


1 CONCEPT

Each player will be given a **package**:

I. Tangram (to move/extend) - X value

II. Cryptocoins - Y 

3. Vitality - 50% (bar) 

I: TANGRAM



PRIVATE SPACE



PUBLIC SPACE



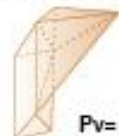
WHITE SPACE
(Mixed Used)



UTILITIES



GEN 1
= X/4
Total: 24



$P_v = P_v$
x6



$P_u = P_u$
x6

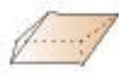


$W = W$
x6



$U = U$
x6

GEN 2
= X/8
Total: 48



$P_{v2a} = P_v/2$



$P_{v2b} = P_v/2$



$P_{u2a} = P_u/2$



$P_{u2b} = P_u/2$



$W_{2a} = W/2$



$W_{2b} = W/2$



$U_{2a} = U/2$



$U_{2b} = U/2$

GEN 3
= X/16
Total: 96



$P_{v3a} = P_v/4$



$P_{v3b} = P_v/4$



$P_{v3c} = P_v/4$



$P_{v3d} = P_v/4$



$P_{u3a} = P_u/4$



$P_{u3b} = P_u/4$



$P_{u3c} = P_u/4$



$P_{u3d} = P_u/4$



$W_{3a} = W/4$



$W_{3b} = W/4$



$W_{3c} = W/4$



$W_{3d} = W/4$



$U_{3a} = U/4$



$U_{3b} = U/4$



$U_{3c} = U/4$



$U_{3d} = U/4$

II: CRYPTOCOINS



MONEY

Y



WATER

Y/2



RENEWABLE
ENERGY

2Y



RECYCLING

Y/2



OIL&GAS

2Y

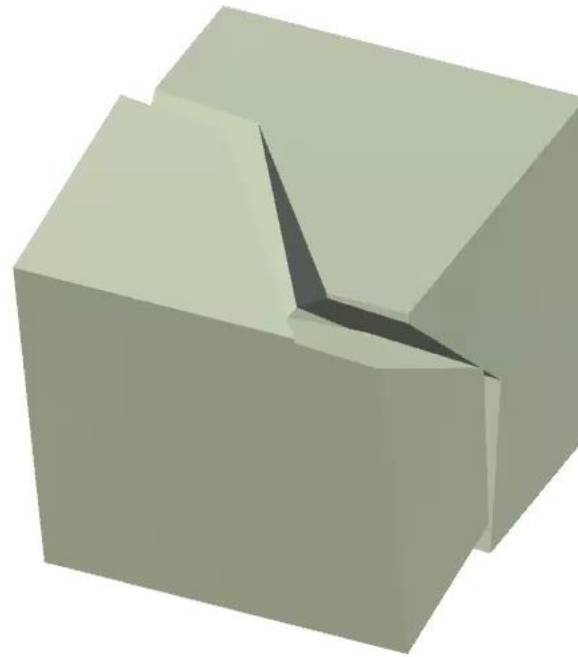


SPACE

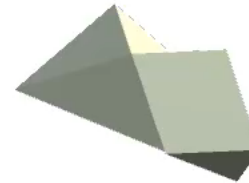
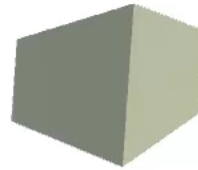
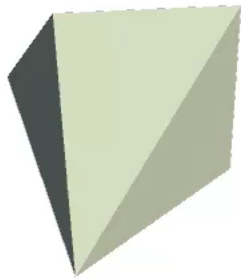
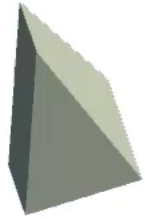
3Y

GAIN
VALUE

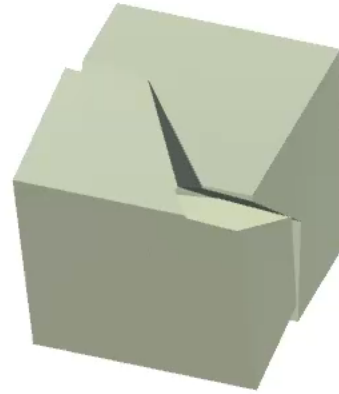
Tangram unfolding study
*video



Tangram unfolding study
*video



Tangram unfolding study
*video



2 PLAY

HOW TO PLAY?

Player will take turn to make **3** moves

1. To move/extend towards crypto in order to earn/archieve bonus (also to another level) --- each move **cost**
2. To Trade- increase & maintain cyptocoins
3. To Rest/play/eat - maintain & increase vitality

| | |
|-----------|----|
| Pu | M1 |
| Pv | M2 |
| W | M3 |
| U | M4 |

HOW TO MOVE?

1. Unfold tangram, choose move toward bonus Crypto
2. Block other player to reach Crypto

WHAT TO TRADE?

1. Demand and look for supply
2. Click on the 'Piece' → accept/reject the offer

HOW TO DEFINE VALUE?

1. Supple & demand
2. Scarcity
3. Utility





WHEN TO TRADE?

1. Stay in the game
2. Increase crypto holding
3. Negotiate access when there's blockage (by PV, W, U)

HOW TO WIN?

1. First one reach level 10 (for now)

MOVEMENT RULES

| | | |
|-----------|---|--------------------------------|
| Pu |  | Linear 2 directions |
| Pv |  | Linear & Diagonal 3 directions |
| W |  | Diagonal 2 directions |
| U |  | Static |

TRADE RULES

NEGOTIATE ACCESS (RENT)

- Rule 1 :
Rule 2 :
Rule 3 :
Rule 4 :

NEGOTIATE TRADE

- Rule 1 :
Rule 2
Rule 3
Rule 4

NEGOTIATE PURCHASE

- Rule 1 :
Rule 2
Rule 3
Rule 4

Size
Layout
Location

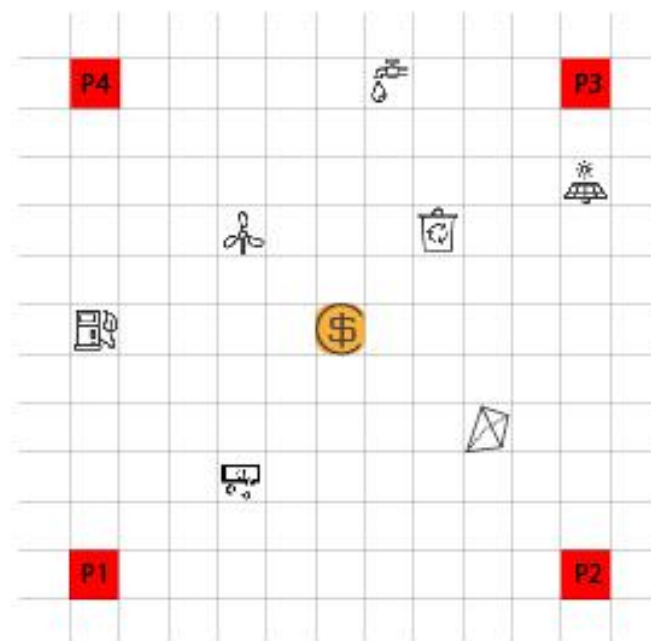
3 MAP SCALE

GRID BY ODD NUMBER

1. 7x7, 9x9, 11x11

TIME

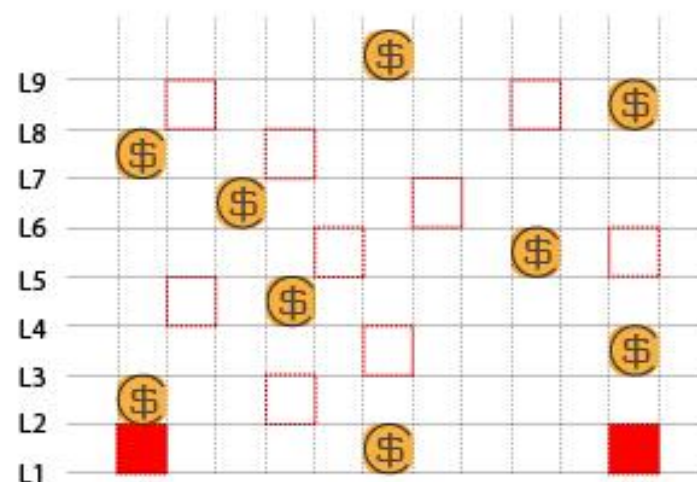
1. Time limit?
2. Seasonal



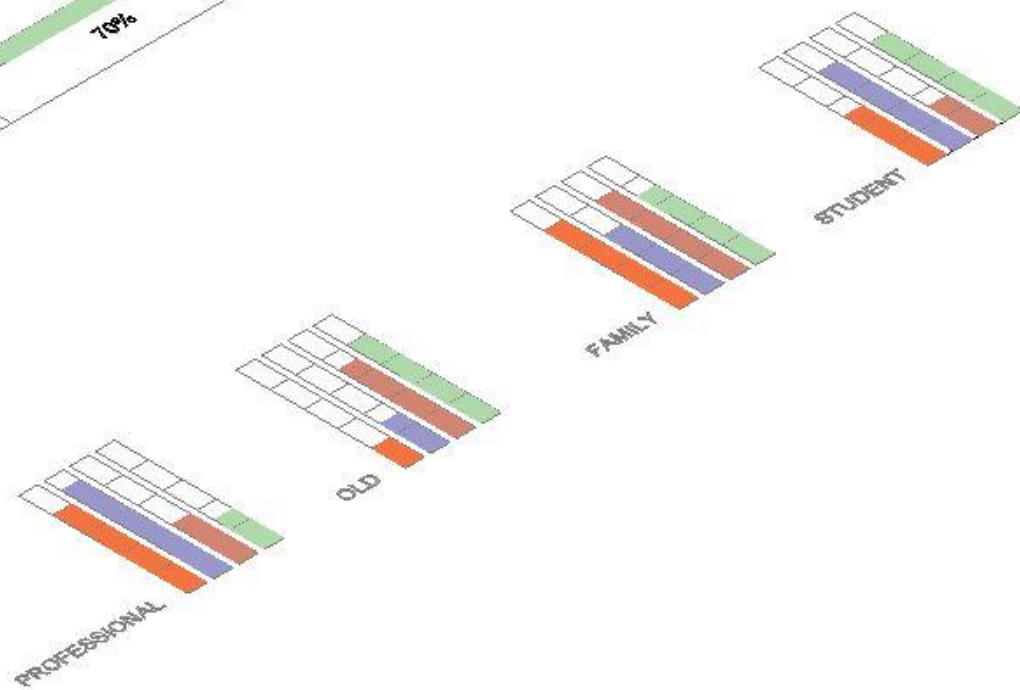
GRID
eg: 11x11

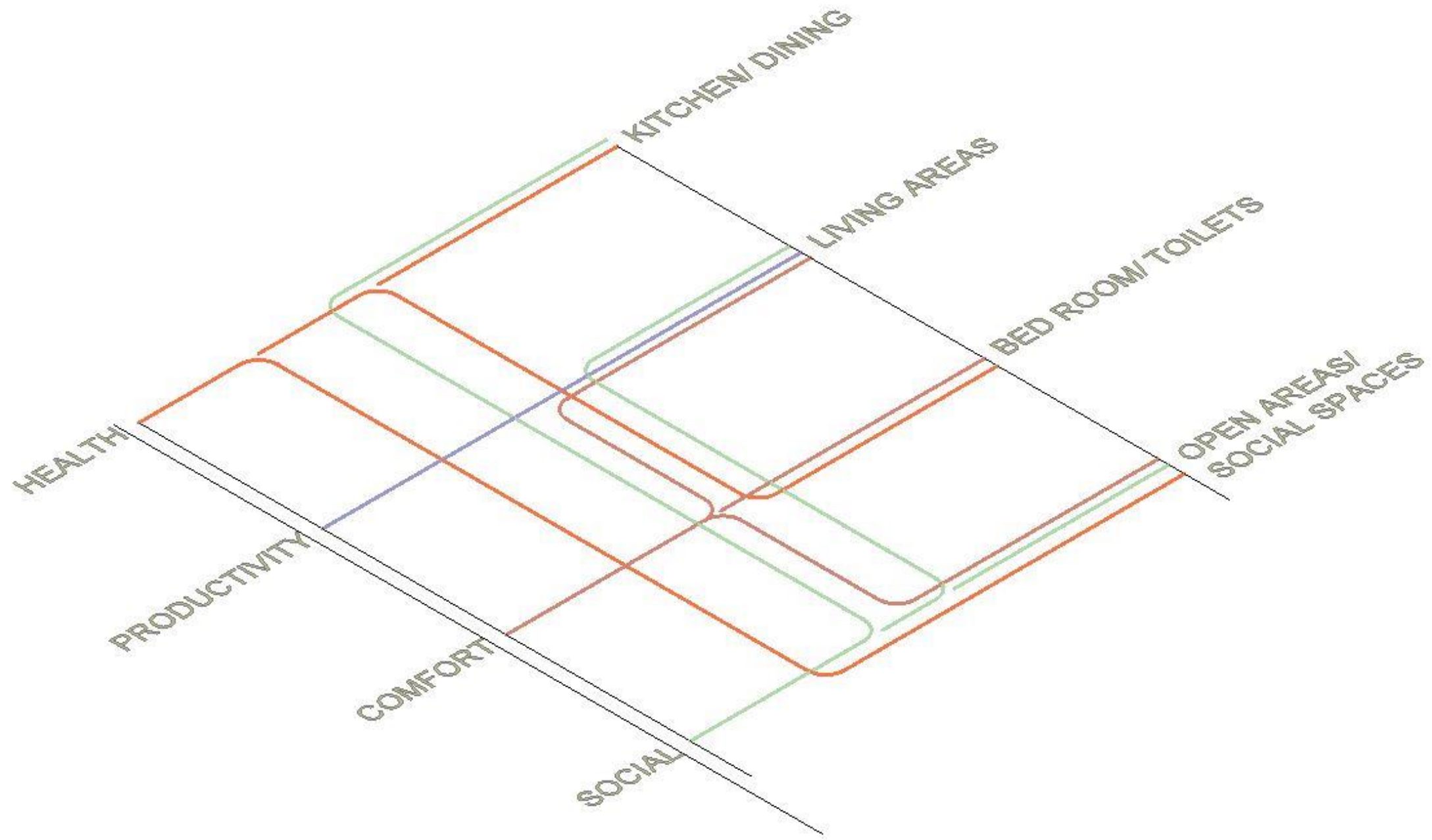
4 Orientation & Navigation

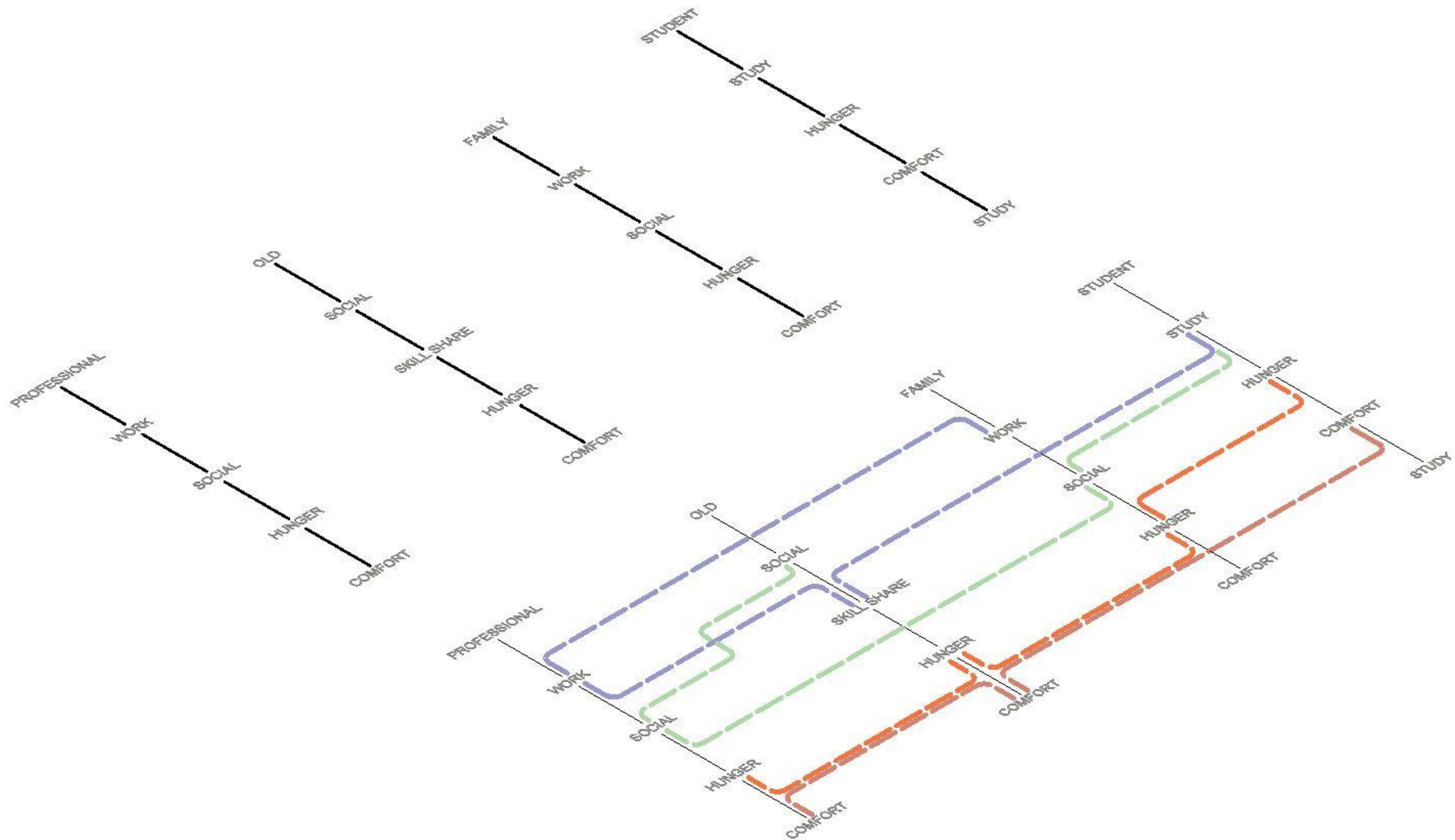
- Tactical
- Contrast area
- Transition
- Narrative
- Lighting & Value
- Colour Choices
- Shape Languages
- Silhouette
- Detail
- Movement
- Audio
- Immersion

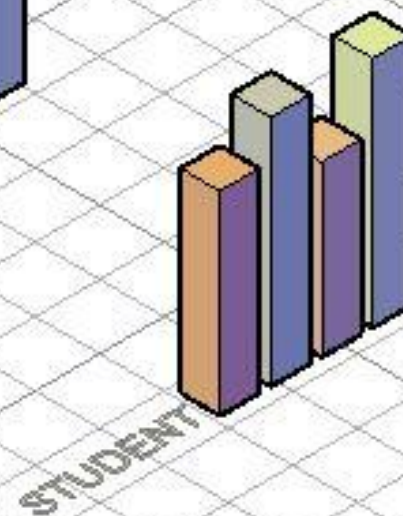
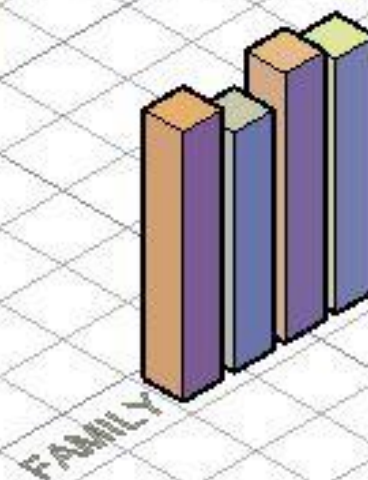
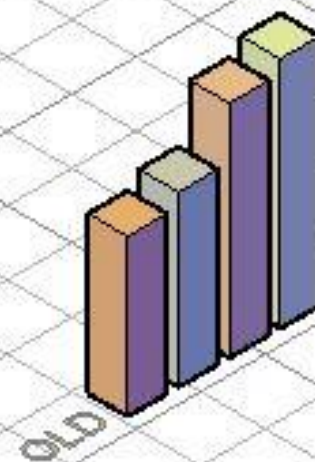
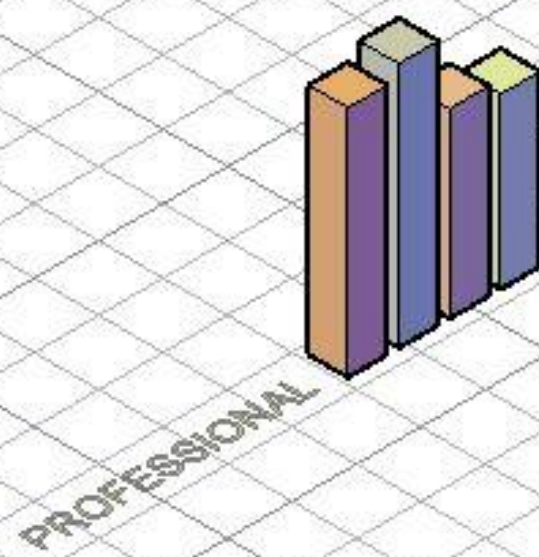


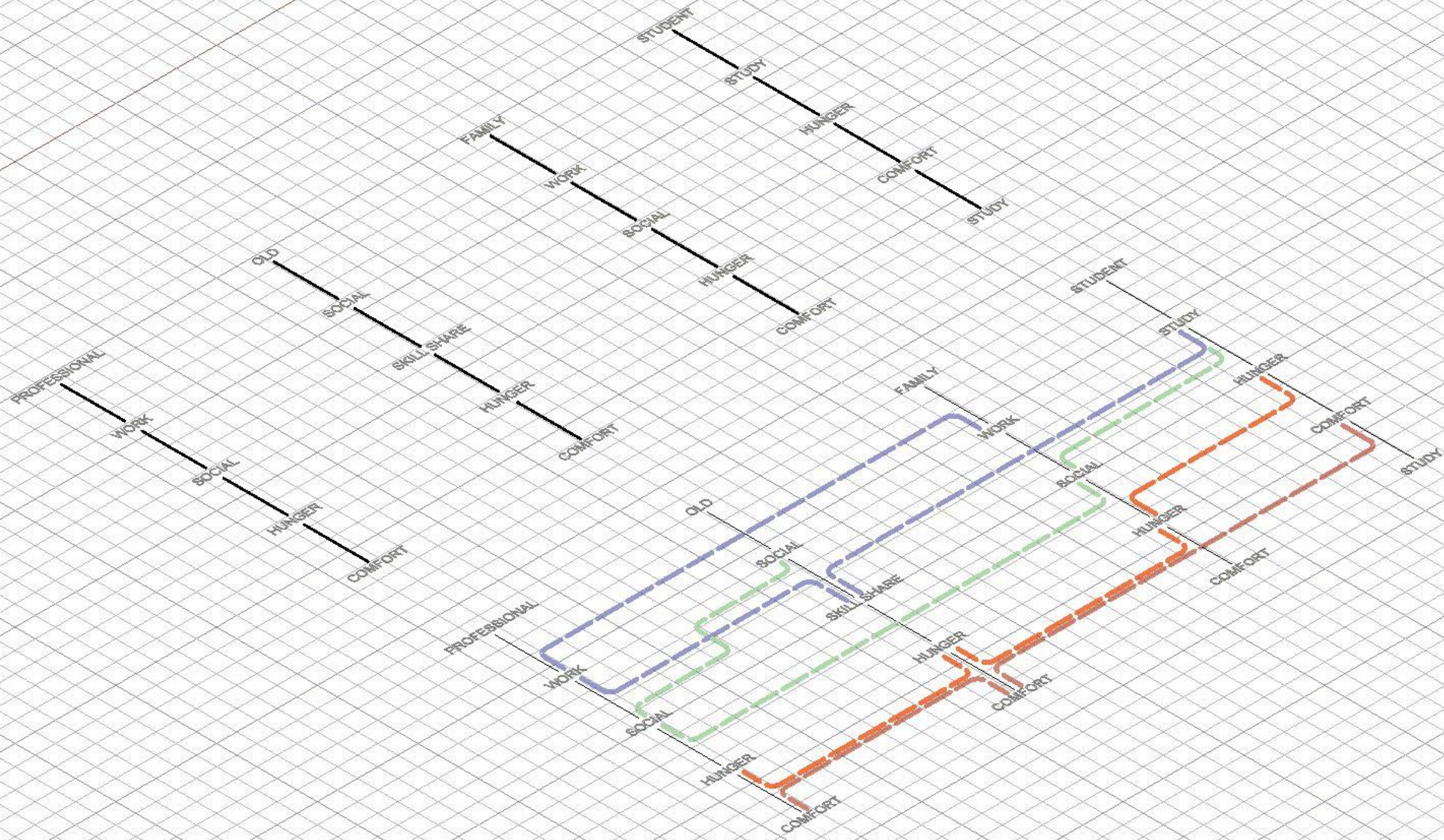
LEVEL

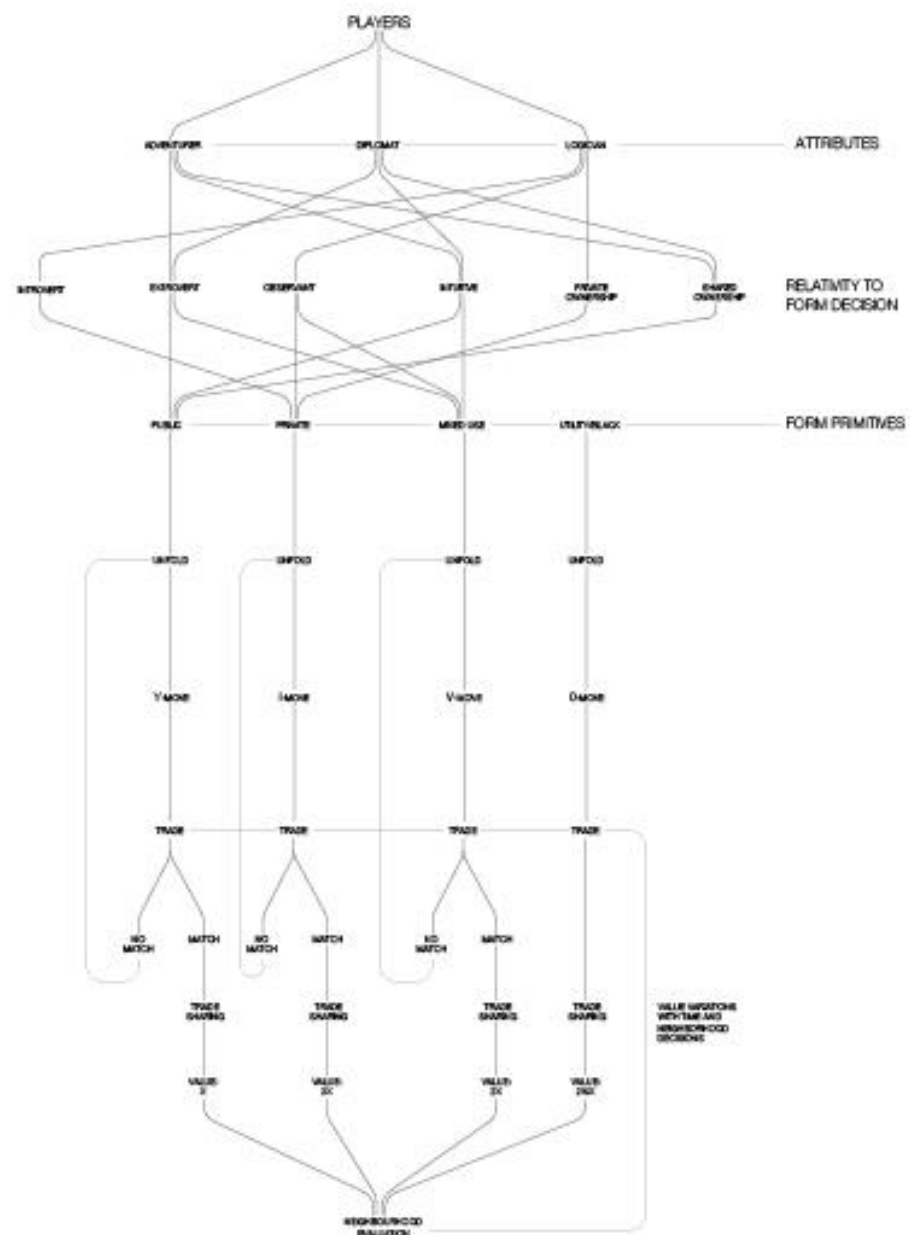


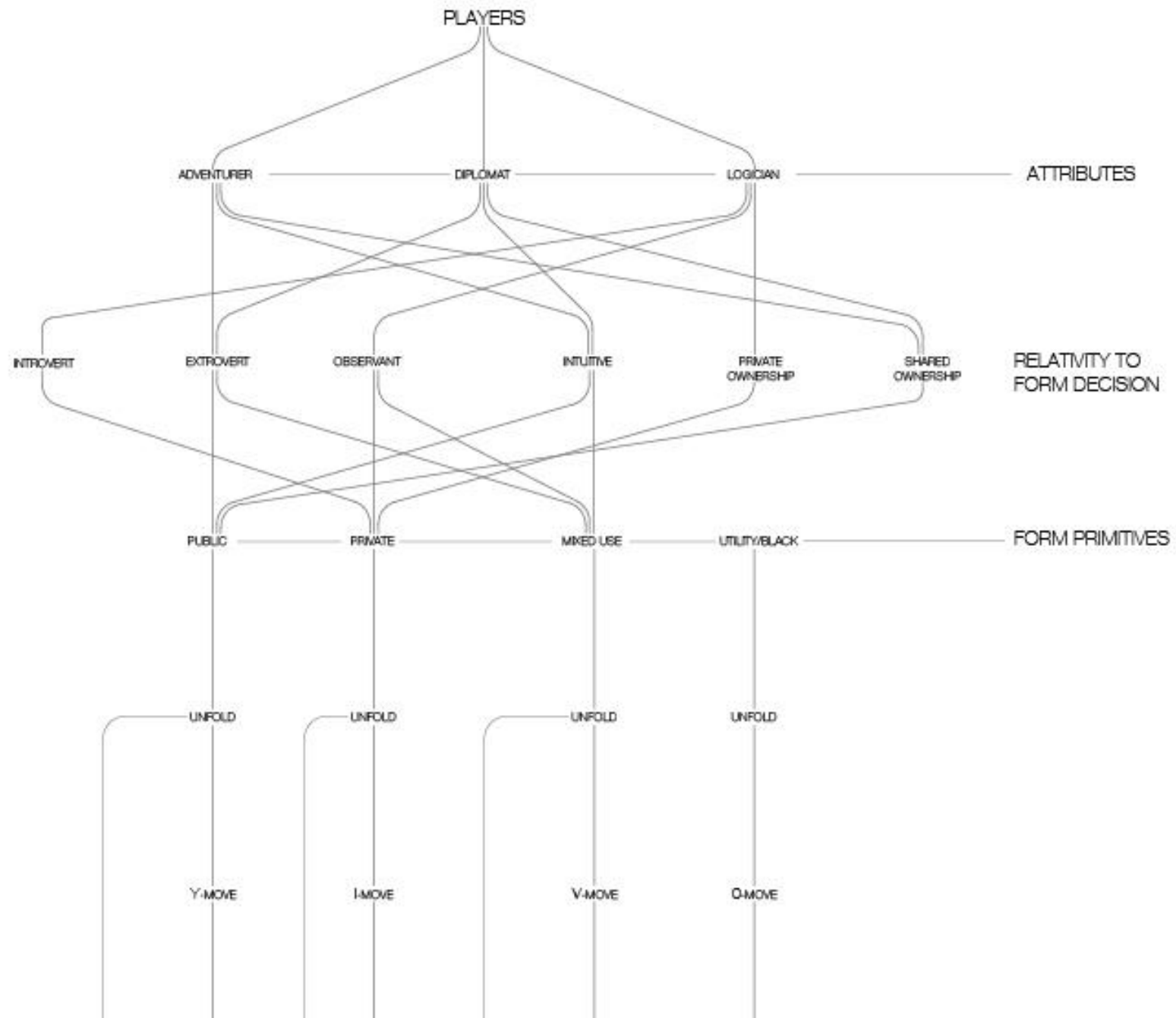


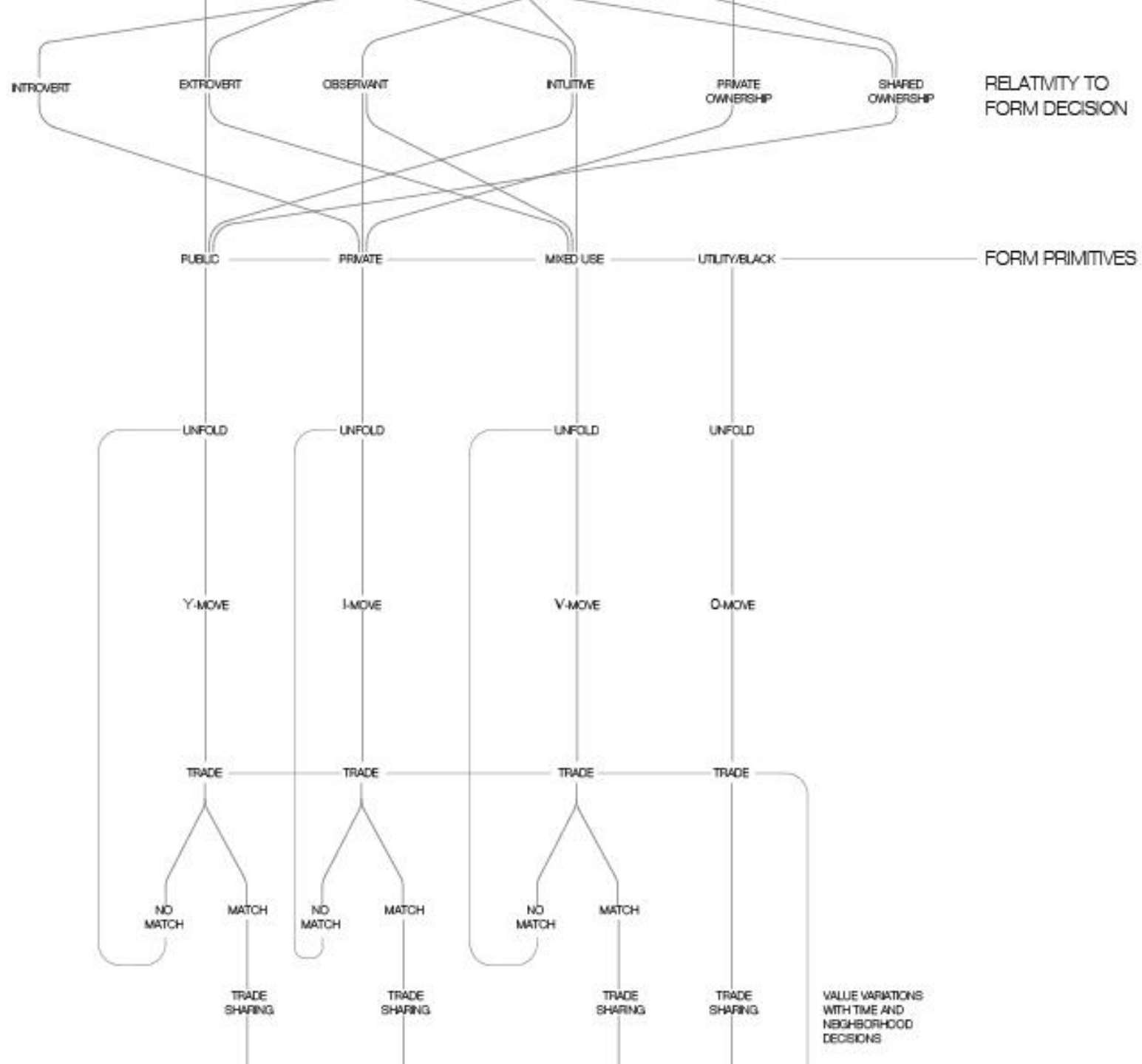


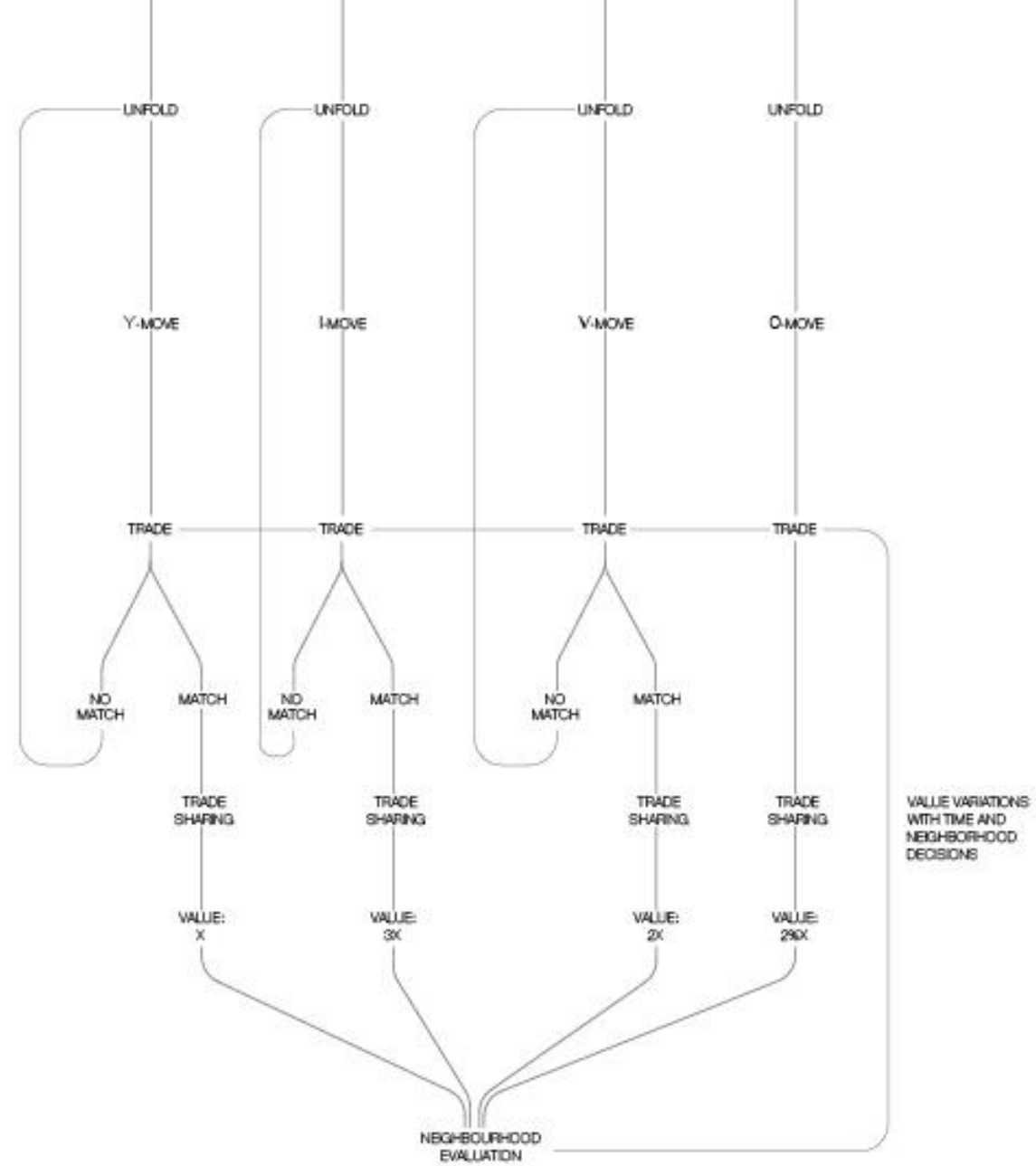












SPACE FORMING STUDY

put into the
game to test

different character
put in the game will
form different shape.
eg: with or without
livingroom

