



KADAKILAN

GOD BLESS TOY CO.

GAME DESIGN DOCUMENT

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SECTION I: Game Overview

Title: Kadakilaan

Platform: Tabletop

Genre: Turn-Based Strategy

Rating:

Target:

Publisher:

Game Concept

The game takes its title, “Kadakilaan,” from the Filipino language, wherein it can be depicted as “Heroism” in English. With this in mind, the game makes use of notable Filipino heroes in Philippine history as they make their stand against the colonizers that once terrorized the country in days past.

High Concept

The main goal of the game is to conquer every territory on the game board, with both players vying for the same objective. For a specific territory to be conquered by a player, both players will have to make use of Character cards to fight for it. Whichever player has the stronger Character card will claim the currently fought-over territory as his/her own. These character cards are also supported by support cards and field cards, which can either turn the tides to a players’ favor, or further guarantee the impending defeat of the other.

For the game environment, we wanted to add a multitude of cultural and historical information within the design of our game without it being too nagging or “in your face.” We made use of vibrant colors that largely represent the colors of the Philippine flag, and we also made use of modern Filipino culture by taking inspiration from “Jeepney art” to design the font of the game title. Aside from these, we also made use of an ancient Filipino language called “Baybayin” to add as supporting text to the different features of the game board and cards.

Unique Selling points

The game takes inspiration from various other media to form its mechanics, but utilizes them all in a definitively unique and refreshing way. Though there are plenty other games that revolve around fighting or conquering territory, there are no other board games that use Kadakilaan’s process to achieve the goals of their game. Such processes being the placement of

board territories and how they are claimed by the players; and also Kadakilaan's method of comparing Character cards of players.

Genre

Kadakilaan is a turn-based strategy game where each player deploys their own deck onto the playing field and tries to eliminate the opponent's unit cards and capture those card's occupying territory. Both players will take turns in deploying their units and attacking each other's territories.

Target Audience

Kadakilaan's main target audience are history buffs and students.

History buffs may find certain landmarks and historical events familiar to them. The game offers a challenge on how good they know certain events in world history

Students can also learn about the certain personalities and the culture that is spread about is their countries.

Game Flow Summary

The game can only be played by two players and players can choose their deck type whether in Filipino or International deck. If they have the same deck of choice, they must do some "rock-paper-scissors" to determine who will have that deck type. In each player's deck, they will have 20 fighter cards (consisting of 8 heroes, 4 kinds of each in 1stTier, 2ndTier, and 3rdTier troops) and 10 supporting cards with a total of 30 cards for each deck. The game will be played on a horizontal map where there will be five divided bases. In the beginning, the player will already have two conquered bases on their side: (1) 2-blue colored base for the Filipino and (2) 2-red colored base for the International. The player's goal is to conquer all the bases on the map, and they will have to use their cards wisely. For a player to conquer a base, both will have to fight through defeating their opponent's character card in a turn by placing their best cards that can also be empowered by their support cards or a field card effect. The player with the better power rating in that turn will win the base and will advance to the remaining base of the defeated player.

Look and Feel

What is the basic look and feel of the game? What is the visual style?

The game has an art style based on history. When players see the game, they will think of historical Philippine events or International landmarks. The visual style is in Cartoonish Art style where characters have these simple details in them, expressions are common. All expressions have these serious feels to it unlike the common fun expressions of a cartoon art. Furthermore, also including elements from Pixel-Art style where the art has limited details since we're framing the characters, items, and places on a 64–128-pixel canvas size. The style is inspired from the 8-bit and 16-bit video games.

Project Scope

On the board:

5 Total number of Base on the Board Map where the players would fight with their cards

On the cards:

30 Cards for every deck(Filipino & International deck)

14 Place cards(side-deck)

20 Character Cards in each deck

-8 heroes

-12 general troops

10 Supporting Cards in each deck

SECTION II: GAMEPLAY AND MECHANICS

Gameplay:

Play Flow

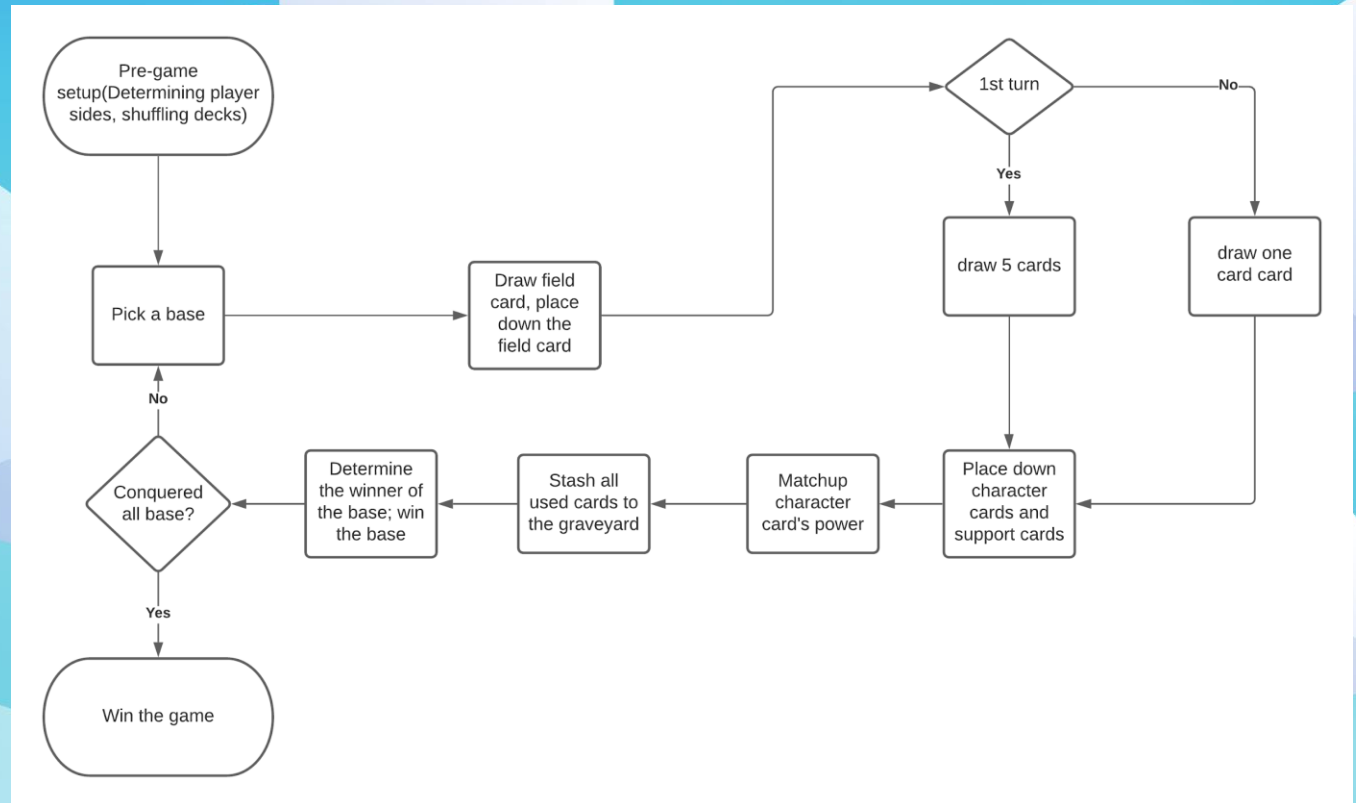
The two players will start by choosing their type of deck. In this part, the player can do some “rock-paper-scissors” or “coin-flip” to determine which player will choose a deck first. After the players agree with their chosen deck, the players will then shuffle the decks to avoid repetition of the previous game pattern. After they have set-up their decks in their respective placements on the board, both players will start to draw five cards in the beginning round; draw phase types: (1)5 draws in the first turn and (2)single draw in the succeeding turns. During the draw phase, the player will look through its hand and there will probably be a character or support card. After each player is done looking over their cards, they will now proceed to the matching phase. In the matching phase, both players will start at the “neutral” base where it is the base that is still unconquered. Before the match, one player will have to get one card from the “Place” card deck first and place it beside the current base hiding the face of the card(the

card should be unrevealed to both players), this mechanic will be done for every turn. In the match mechanic, both players will simultaneously place down their character card together with a supporting card(if only they have one in their hand and they use it) and the cards should be still hidden from the opposing player. Placing a card on the board is considered to be a permanent action during that turn, players can no longer take back their card. After all, players are done with their cards, all of the face-down cards will now be flipped. Players will have to look at the effect of the “Place” card whether that card can affect their character cards power, players will also look and activate the effects of the “Supporting” cards that they placed. In the effects of the “Place and Supporting” cards, all of the effects in that current round can stack up with the player’s current character card. The player with the higher power in its character card in the last calculation will conquer the base and will advance to the next remaining base of the opponent. All the cards that were used during that round will be placed in their respective graveyards and those cards will no longer be used by the player in that game session. After a player has finished and conquered all the bases on the map, that player will be declared as the winner. In some cases, a game can come up with a tight match wherein one player has no more cards to draw then the winner will be determined by the player with the most number of base conquered. There can also be a case wherein a player doesn’t have any character cards in its hand and all of them are spell cards, the player will have two choices whether they can use their spell cards to get an additional single draw by tributing two spell cards from their hand to its graveyard or for the second choice, the player can just neglect its chance to tribute and give the opponent the current round. In the case of “Place” cards decking out, the game will still continue having the remaining turns of the player without a field card effect.

Objectives

- Player needs to conquer all the bases on the map for him/her to win the game.
- Player needs to have a higher number of conquered bases when a player has no more cards to draw for him/her to win the game.

Game Structure



Mechanics:

Movement/Action

Before the start of every round, there will be a turn-based mechanic on drawing a place card. The first turn will be decided via toss coin or rock-paper-scissors. The game's turn mechanic will function as the players will place their desired character card in the grounds at the same time. The first ground will take place in the middle which is the neutral ground. Every cards that is used in the round including the spell cards and place cards will be placed in the graveyard of the board.

Game Pieces (Power Distribution)

Filipino Heroes	Character types	Power	Colonizers	Type	Power
Jose Rizal	H(RED)	1000	Ferdinand Magellan	H(RED)	1000
Antonio Luna	H(GOLD)	900	Miguel Lopez de Legazpi	H(GOLD)	900
Andres Bonifacio	H(GOLD)	900	King Philip II of Spain	H(GOLD)	900
Muhammad Kudarat	H(BLUE)	800	Tomoyuki Yamashita	H(BLUE)	800
Lapu-Lapu	H(BLUE)	800	William Mckinley	H(BLUE)	800
Luis Taruc	H(SILVER)	700	Elwell Stephen Otis	H(SILVER)	700
Gabriela Silang	H(SILVER)	700	Michinomiya Hirohito	H(SILVER)	700
Emilio Aguinaldo	H(SILVER)	700	Hideki Tojo	H(SILVER)	700
Fighter Plane	1T	600	Fighter Plane	1T	600
Tank	2T	500	Tank	2T	500
Warship	3T	400	Warship	3T	400

The game also makes use of Support cards that may affect the outcome of a battle. These Support cards may be used during comparison of Character cards or beforehand, depending on the card's effects. Listed below are the supporting cards that players may use:

1. Reconsider - Return current cards in hand to the deck. Shuffle the deck and draw the same number of cards.
2. Morale Up! - Enhance the field card effects by 50% (both positive and negative effects are 50% more potent)
3. Terraforming - Redraw a different field card for the current zone.
4. Copycat - effects of this spell card mimic the most recently used spell by you/either player. Has the same restrictions as the original card.
5. Recycle - Return a card from the discard pile to the deck. Shuffle afterwards.
6. Reuse - Return a unit from the discard pile to your hand.
7. Ceasefire! - Return both players' played units to their respective players' hand; players will reselect a new unit to play for the current turn. (Prev. used card can be played again)
8. Identity Crisis - Remove the "typing" of a unit currently on the field; renders field cards to have no effect on the selected unit.
9. Rally! - For each successive loss you endure, this card gains 1 counter. Upon using this card, grants your unit on the field X power per counter. This card loses all of its counters upon winning a turn.
10. Reduce - Negate the effect of a card that was just used by the opponent.

For the place cards, every card has the number of boost of power for specific character cards in the game. Here are the number of boosts of power in every place cards in the game:

Place (Red for local and Blue for international)	Number of boost added and subtracted
White House (Washington D.C., USA)	International & H(RED) or 1T= +100
Pearl Harbor (Hawaii, USA)	International & H(GOLD) or H(BLUE) or 2T = +200 Local & H(RED) or 1T = -100
Plaza Mayor (Madrid, Spain)	International & H(GOLD) or H(BLUE) or 2T =+200 Local & H(RED) or 1T = -100
Valley of the Fallen (Madrid, Spain)	International & H(GOLD) or H(BLUE) or 2T = +200 Local & H(RED) or & 1T =-100
Imperial Palace	International & H(GOLD) or H(BLUE) or 2T =+200 Local & H(RED) or 1T = -100
Itsukushima Shrine (Hiroshima, Japan)	International & H(SILVER) or 3T = +300 Local & H(GOLD) or H(BLUE) or 2T = -200
Paris, France	International & H(SILVER) or 3T = +300 Local & H(GOLD) or H(BLUE) or 2T = -200
Intramuros, Manila	Filipino & H(RED) or 1T= +100
Pasong Tirad, Ilocos Sur	Filipino & H(GOLD) or H(BLUE) &or 2T= +200 International & H(RED) or 1T = -100
Corregidor Island	Filipino & H(GOLD) or H(BLUE) or 2T=+200 International & H(RED) or 1T= -100
Mactan Island	Filipino & H(GOLD) or H(BLUE) or 2T = +200 International & H(RED) or 1T = -100
Zapote Bridge	Filipino & H(GOLD) or H(BLUE) or 2T =+200 International & H(RED) or 1T = -100
Fort San Pedro, Cebu	Filipino & H(SILVER) or 3T = +300 International & H(GOLD) or H(BLUE) or 2T = -200
Banaue Rice Terraces, Ifugao	Filipino & H(SILVER) or 3T = +300 International & H(GOLD) or H(BLUE) or 2T = -200

SECTION III: STORY

Story and Narrative

Relive through the moments of Philippine History with the card game Kadakilaan. Kadakilaan is a turn-based card game which uses people from Philippine history to battle out in a card game to determine which side would create or develop a much better strategy.

In Kadakilaan you are the main character who will develop strategies and plans in order to outplay your opponent. You will utilize different cards and effects in order to win the game against your opponent.

SECTION IV: GAME ART

Character Cards Design (FILIPINO)

Concept Art:





Filipino Lapu-Lapu

Known as the First Filipino Hero
and the datu of Mactan.
His gallantry against colonizers led him
to victory against the famous
Ferdinand Magellan.

POWER: 800



Filipino Luis Taruc

The leader of the infamous Hukbalahap
He and his fellow rebels were a thorn
in the side for Japanese forces
in their occupation of the Philippines.

POWER: 700



Filipino Gabriela Silang

The leader of the fierce Ilocano people.
Her husband died fighting bravely
against the Spanish and thus,
took the torch of revolution
and fought bravely against them.

POWER: 700



Filipino Emilio Aguinaldo

The very first president
of the First Philippine Republic.
One of the most powerful men
against both the Spanish
and the Americans

POWER: 700

11



Filipino Fighter Plane

Fighter planes are fast and agile weapons designed to gain air superiority. Built for air combat, fighter planes create total dominance of the skies which is highly critical in modern warfare.

POWER: 600

21



Filipino Tank

Tanks are considered the weapon that the face of modern warfare. Armored vehicles of steel, they conduct offensives through enemy land bringing heavy firepower, strong armor and good mobility.

POWER: 500

31



Filipino Warship

Warships consists of a vast variety of ships design to wage war. From the mighty battleship to the lowly submarine, these warships are designed to cement a nation's rule of the waves.

POWER: 400

Character Cards Design (International)

H



International Ferdinand Magellan

One of the finest navigators in the world as he was the history's first person to circumnavigate the entire world. His journeys even led him to fight against the famous Filipino hero Lapu-Lapu

POWER: 1000

H



International Miguel Lopez de Legazpi

The first governor-general of the Philippines. His navigational skills almost managed to conquer the entire archipelago.

POWER: 900

H



International King Philip II of Spain

Considered one of the strongest kings of Spain and also the namesake of the Philippines. His rule further expanded the Spanish Empire's domain to become one of the world's first superpowers.

POWER: 900

H



International Tomoyuki Yamashita

A strong military man whose armies conquered the Philippines against the Americans, who suffered the worst defeat in their entire history. His ferocity pushed both the valiant Filipinos and Americans back in the Battle of Luzon.

POWER: 800



International

William McKinley

American president who managed to topple the old remnants of the once-great Spanish empire. He expanded America's territories with the addition of the Philippines.

POWER: 800



International

Elwell Stephen Otis

The infamous military general who proclaimed the "Kill Everyone over Ten" order. He managed to quell Filipino Insurrectionists that led to further establishment of American rule in the islands.

POWER: 700



International

Michinomiya Hirohito

Being just a figurehead for the government, he held no real power. However, his position as the descendant of the Sun God Amaterasu gives his people a powerful inspirational hope that gave the Japanese unbridled tenacity.

POWER: 700



International

Tojo Hideki

The most powerful man of Japan serving as its prime minister. His service to his country led Japan to become one of the foremost great powers in Asia.

POWER: 700

11



International Fighter Plane

Fighter planes are fast and agile weapons designed to gain air superiority. Built for air combat, fighter planes create total dominance of the skies which is highly critical in modern warfare.

POWER: 600

21



International Tank

Tanks are considered the weapon that the face of modern warfare. Armored vehicles of steel, they conduct offensives through enemy land bringing heavy firepower, strong armor and good mobility.

POWER: 500

31

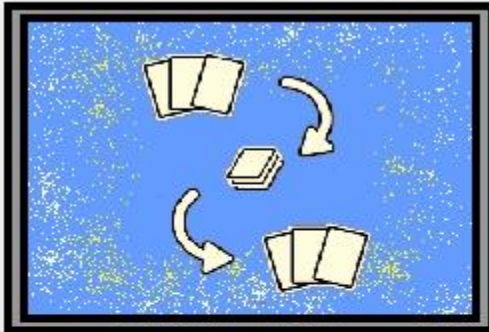


International Warship

Warships consists of a vast variety of ships design to wage war. From the mighty battleship to the lowly submarine, these warships are designed to cement a nation's rule of the waves.

POWER: 400

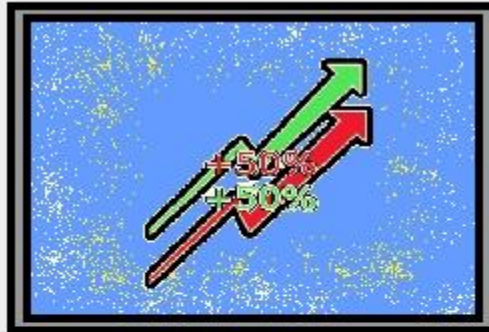
Supporting Cards Design



Filipino

Reconsider

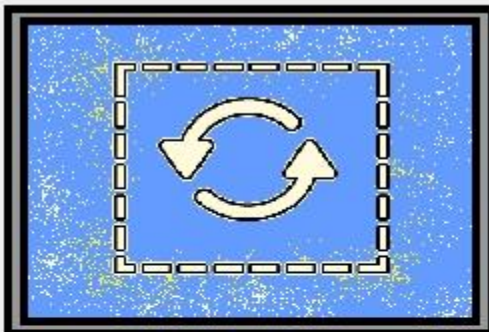
Return current cards in hand to the deck.
Shuffle the deck and draw the same
number of cards.



Filipino

Morale Up!

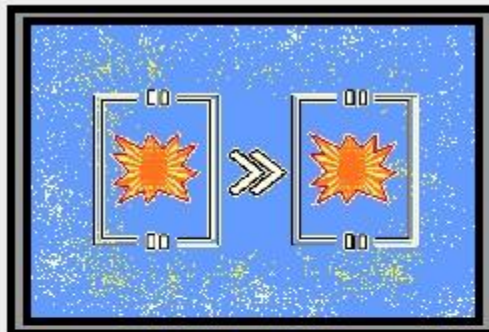
Enhance the field card effects by 50%
(both positive and negative effects are
50% more potent)



Filipino

Terraforming

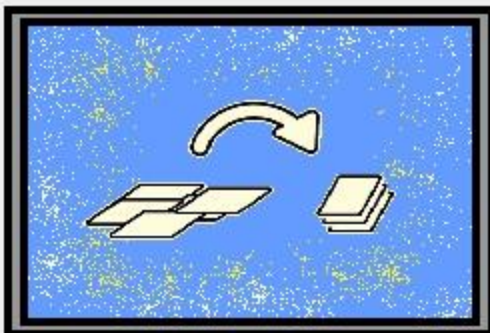
Redraw a different field card for the
current zone.



Filipino

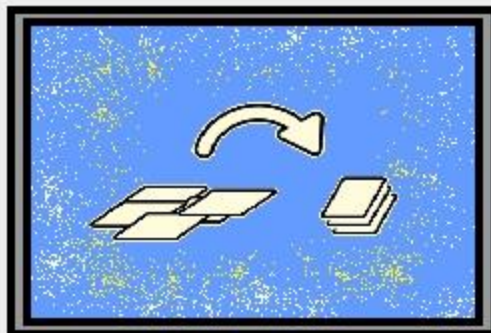
Copycat

Effects of this spell card mimic
the most recently used spell by you/
either player. Has the same restrictions
as the original card.



Filipino Recycle

Return a card from the discard pile to the deck. Shuffle afterwards.



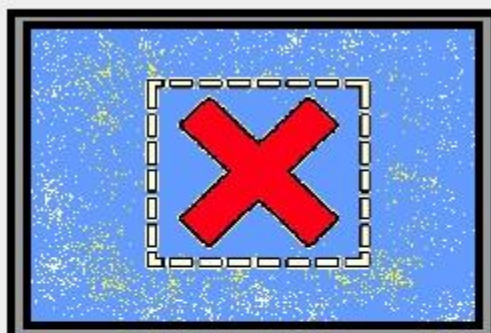
Filipino Reuse

Return a unit from the discard pile to your hand.



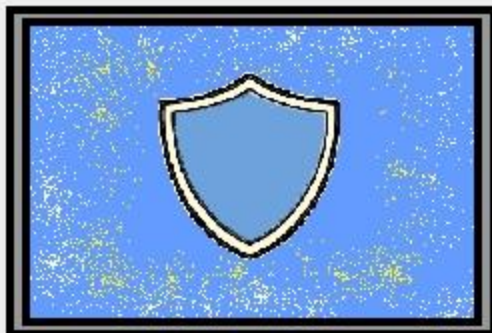
Filipino Ceasefire!

Rematch! Return both players' played units to their respective players' hand; players will reselect a new unit to play for the current turn. (Prev. used card can be played again)



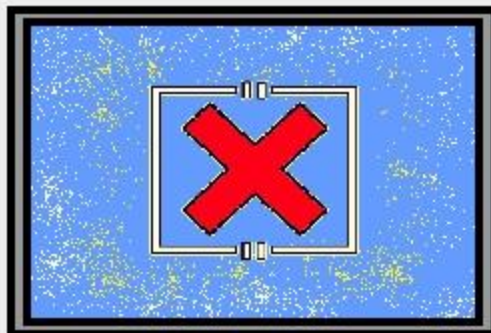
Filipino Identity Crisis

Remove the "typing" of a unit currently on the field; renders field cards to have no effect on the selected unit.



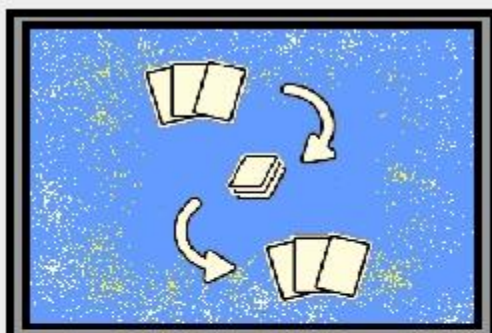
Filipino Rally!

For each successive loss you endure, this card gains 1 counter. Upon using this card, grants your unit on the field X power per counter. This card loses all of its counters upon winning a turn.



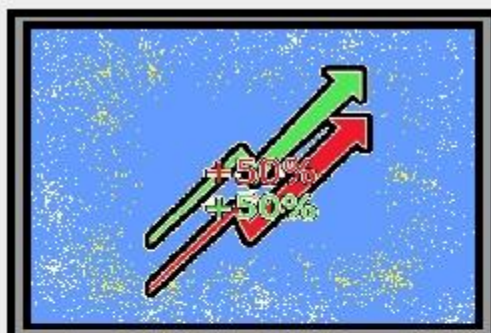
Filipino Reduce

Negate the effect of a card that was just used by the opponent.



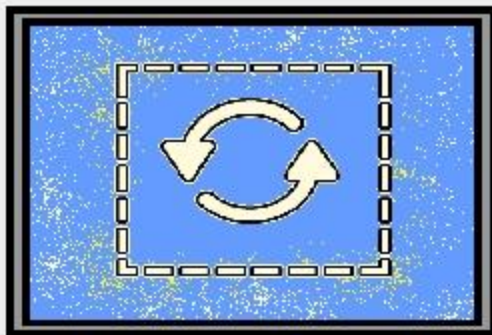
International Reconsider

Return current cards in hand to the deck. Shuffle the deck and draw the same number of cards.



International Morale Up!

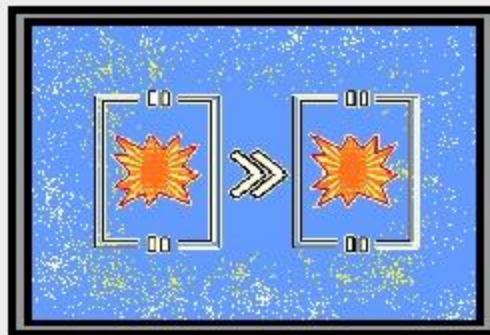
Enhance the field card effects by 50% (both positive and negative effects are 50% more potent)



International

Terraforming

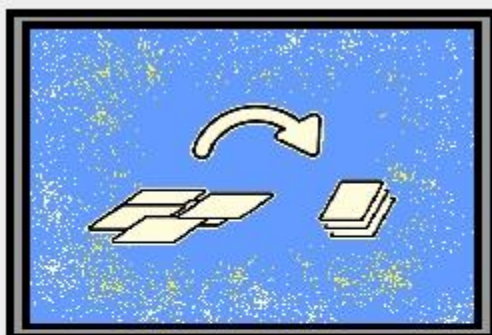
Redraw a different field card for the current zone.



International

Copycat

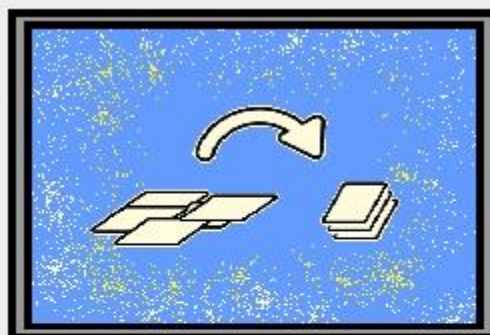
Effects of this spell card mimic the most recently used spell by you/ either player. Has the same restrictions as the original card.



International

Recycle

Return a card from the discard pile to the deck. Shuffle afterwards.



International

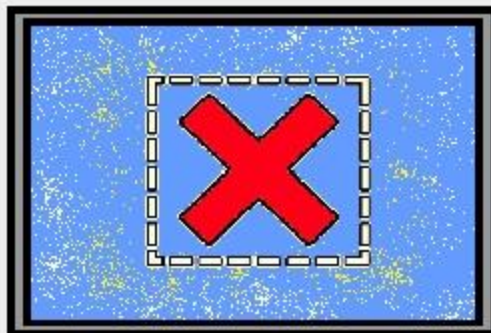
Reuse

Return a unit from the discard pile to your hand.



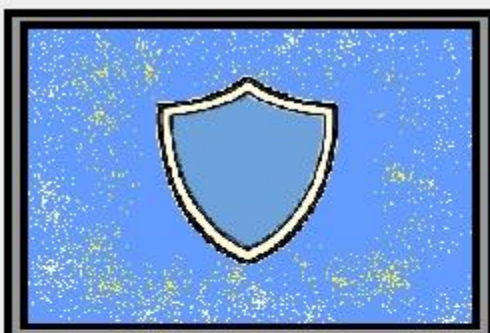
International **Ceasefire!**

Rematch! Return both players' played units to their respective players' hand; players will reselect a new unit to play for the current turn. (Prev. used card can be played again)



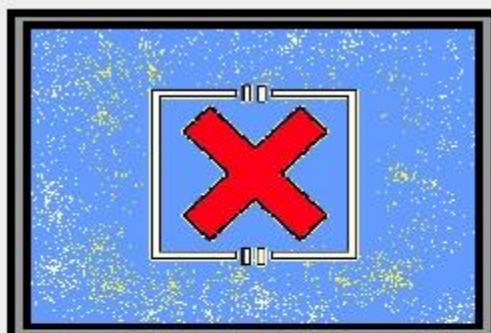
International **Identity Crisis**

Remove the "typing" of a unit currently on the field; renders field cards to have no effect on the selected unit.



International **Rally!**

For each successive loss you endure, this card gains 1 counter. Upon using this card, grants your unit on the field X power per counter. This card loses all of its counters upon winning a turn.



International **Reduce**

Negate the effect of a card that was just used by the opponent.

Place Cards Design



Place White House

International
& or = +100 Power



Place Pearl Harbor

International
& or or = +200 Power
Filipino
& or = -100 Power



Place Plaza Mayor

International
& or or = +200 Power
Filipino
& or = -100 Power



Place Valley of the Fallen

International
& or or = +200 Power
Filipino
& or = -100 Power



Place

Imperial Palace

International

& or or 2T = +200 Power

Filipino

& or 1T = -100 Power



Place

Itsukushima Shrine

International

& or or 3T = +300 Power

Filipino

& or or 2T = -200 Power



Place

Paris, France

International

& or 3T = +300 Power

Filipino

& or or 2T = -200 Power



Place

Intramuros, Manila

International

& or 1T = +100 Power



Place
Pasing Tirad

Filipino
& 🍌 or 🍌 or 2T = +200 Power
International
& 🍌 or 1T = -100 Power



Place
Mactan Island, Cebu

Filipino
& 🍌 or 🍌 or 2T = +200 Power
International
& 🍌 or 1T = -100 Power



Place
Zapote Bridge, Cavite

Filipino
& 🍌 or 🍌 or 2T = +200 Power
International
& 🍌 or 1T = -100 Power



Place
Fort San Pedro, Cebu

Filipino
& 🍌 or 3T = +300 Power
International
& 🍌 or 🍌 or 2T = -200 Power

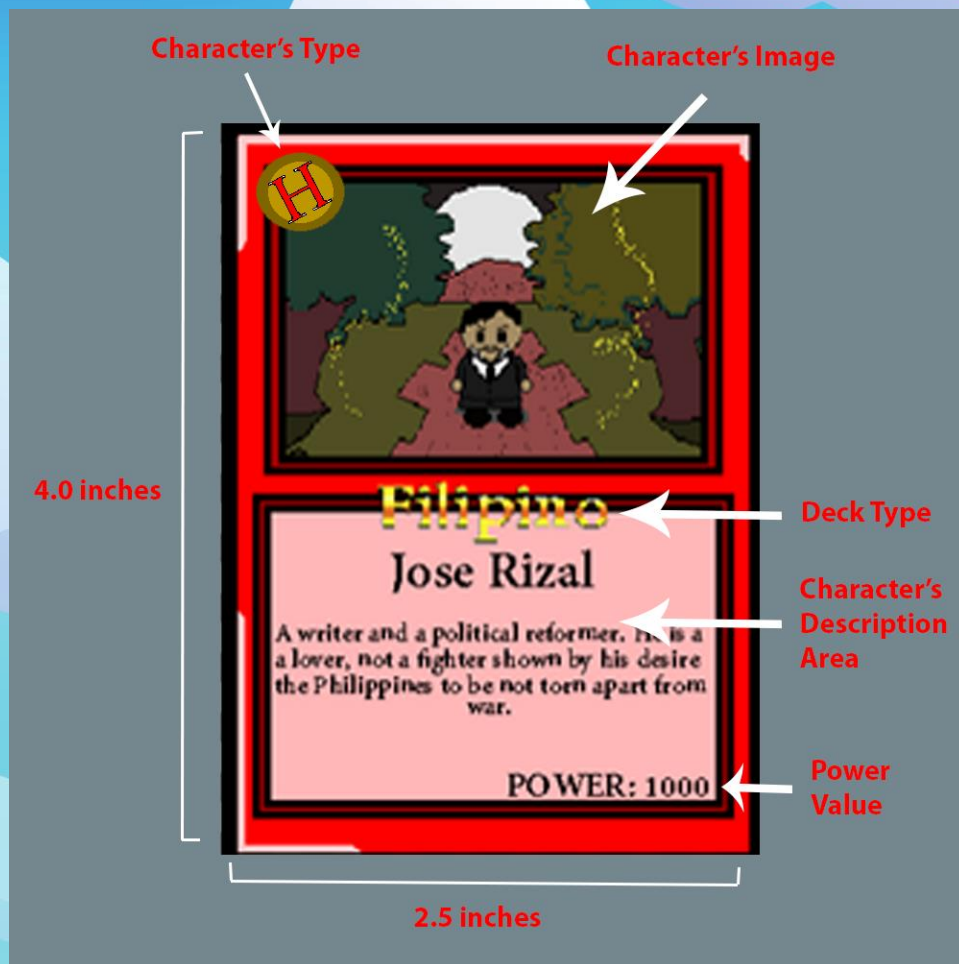


Place

Banaue Rice Terraces, Ifugao

Filipino
 &  or  = +300 Power

International
 &  or  or  = -200 Power



The cards' dimension is 4 x 2.5 inches.

Board Map Design



The board's cells are where the cards will be placed during the game. The cells are color coded to make the game understandable even for younger audiences. The yellow cells are where the field cards will be placed in each round. The yellow cell at the bottom is where the deck of field cards will be placed. The gray cell is the graveyard where all used cards in the round will be placed. The first round of the game will take place in the white cell which is the neutral grounds. The player's side is color coded by blue and red, red for the colonizers and blue for the Filipinos.

In terms of design, the board is revised three times since the earlier designs don't have an eye-catching design because of dull colors. In order to be eye-catching, the designer thought of a more Filipino design that would catch the eye of the players. The design is inspired by jeepney art including the background itself that is commonly spray painted at the sides of jeepneys. The board's dimensions are 20 x 14 inches.

Game Box Design



SECTION V: PLAYTESTING

The play testers are gathered in one place and played the game together in one computer. The game board was not crafted but rather simulated in a digital platform with the use of Photoshop, File Explorer, and an online random generator. The testers are guided by the gamemaster for the instruction of the game and the management of their cards. Messenger app is also used in the simulation where the gamemaster send the drawn cards generated by the random generator tool.



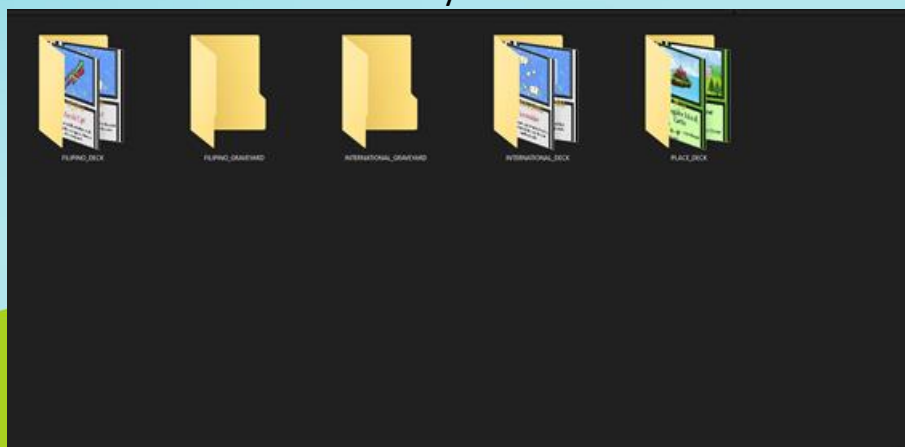
choosing the 1st player to move



Draw card generator (for Filipino and International Deck)



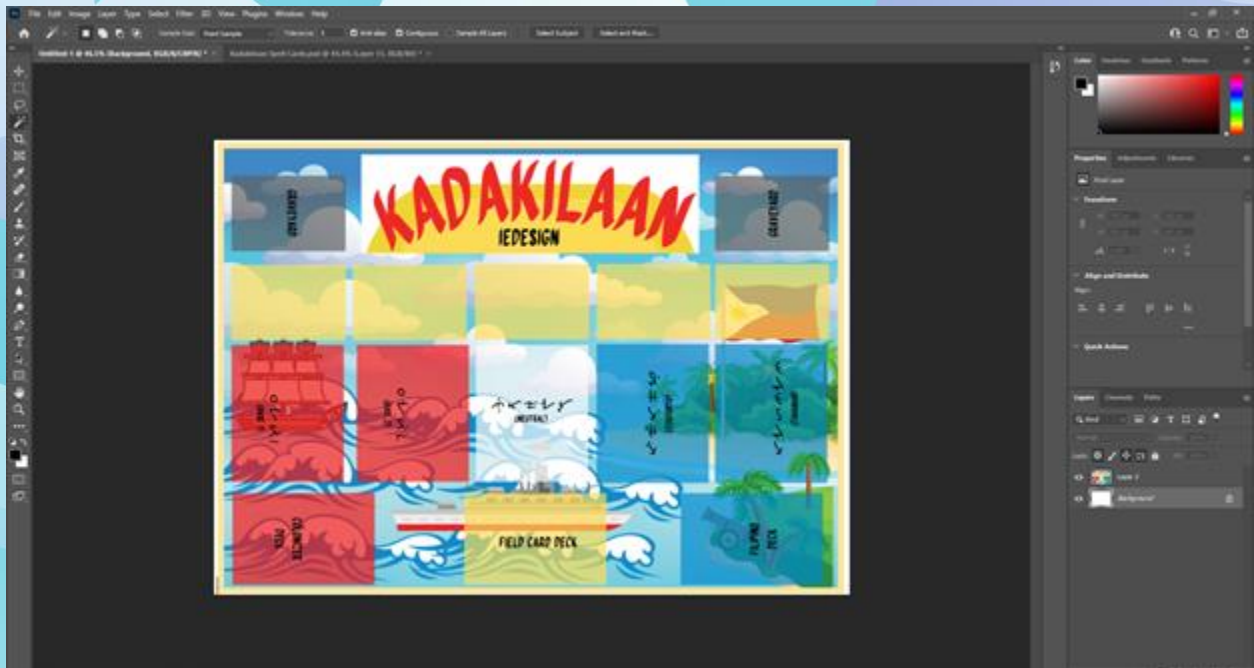
The testers are each given a mobile phone to use as a simulation for the cards that they're currently holding in their hand. The testers will have a copy of the list of pictures of the cards in their deck and the place card deck. The gamemaster had a folder to manage the cards that were already used, log the moves, and to check also the cards that they chose.



Gamemaster's folder(management)



Playtesters' folder



Adobe photoshop served as the simulation of the board game and the situations that happen in the game. All the cards that were used are placed each turn on the digital board.



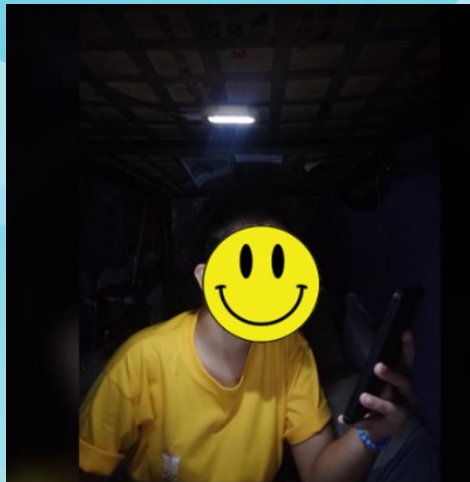
1st Round in the game (Deploying your character): All tributed cards and drawn place cards are set.



1st Round in the game (Deploying your character): International player won the round; she take over the current base.



7th Round in the game : Filipino player defeated International player



1st Participant



2nd Participant

Reviews:

1st Participant: "I'm not a fan of board game but I'm a fan of history. I like how you made the theme of the game that is about the colonialization of the International heroes and defending of the Filipino heroes."

2nd Participant: "The game was great; I like the art of the game especially the back of the card. The game length is quite short, but it was still fun playing."

SECTION VI: MANAGEMENT

Number of People Involved in the Production

Six (6) people, including:

Production Leader:

Celestial, Emerson Paul P.

Concept Writer:

Cabatuando, Robert Ryan L.

Concept Artist:

Creencia, Alain Royce V.

Ocsan, John Kacer Aben H.

Researcher:

Lim, Paolo C.

Santos, Kian Matthew E.

Materials Used

9 pieces of A4 Paper for making all 70 game cards per game

Laminated 2 mm high-density paperboard for creating game board

Printer and premium glossy printer ink (colored)

0.25mm Corrugated cardboard for the box

Materials Cost

A4 paper cost: 210 php per ream (500 sheets) / 21.6 php per 9 pieces of paper

Cardboard cost: 80 php 9inx3inx12in

Printing cost: 200 php colored, glossy

Total cost: 490