

grassland



Jungle



 swamp

Question: strategic tabletop
 Concept description → 4+ battlefield
 aesthetic goal →
 prototyping strategy / project plan ↗

Brainstorming & communication ↗ Team

Sensation	— sense pleasure
fantasy	— make believe
narrative	— unfolding story
challenge	— obstacle course
fellowship	— social framework
discovery	— uncharted territory
expression	— soap box <small>(simony)</small>
Submission	— mindless passime

✓ → strategy

Mechanics

Space — discrete or continuous

functional space

structure

boundaries

progression

hierarchy subspaces?

affordance <perceived> what could player do?

action \neq action point is everything

rule

skill

chance

Time — discrete or continuous

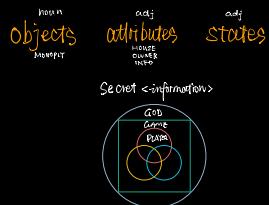
size of time

pressure

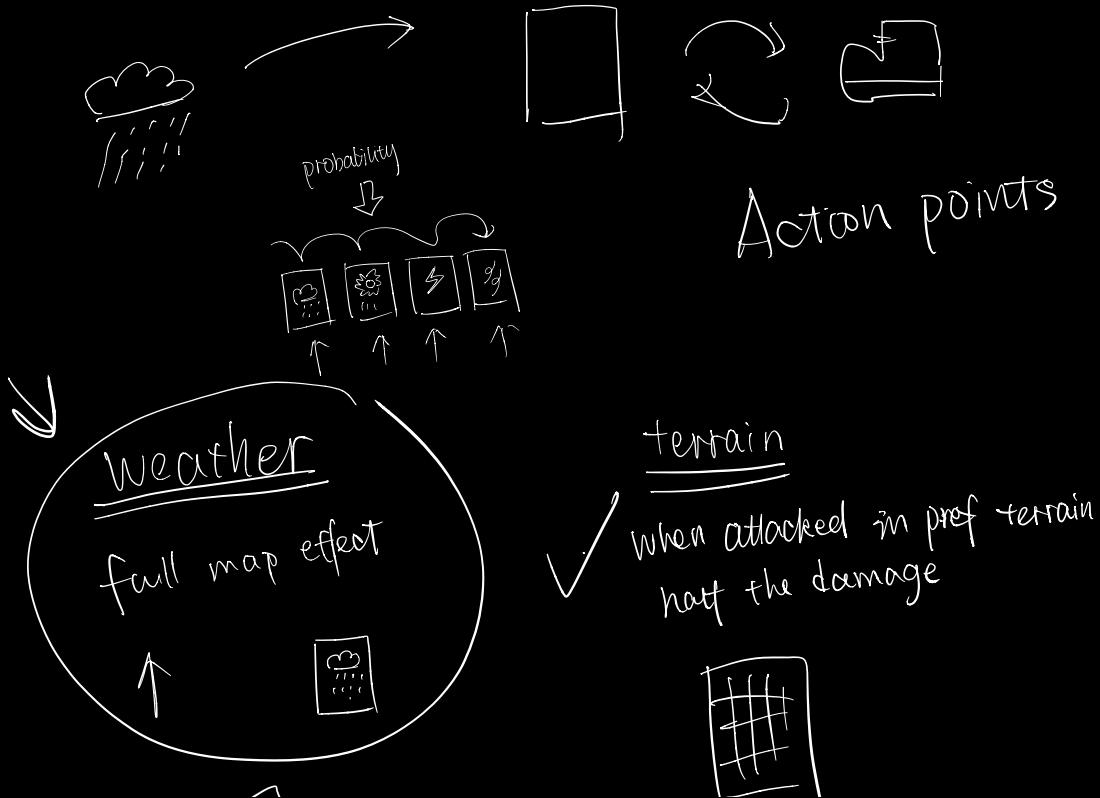
boundary <spans . time-out>

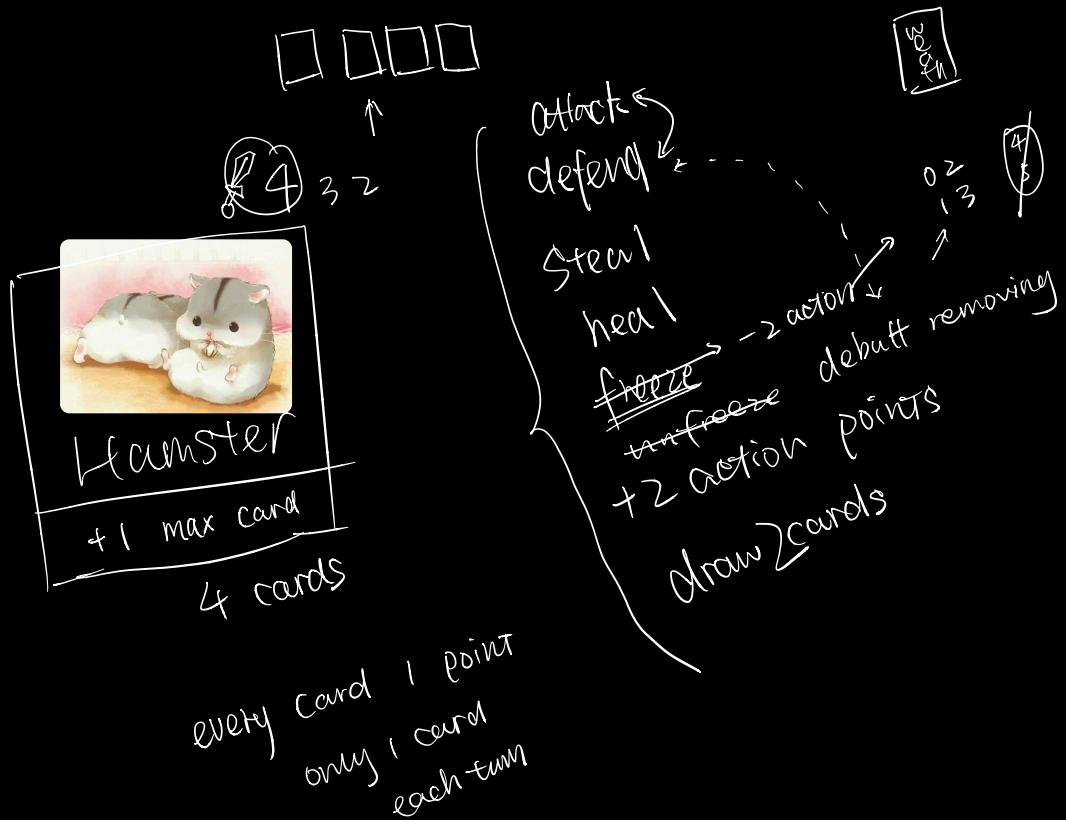
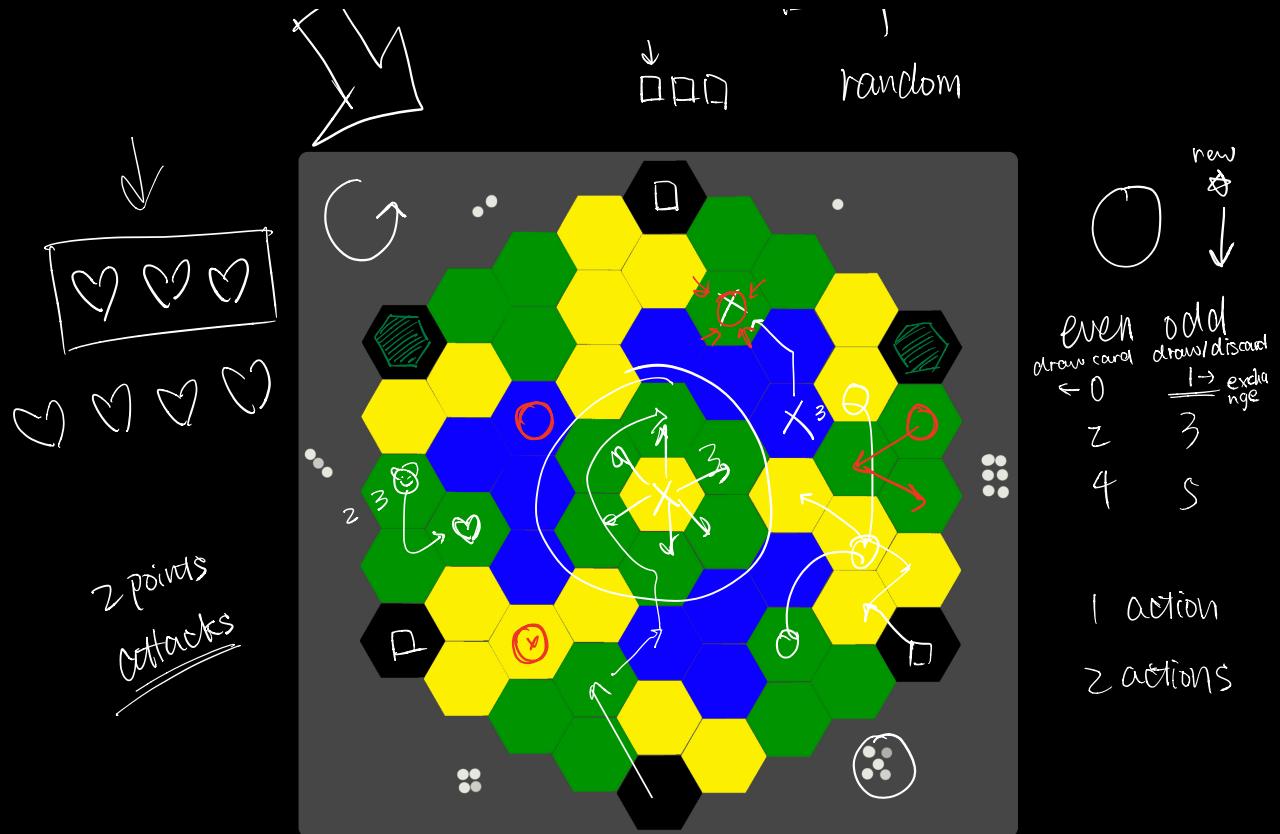
races

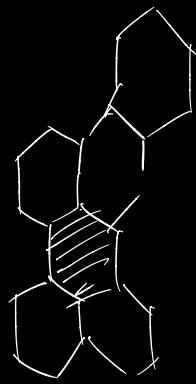
duration



Mind







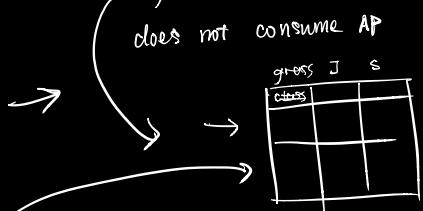
ANSWER question

do not overbuild prototype

Classes mobility
 ↓

grass

if standing on grass
your next move
does not consume AP

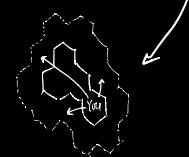


tutacker
↓

jungle

you can consume
ZAP to swing to
the nearest jungle tile
limited once per turn

when in the swamp
you can attack
anyone on the shore



- ① Basic rule
- ② terrain
- ③ Animals/Class
- ④ Cards

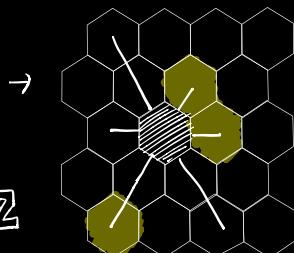
Terrain system

No one can attack through disliked terrain (if not specified)

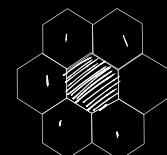


dislike
grass

attack range



if standing on unpreferred terrain attack range:



FOR NOW : ALL ANIMALS HAVE 3 ❤

G A R R O



✓ ✗

You can skip the card drawing section in this turn. Doing so, your attack range in this turn will be $\frac{1}{4}$ and your attack won't be affected by disliked terrain

"What? a secret potion? where did you pull that out?"

R I L L A



✓ ✗

You can use 1 AP to choose an animal in any jungle (including your self), move it 1 tile toward any direction.

~~limited once per turn~~

"NO KIDINA, RILLA!"

C R O C O

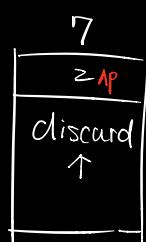
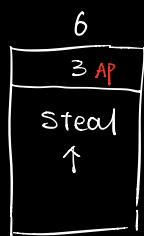
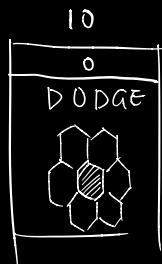


✓ ✗

You can skip your turn to attack a player on any shore / in any swamp < don't consume card >

"You should be away from water."

Amount of card $\Rightarrow 20$

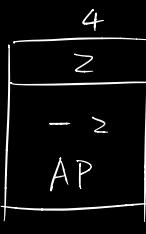
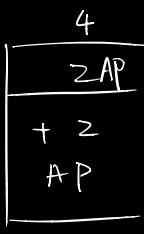
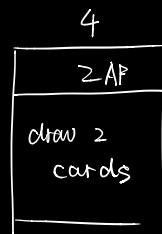


+ 1 ❤

If you get attacked, you can use this card to dodge attack and move 1 tile toward any direction

You can choose an animal within your attack range steal a card from its hand

You can choose an animal within your attack range discard a card from its hand



Whenever you lose card out of your turn, you can use this card & draw 2 cards

Select an animal within your attack range. if has + 2 or - 2 AP in the next turn. As reminder, put this card in front of the target player

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- ① Guide <rules> ZL
 - ② Write-up blogpost ✎ YH
 - ③ Turnable <tabletop sim> VIRAJ
- 65 cards
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