (represented by the sun emote), and are able to take up to 3 actions per turn.
- Fire Fighters are able to either plant a forest in a map section (represented by the tree emote) or put out a fire in a map section (represented by the water emote), and are able to take up to 3 action per turn.
- After the current team finalizes their decisions, they pass the turn by typing “Ready” in their text channel and the Game Master updates the opposing team’s map by reacting with specific emotes.
- False fires will show up as an actual fire on the Fire Fighters’ map, represented by the Game Master reacting with the fire emote. Using water to put out a false fire will result in 1 action being removed from the Fire Fighter’s next turn.

- Each map section begins the game with 1 forest. For each round that a fire is allowed to burn, a forest is removed and replaced with ash (represented by the skull emote). Each subsequent round that a fire is allowed to burn will result in it spreading to an adjacent map square that contains a forest.
- Fire Fighters can plant forests in any map squares in order to increase the time it takes for a fire to spread to an adjacent map square.
- The game ends after 7 rounds decided upon by the players. If, at the end of the game, more than half of the map sections are covered in ash, the Fire Starters win the game. Otherwise, the Fire Fighters win.