

EXPANSION: **Specializing Industry**
BASE GAME: **Race to the Galaxy**

<i>MAIN IDEA / DESIGN GOAL (max. 2 lines)</i>
<ul style="list-style-type: none"> . Adding the possibility to go up to 5 players. . Add more cards that benefit from having multiple of the same good.
<i>CORE GAMEPLAY from BASE GAME (max. 7 lines)</i>
<ul style="list-style-type: none"> . The game ends either when any of the players place the twelfth card on the board or when the Victory Point pool is exhausted. . At the start of a round each player picks a stage, every player can play in any stage that was picked, but they get a bonus in the one they chose . The stages are Explore - the equivalent to a draw phase, Develop/Settle which allows a player to place permanent cards on the board, Consume where players can use card powers to consume <i>goods</i> and gain either cards or Victory Points followed by the final stage Produce, where the cards produce <i>goods</i>.
<i>KEY FEATURES for EXPANSION (max. 9 lines)</i>
<ul style="list-style-type: none"> . Adding a 5th player not only increases the chance that more stages will be played, but this expansion also makes it so that if 3 or more players select the same stage, even the players that did not pick that stage also get the bonus reward. . Adding more cards similar to <i>Mining Conglomerate</i>, which is a card that provides bonuses to producing/consuming a specific type of goods. Having more of these cards for different types of goods would give players the option to specify their goods production/consumption in increase for a greater reward, rather than placing generic good consuming and producing cards.

EXPANSION: **ALL HANDS ON DECK**
BASE GAME: **BATTLESHIPS**

<i>MAIN IDEA / DESIGN GOAL (max. 2 lines)</i>
Make the experience more challenging and fun by adding a deck of cards to introduce a random/luck factor.
<i>CORE GAMEPLAY from BASE GAME (max. 7 lines)</i>
<p>Battleships is a strategy type guessing game. In Battleships, two players place their ships in a ruled grid and take turns shooting at tiles in the grid with the objective of sinking the enemy fleet.</p> <ul style="list-style-type: none">
<i>KEY FEATURES for EXPANSION (max. 9 lines)</i>
<p>Adding a deck of cards with good and bad consequences.</p> <p>Each time a player misses a shot, they must draw a card and resolve the consequence. If a player hits the other player's ship, then it's the opposing player who draws a card and resolves the consequence.</p> <p>For example, good consequences could include an extra turn and moving a ship to a different position while bad consequences could include losing a turn and taking one extra hit.</p> <p>A fiction would be added to the description of the card event, to tie it with the naval theme of the game.</p>

BASE GAME: **Minesweeper**
EXPANSION: **The Conquering**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

A minesweeper game set in a big map where you must defend the territory you uncover from monsters coming from the unknown parts of the map with turrets.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

The player uncovers an initial area of tiles on a grid full of unknow tiles. Utilizing the numbers that some tiles have; the player learns the number of mines around each tile (corresponding to said numbers). With that information, the player's job is to deduce where the mines are around known tiles with numbers on them and mark them so not to trigger them and lose the game. After uncovering the whole grid without triggering a bomb and marking all the bombs present in the grid, they win.

KEY FEATURES for EXPANSION (max. 9 lines)

The player's objective is to defend the area they uncover from monsters that spawn in uncovered tiles around the map while preserving a health bar. The defence is achieved by placing different towers around the ever-expanding perimeter. The higher the number present on the tile a tower is placed on, the more powerful of a buff the tower receives (i.e. range, damage, multi-shot, etc). To expand the player needs to spend a resource dropped by the monsters. When a monster arrives in an uncovered tile, they destroy it (the player can't place a turret there anymore) and the player loses some health, but before doing that they try to destroy the turrets (which have individual health bars) from afar.

EXPANSION: **Gold & Diamond**
BASE GAME: Checkers

MAIN IDEA / DESIGN GOAL (max. 2 lines)

. Merge Checkers to make better pieces.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

- . The objective of each player is to capture every piece of the opponent.
- . Players move diagonally and capture diagonally my jumping over and opponent piece.
- . Every time you can capture, you are obligated to capture.
- . You can capture in succession, you are obligated to the maximum number of captures in a turn (f.e. if you have two plays: one that captures a piece and one that captures two, you must play the one that captures more)
- . Any piece that travels to the other side of the board transforms into a Queen.
- . Queens still move and capture diagonally but can move any number of squares.
- . Queens while capturing have to jump to the square just after the captured piece

KEY FEATURES for EXPANSION (max. 9 lines)

- . Normal pieces can merge into a Gold piece by moving to a tile that already has a checker of its team.
- . Gold pieces move and capture horizontally/vertically one tile at the time.
- . Gold pieces can merge into a Diamond piece by moving to a tile that already has a Gold Checker of its team.
- . Diamond pieces move and capture in any direction one tile at the time.
- . Normal, Gold and Diamond pieces will transform into their respective type of Queen if the manage to get to the end of the board.
- . Just like Normal Queens can move and capture diagonally multiple tiles at once, so can Gold and Diamond Queens (moving horizontally/vertically or in any direction, respectively)

EXPANSION: **Ludo2.0**

BASE GAME: **Ludo2.0**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

The goal is to change the board of LUDO a little bit to make the game more interesting and fun to play, adding some advantages and disadvantages for the players.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

The game as 4 different colors of bases in each corner. Each Player selects the color they want to play. The main goal of the game is to move all the 4 players pieces to their home column from the home base. For that each player takes turns and must roll the dice.

KEY FEATURES for EXPANSION (max. 9 lines)

The first regulation that blocks a slot needs to be deleted.

Changing the board (some positions may have something that can help a player to move forward the game or it can be a disadvantage for the player or just with no tricks).

Examples of such abilities could be: move two spaces forward, move two spaces backwards, player roll the dice ones again, player can jump to an specific location, player can go back (near the house, where the player start the journey) and restart again the journey, player can move one opponent piece (move backwards in specified number of spots).

EXPANSION: **O Grande Jogo da Gloria**

BASE GAME: **Jogo da Gloria**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

. Update Gloria game, make it less luck dependent.

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CORE GAMEPLAY from BASE GAME (max. 7 lines)

. Use dices. Dices determines how many board spaces you move.

. Board game.

. Different houses and special houses (some are bad and others are good).

. The goal is to reach the center.

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KEY FEATURES for EXPANSION (max. 9 lines)

. New Map.

. New special houses.

. Give the player choices in the special houses. Making it less luck dependent.

. May change the game objective and goals.

. How to move (maybe).

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EXPANSION: **Dice Throne : Saga**
BASE GAME: **Dice Throne**

MAIN IDEA / DESIGN GOAL (max. 2 lines)
.Create the TTRPG experience using the existing combat system of Dice Throne, .The sessions would be Random, by drawing from specific Decks.
CORE GAMEPLAY from BASE GAME (max. 7 lines) Dice Throne
A Match like game(1v1,2v2,free-for-all) where you pick a hero (from a roster) and defeat the enemy player using combinations of specialised dice. Each hero has its own board (w/ combos, abilities and mechanics) and a deck of cards that cost energy. Yahtzee rules(roll once, pick any number of dice to reroll up to 2 times). Attempt combinations to perform attacks and abilities. Cards can influence rolls (also opponent's) , Upgrade abilities and other effects based on character,
KEY FEATURES for EXPANSION (max. 9 lines)
An easy to prepare & play TTRPG, with creative and random situations/experiences. Rules that support and implement a randomised D&D styled adventure where players will be Both player and DM(OR a player with role of DM), roleplaying and narrating the situation depicted on the card(s) drawn. Use polished combat and Character tropes from Dice Throne. Create specialised decks that will grant choices for players & DM: (Quests, NPCs, Encounters,Monsters,Events & Treasure/rewards) Add progression based on Events using Treasure and Upgrades as rewards.

EXPANSION: **MINESWEEPER VERSUS**
BASE GAME: **MINESWEEPER**

MAIN IDEA / DESIGN GOAL (max. 2 lines)
. The game is now a competitive multiplayer.
CORE GAMEPLAY from BASE GAME (max. 7 lines)
. "Board": field of tiles, with a hidden item behind each tile . A tile may be hiding: a bomb; a hint, which helps the player identify bomb location; or an empty spot . The Player can click on a tile to clear it, revealing the hidden item . The Player uses the hint spots to strategically deduce the position of the bombs . The Player wins once they clear all tiles without bombs . The Player loses if they clear a tile with a bomb behind it
KEY FEATURES for EXPANSION (max. 9 lines)
. 2 or more Players clear the tiles away in the same "Board" . The more tiles a Player clears, the higher their final score; this score is computed at the end of the game, and suffers a penalty if a Player clicks on a bomb . The player with the highest score wins . If any Player clicks on a bomb, the game enters the Final Stage: in the Final Stage, the Player who clicked on the bomb tile cannot clear tiles any longer, and a Timer starts counting down for the remaining Players to make their final plays . The game ends when the final stage Timer reaches 0

EXPANSION: Scramble
BASE GAME: Scrabble

MAIN IDEA / DESIGN GOAL (max. 2 lines)
<ul style="list-style-type: none"> . The goal is to add extra power-ups and some randomness to Scrabble, the word creating game. . This way we will create a more engaging and dynamic game from an already fun and enjoyable one.
CORE GAMEPLAY from BASE GAME (max. 7 lines)
<ul style="list-style-type: none"> . Scrabble is a board game that is played by 2, 3 or 4 people. It uses a 15×15 board with squares on it and many letters on small tiles. . Players take turns putting words on the board using any of the seven letters (seven tiles) that they have in front of them. . The first player puts a word on the board using some, or all, of their seven letters, one of which must be on top of the star in the middle of the board. . The next players must place a word that connects to another word that is already on the board. . Once played the players must take as many new pieces as they placed on the board. . Each piece has a different score (according to its rarity in the alphabet) and the board has extra scoring tiles (blue: count letter twice/three times; red: count word twice/three times). . When there are no more pieces to draw, the points of each player in the rack are subtracted from the total score of each player, and the one with the most points wins.
KEY FEATURES for EXPANSION (max. 9 lines)
<ul style="list-style-type: none"> . Add special cards that provide power-ups. . Each player must hold three cards at any point and can use them before playing his word or can choose not to use them and just play the word. . The power-ups are: wild letter (0 points), remove a letter from deck, bridge between words, diagonal word (max 3 letters), Darken Blue, Darken Red. . After using one of their cards, they must take a new one. . Add a dice throw to each created word. . Each throw will determine the fate of the point aggregation: even points will add 3 points to your word, and odd ones will subtract 3 points. . However, if a 1 is rolled, you get double the number of points you obtained.

EXPANSION: Strategists of Catan
BASE GAME: Settlers of Catan

MAIN IDEA / DESIGN GOAL (max. 2 lines)
<ul style="list-style-type: none"> . Draw cards with the numbers 2-12 instead of rolling the dices . Make Settlers of Catan fairer without making it predictable
CORE GAMEPLAY from BASE GAME (max. 7 lines)
<ul style="list-style-type: none"> . The Catan map consists of 4 different resource tiles that have numbers assigned to it. The players build villages/towns on the edges of this hexagon tiles. In a turn the players roll two dices and get the resources that correspond to the tiles with the rolled number on them. . The player can then reinvest these resources in different ways to win the game by being the first to have 10 points, e.g. by building new villages on strategically interesting spots on the map.
KEY FEATURES for EXPANSION (max. 9 lines)
<p>Instead of rolling dices, the players draw a card every turn. There are 108 cards containing numbers from 2-12. The distribution of the cards equals the normal distribution of two dices. (1/6 of the cards are sevens, 1/5 are sixes/eights...) This way the randomness is controlled to be fairer than in the normal variant such that players get less frustrated. Since a normal round of SoC lasts 80 rounds in average, not all cards will be played. This ensures that counting cards does not make the game fully predictable in later stages. In this version the strategically better player will not always win, but more often than in SoC giving this extension its name.</p>

EXPANSION: Risk XXI**BASE GAME: Risk****MAIN IDEA / DESIGN GOAL (max. 2 lines)**

Expanding the military theme of the board game **Risk** to a more modern, detailed and realistic one.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

Risk is a strategy board game for two to six players. Its board depicts a political map of the world divided in 42 territories, part of a total of 6 continents. Each player controls their own army and has the goal of capturing territories from other players, until someone occupies every territory on the board. In each turn, the player attempts to capture territories from other players, with results determined by dice rolls.

KEY FEATURES for EXPANSION (max. 9 lines)

Add more detailed military equipment to the game (anti air weaponry, tanks, submarines, etc.). This equipment will have different stages of evolution and will play a big role in deciding who wins a battle. Each territory will offer unique technologic advancements, for example, owning most European territories will make you have really evolved submarines while North American territories will get you your air force evolved. This expansion will make the player fight for territories that have characteristics that favours the player, instead of just wanting to conquer a whole continent.

EXPANSION: Mythological Chess**BASE GAME: Chess****MAIN IDEA / DESIGN GOAL (max. 2 lines)**

. Visual redesign and addition of mythological elements to the game

CORE GAMEPLAY from BASE GAME (max. 7 lines)

. Chess is a strategy game where 2 players start with equal and mirrored armies.
Each type of piece can move differently
Pieces can capture other pieces if they reach the spot the enemy piece is standing
The final objective is for a player to corner the opponent's king

KEY FEATURES for EXPANSION (max. 9 lines)

. Visual redesign of the pieces to match 2 different mythologies
. Addition of a game piece or a new game mode that fits the mythological theme
. A new game piece should match a deity or creature that can be replicated in the opponent's mythology. For example, Hydra (moves like a pawn but when killed the first time turns into 2 pawns) or Siren (Take control of an opponent's piece)
A new game mode would be like several games that already exist, for example "Fog of War" (Only see the squares that your pieces can move to) or "Atomic Chess" (each capture creates an explosion that affects surrounding pieces)

EXPANSION: **Sinking Teeth**

BASE GAME: **Battleships**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

- . Incorporate new elements to make the gameplay more dynamic and riskier.
- . Trained sharks, dangerous bombs and extra ammo.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

- . At the start of the game, each player places their battleships somewhere on their board.
- . Players alternate turns calling "shots" at the other player's ships, and the objective of the game is to destroy the opposing player's fleet.
- . When all of the squares of a ship have been hit, the ship's owner announces the sinking. If all of a player's ships have been sunk, the game is over and their opponent wins.

KEY FEATURES for EXPANSION (max. 9 lines)

- . When the game starts, each player not only hides its ships but also their trained sharks. Then, the other elements will be placed randomly (the bombs, and the ammo).
- . Bombs when exposed, will explode and reveal that area. If there is a ship nearby, it will be damaged.
- . If a player discovers a supply full of ammo, it can attack again.
- . Bothering an enemy shark will enrage them, making them attack one of your ships.
- .

BASE GAME: **Sueca**
EXPANSION: **Power Crept Sueca**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

A Sueca game where, besides the main deck, there's a smaller secondary deck with powerup cards used to improve the cards played.

CORE GAMEPLAY from BASE GAME (max. 7 lines)

The players start with a 10 random card hand from a normal deck and an extra hand consisting of 3 random powerup cards from the secondary powerups deck. Each round, the players can add only one of these 3 powerups to improve the card they're playing or save it for more important future rounds. Each of the powerups has a unique effect that can switch the result of the round. After the 10th round, the team with the most amount of points wins the game.

KEY FEATURES for EXPANSION (max. 9 lines)

The players can only play a maximum of 3 powerup cards per game and no more than 1 powerup per round, once a player uses all their powerup cards they continue the game resorting only to the cards from the normal hand. The secondary deck has a total of 12 powerup cards and must be shuffled every game before handling the extra hand to each player. Powerups can impact the information about the game state (for example, an opponent showing the highest value card or all players showing their cards from a specific suit) or the value given to the normal cards played (for example, the played card is also of another suit or adds an extra amount of points).

EXPANSION: **STONKS EXPANSION**

BASE GAME: **DOMINION**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

Offer a way for players to play card combos bigger than just one turn
Allow for more interaction between players through a bank system

CORE GAMEPLAY from BASE GAME (max. 7 lines)

10 piles of 10 cards each of kingdom cards plus 3 piles of victory cards and 3 more of gold cards
5 cards hand, discarded at the end of the turn regardless
Players spend gold in the BUY phase to add new kingdom/victory cards to their deck
Players may play 1 action card during the ACTION phase after the BUY phase
After 3 piles are depleted or all province (6 Victory) cards are depleted game ends
Players ranking are ordered by most victory points

KEY FEATURES for EXPANSION (max. 9 lines)

Add a bank pile where players can put gold cards to increase their value over time
The bank pile income is “shared” and income increases if more people put gold cards there
A player may put 1 gold card in their bank before the buy phase
A player may retrieve his cards from the bank after the action phase
Deposit -> Buy -> Action -> Withdraw
The bank increases the value of the cards once per full rotation (1 turn) depending on the amount of gold in it
Add the possibility for player to trash victory point cards for gold in their next turn
Add the possibility for players to add curses to their deck (discard pile 1st) for gold in their bank

EXPANSION: **PAC-GUYS**

BASE GAME: **PAC-MAN**

MAIN IDEA / DESIGN GOAL (max. 2 lines)

A multiplayer pac-man based game with different power ups in the map

CORE GAMEPLAY from BASE GAME (max. 7 lines)

The player controls Pac-Man, who must eat all the dots inside an enclosed maze while avoiding four colored ghosts. Eating large flashing dots called "Power Pellets" causes the ghosts to temporarily turn blue, allowing Pac-Man to eat them for bonus points.

KEY FEATURES for EXPANSION (max. 9 lines)

Multiplayer game up to 2 players.

Each player is a pac-man (each one with a health bar) who can get numerous power ups on the map that are randomly generated on the map. These power ups allow you to:

- 1) eat the dots faster and win by points
- 2) hunt ghosts faster and win by points to the opponent.
- 3) manage to hunt down the opponent (dealing damage) and win.

There are several themed maps with different power ups, players have the possibility to choose the map at the beginning of the game