

# Marble World

Present by Zhenlin Zhang

## Concept:

This is a marble arena game, which players play marbles with special ability to collide against other marbles.

## Genre:

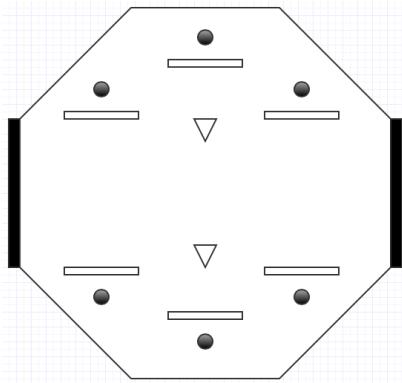
Arena, relax.

## Setting/Story:

All players in the world become marbles, you are the god to play them with four elements to win the war. Based on the maps, which can be abstract from other famous games like Counter-Strike, DotA and Warcraft, the feature and strategy to win will vary.

## Game play:

### Map:



Spawn ●: the start position of marble.

Symbol ▽: it's a circle area whose diameter is 1.5 times big as marble's. A random symbol representing special ability is here. Once a marble stop, if its center point is in this area, the marble will get the special ability. When the marble leaves, a new random symbol will be produced.

Boundary: 1. Slim line means this border can rebound marbles. 2. Bold line means abyss. Marbles will fall and die.

The diagram is just a simple representation of the map. In game, the map will be vivid.

This is an example map abstracted from map AWP of Counter-Strike.

### Symbol type:

Each symbol can give marble different ability and collision layers.

Collision layers: How many collision times before the ability lost. Collision include marble and marble, marble and border, marble with ability and abyss.

Fire: In one player's turn, marbles but the player's will be killed if they have collision with the player's fire marbles. Fire ability has only 1 collision layer.

Water: In one player's turn, marbles but the player's will be removed ability if they have collision with the player's water marbles. Once the ability is removed from foe, the player's will get the ability (and lost water ability in easy mode). The collision layers of the ability will keep the same times as the one before this collision. Water ability has 2

collision layers.

Wind: When a wind marble starts move, it will never decelerate and fall into abyss (rebound) before the ability lost by collisions. Wind ability has 3 collision layers.

Earth: Earth marble will never fall into abyss (rebound). Earth ability has 4 collision layers.

Easy mode: A marble will lost old ability when it gets a new one.

Hard mode: A marble will get new ability without lost old one. When the marble strikes another marble, the effect order of abilities is: fire, water (, wind, earth). A water marble cannot kill a fire marble by robbing its fire ability in the same collision. Water marble can only rob one ability in one collision. When the robbery succeeds, water ability will lost. The rob order of ability is fire, water, wind, earth. The unacquired first. The lost order of collision layers is wind, earth, water, fire.

**Start:** This game can be played by 2 and more players. Players can unite to unions which have the same number of players before the game start. All the start status of players or unions should be same (the relative position and the number of the marbles).

**Play:** Players shoot marbles by turn. In a player's turn, the player can only choose to move one own marble. When an own marble is selected, the view scene should zoom in by spherizing at its center point to help player shoot. In touchable game devices, players use drag to shoot marbles.

**End:** When all marbles of a player or union died, the player or union loses. To win the game, players have to kill all foe marbles.

### **Target Audience:**

Players want a relax arena. They want to play arena games, but don't want to pay much practice, time and vitality on them. The old players want to recall those classic maps in classic games.

### **Play time:**

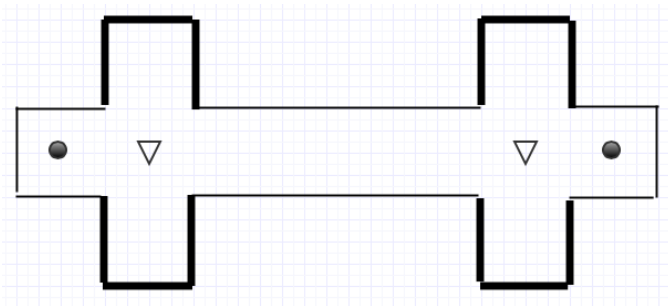
It depends on the skill of the players and the size of map. But each action is usually quick. And with abyss and fire ability, marbles die quickly. For a normal size map, the game will end in 3~5 minutes.

### **Strategies:**

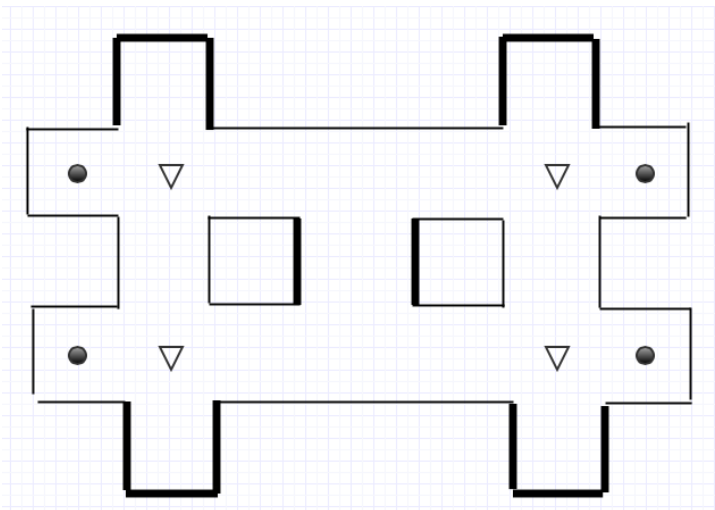
The most important is how to control the direction and power when shoot a marble. Avoid to be hit near the abyss. Avoid hitting boundary to waste collision layers of your ability. When play in hard mode, get earth ability to protect your other rare or import ability from robbery. Before shoot a marble, think about the situation after the marble stop.

Some example maps:

1 vs 1



2 vs 2



3 vs 3

