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| Creating Island Influence |
| The creation of the Life-Catan board game Mashup |
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| **Geoff Groos, Ian Pratt, Connel Wild, Jarred Ward, Cameron Hills** |
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## Project Members

Geoff Groos – Producer

Ian R. Pratt – Designer

Connel – Designer

Jarred Ward – Marketing

Cameron Hills – Quality Assurance

## The Game

*Island Influence* is a game about building your influence, expanding your reach, and outsmarting and outwitting your opponents. Island Influence has a simple but remarkable core geopolitical gameplay system: as empires expand there’s less free space on the board resulting in contention for dominance. The game is simple to pick up; regardless of strategy you will be involved in territorial contention, getting players invested in their first game. The subtlety of the game’s core mechanics systems also provide a high degree of control, making it a difficult game to master. *Island Influence* is a game that combines territorial aspects of *Settlers of Catan* and the Collecting and Influence aspects of *The Game of Life* while burdening the player with the complexities of neither. The result is a game that’s quick to get into, fun to play, and difficult to master.

### Unique Value Proposition

Maneuver your Citizens, outwit your opponents, and create an empire!

### Feature List

* Expand your economic empire at an exponential rate
* Influence and cripple your opponents’ cities
* Take control of the land!

## Mashing up the two games

We chose the board games *Settlers of Catan* and *The Game of Life* for our mash-up. We broke down each game into their core components as follows.

### The Game of Life Core Components

* Number spinner
* Extremely chance based
* Risk vs. Reward – Insurance, stocks, loans, college/career
* Colored Spaces – different colored spaces dictate different events
* Collecting and stealing tiles/tokens
* Milestones – Career/Salary, Marriage, House
* Resource collection – Money, Life tiles (This is the main component as it is the overlying goal and the only method of determining a winner)

### Settlers of Catan Core Components

* Rolling dice
* Strategic board placement
* Resource gathering
* Trading
* Co-operatively competitive
* Building and placing
* Expansion
* Milestones (Longest Road, Largest Army)
* Special ability function (Development cards)
* Tangible goal (Collect 10 Victory Points)

## The Design Process of Island Influence

There were three driving components behind the design of *Island Influence*: A-B testing, play-testing, and market research. We started with a simple premise: combine the cooperative and family aspects of The Game of Life (“Life”) with the Empire building aspects of Settlers of Catan (“Catan”). Through a combination of the thoughts and opinions we collected from subjective testing, specific answers we got from AB testing, and acumen we got from our market research and created persona, we created a novel board game that’s fun to play.

The driving component behind our design process was play-testing. By keeping an open mind and all the materials from both Life and Catan nearby, we were able to rapidly take feedback, design a change, and introduce that change between play-testing rounds. The result can be an incredible amount of refinement from just a few playtests, and we did half a dozen. In our tests we found that players were able to spot problems and suggest changes. Many times we found those changes to be excessive, but they typically identified a key part in contention or mechanic that needed to be tweaked. By keeping a creative designer at these play testing sessions we were able to design a new component or modify an existing one very quickly. Sometimes these changes were quickly reverted, but more often than not we found ourselves modifying our existing copy of the rules to accommodate them.

Our market research showed us the kinds of players that play Catan and Life and how they contrasted to our persona, Steve, and the game we were making. Steve was created as the personification of the thought processes we expected a typical customer of ours would have. While not driving any creative decisions, reflection on “What would Steve want” provided direction for our decisions. For example, at one point we had to decide between a motif of war and one of diplomacy, we turned to Steve, and decided that because Steve is interested more in casual board games he can play with friends, he’d prefer the more intricate aspects of a democratic game over one in which you simply go to war with each other. Steve the persona ultimately allowed us to tailor our game to our target audience, but did not provide a tool for original creativity in the design process.

We also asked play testers a series of very specific questions, “A-B questions”, about our game with respect to Life and Catan. We found that while most of our questions yielded answers that told us little about which game people preferred, some questions provided key insights that would drive the design process behind *Island Influence*. For example: we found that everyone we questioned enjoyed collecting things in board games, whether it be money or resource tokens people enjoyed the aspect of taking something as their own. This was the driving factor behind the currency system in the game. Like market research however we found that AB testing did not drive creativity and did not in itself allow us to introduce new concepts, but instead guided the design decisions had to make.

By applying these components to our process we were able to quickly create a well-designed and thought-out game. Though the bulk of the process was driven by play testing, without the insights offered by our market research and AB testing we would have created either a game that had a very generic appeal or little appeal at all. Going forward we will continue to integrate market research and AB questions into the design process.

## Market Research of Existing Games

While establishing the core components of each game our team also did some market research into each game. The results we found are as follows.

### Settlers of Catan

#### Geographic segmentation

*Settlers of Catan* is played all over the world, but has recently become huge in the US. It popularized Eurogames in the U.S and began a Eurogame revolution there. *The Settlers of Catan* is most popular in Europe and the U.S. and has a semi-annual tournament that switches between Germany and the U.S. each time.

Catan also has a large competitive following from all over the world. The most recent Catan World Championship hosted 27 countries, even including Canada, Hong Kong, Costa Rica, and Portugal (1).

#### Demographic Segmentation

*Settlers of Catan* is playable by people of 10 years of age or more. The primary audiences for *The Settlers of Catan* are college students and Silicon Valley techies (2). The primary audience is usually of at least an average income as the price for the game is $34 – 36% more expensive than the $25 average for board games (3).

The primary audience is very casual when they play games so they usually only play them with their friends or at parties. The game is fairly gender neutral, which makes it appealing to families as well.

#### Psychographic Segmentation

People who play *The Settlers of Catan* are usually of at least the middle-class and have un-extravagant lifestyles. The game seems to appeal to people of almost all personalities as it incorporates both strategy and chance, but it is the most popular among geeks (4).

#### Behavioural Segmentation

Players have a positive and non-competitive attitude towards each other during the course of the game. This game makes it possible for both players who are extremely competitive and those who aren’t to enjoy it at the same table.

#### Sales

*The Settlers of Catan* has sold over 15 million copies since it was released for sale (5). Direct sales density information is unfortunately unavailable, but we can assume that it is most popular in Central and Northern Europe, as three of the top four players at the most recent Catan World Championship were from that region (Austria, Germany, and Lithuania, with the fourth from Hong Kong) (1).

### Game of Life

#### Geographic segmentation

Hasbro, which owns the Game of Life brand as part of its acquisition of Milton Bradley, focuses mostly on the North American market (53% of Hasbro’s Annual Revenues come from the US and Canada (6).) Their international division markets to consumers in Europe, Asia Pacific, South American and Latin geographic areas. The game, known in Japan as *Jinsei*, has been a top seller in that country for 40 years (7).

#### Demographic Segmentation

*The Game of Life* is playable by people of 9 years of age or older. The primary audiences for *The Game of Life* are families with pre-teen and teenage children. Because of the complexity of the rules and assembling the board itself usually one player is an adult. The primary audience is lower middle to upper middle income families. The board game usually retails for $18 which is lower than the average for board games. The primary audience is very casual family fun nights between parents, their children and older relatives.

#### Psychographic Segmentation

People who play *The Game of Life* are usually dreaming of what their futures will hold and the game is a good placeholder to see how their life plays out taking various paths through the game.

#### Behavioural Segmentation

Some versions of the game assign competitive advantages to various professions and these can influence playstyle behaviours during the games, depending on player personalities.

#### Sales

*The Game of Life* has sold between 100k and 500k units on the Android Play marketplace (8). The game also has over 367k likes on Facebook. Hasbro has not released unit sales for this board game. Because of reinvention and issuing new editions of the game, such as Game of Life: A Jedi’s Path, the game has continued to remain popular.

## AB Questions

Based on both of these areas of research we developed a set of AB testing questions to help determine what direction to take our mash-up. The questions and results are as follows.

1. Do you prefer rolling dice or spinning a wheel?

Rolling Dice – 11

Spinning a Wheel – 5

1. Do you prefer open-world or linear games?

Open-World – 9

Linear – 3

1. Do you prefer trading with other players or with the bank?

Players – 1

Bank – 12

1. Do you like having a family in games?

Yes – 4

No – 10

1. Do you prefer cooperative or competitive play?

Co-operative – 3

Competitive – 7

1. Do you like to choose where you place your piece or have it chosen by the outcome of a dice?

Choose – 9

Roll – 2

1. Do you prefer thievery or confinement?

Thievery – 8

Confinement – 3

1. Would you prefer to lower your opponent’s odds or increase your own?

Increase – 9

Decrease – 14

1. Do you like to progressively collect tangibles?

Yes – 12

No – 0

1. Do you prefer games with a physical representation of yourself (such as an avatar)?

Yes – 10

No – 2

1. Do you prefer symmetrical or asymmetrical games?

Symmetrical – 4

Asymmetrical – 9

1. Do you prefer games with more than or less than 5 people?

More – 5

Less – 10

1. Do you want a more or less diverse set of tiles in *Settlers of Catan*?

More – 5

Less – 6

1. Do you prefer grids or hexes?

Grid – 4

Hex – 8

1. In *Settlers of Catan* would you prefer more or less building diversity?

More – 9

Less – 2

1. Do you prefer an abstract or tangible point system?

Abstract – 7

Tangible – 5

1. Do you prefer modern or historical settings?

Modern – 1

Historical – 11

1. Do you prefer P.V.P. or P.V.E.?

P.V.P. – 3

P.V.E. – 7

## Marketing Our Game

We utilized the results from our research and testing to create an individual that we would base our design around. This individual’s bio is as follows

Our Target Audience

**Name:**  Steve William Everton

**Age:** 21

**Sex:** Male

**Birthplace:** Silicon Valley, CA

**Education:** Student, Network Administration

**Job:** Student

**Industry:** IT Professional

**Annual Salary:** 20k

**Hair Colour:** Brown

**Eye Colour:** Hazel

**Hobbies:** Web Design.

Hangs out at coffee shops. Owns board games but only plays for fun with friends 1-2 times per month. Plays Magic the Gathering.

**Interests:** Watches Fringe on TV.

Android Phones.

Speaks French from an exchange year in High School living in Marseilles

**Clothing:** Leather jacket, shirt and Stone Washed Jeans

**Playstyle:** Steve is neither introverted nor extroverted, but typically likes to play a turtle strategy, where he incites other players to destroy each other while avoiding conflict himself. He doesn’t know it but he is deeply invested in games architected around a “loot-lust”.

**Current games**: Steve is a casual board game player and only plays when he can put together a group of friends he likes. Despite this, he has several of the popular board games and is always looking for a board game that people haven’t heard of that looks unique.

**Purchasing**: Steve likes to visit a board game shop that’s nearby from time to time. Steve doesn’t like games that are too war-like as he considers long-running games like Risk bland. He suffers from something of a hipster attitude in that he likes to buy games that he believes could be good but that aren’t yet massively popular. Steve has previously purchased games that he did not at all enjoy and is thus hesitant to purchase a game on a whim. Steve likes games that can be easily played in a reasonably fixed amount of time.

## The First Draft

Building around Steve we chose to use the *Catan* main board (open-world over linear) and then build from some of the core components of *Catan*, utilizing choice components from *The Game of Life*. We decided to have each player start at a port and use the base *Catan* rules regarding resources and the building of infrastructure. We removed the concept of dice rolls to determine resources, instead going with guaranteed resources from whatever tile the player had a Settlement on. We then added people from *Life* as Citizens that players could move and utilize in a number of different ways. Players could use their Citizens to generate more Citizens (by having one Citizen of each gender in a Settlement that player owns), to destroy Roads and Settlements, and to steal resources from other players.

The feedback we received from our first vertical slices was mostly positive. People enjoyed the Citizen aspect but noted it was rather complicated. They also mentioned that we may want to use money instead of resources, and also suggested the use of ports to give different bonuses to players. Based on these results we drafted up our first official ruleset, which is as follows.

### Board Game Mash Up: Rules 1.0

#### Set-up and Getting Started

* Preferably played with four people, can be played with three.
* Each player picks a colour of buildings and people to play with.
* Assign one player as the “Banker”. The Banker hands out $50,000 to each player.
* Each player rolls both die, with the highest going first. Play progresses clockwise.
* Pull out the Generation Counter (see below) and set it to 1(one).

#### Placing Your First Settlement

* The first player chooses one of the several ports to start at. Each port will have a different benefit to the player (see below for details).
  + Ore Port: Your roads are half price.
  + Wheat Port: If you fail a Growth Roll, you may roll once more.
  + Wood Port: Your citizens can move one extra space per turn.
  + Brick Port: Settlements cost $5,000 less to build.
  + Sheep Port: Don’t sacrifice Citizens when building a Settlement.
  + Money Port: Gain an extra $5,000 Tax per Settlement at the beginning of your turn.
* Place one settlement and two roads adjoining the port. Roll twice for a Guaranteed Growth (see “Growth Rolls” below), and place both Citizens at your settlement.
* Continue until each player has done this.
* For the first turn, players do not collect Tax or make Growth Rolls.

#### Building

* You want to expand as quickly as you can in order to conquer the land, and you do this by building Roads and Settlements
  + Roads cost $10,000
  + Settlements cost $30,000
* Roads must be built connecting to a Settlement or another Road.
* Settlements must be built connecting to at least one Road.
* Settlements must be built two Road sections apart.
* Settlements can only be built on sections where the player currently has a Citizen (see “Movement” below), sacrificing the Citizen in the process.

#### Movement

* On their turn, players can move each Citizen up to two spaces on roads or one space off-road.
* With the exception of the first turn, Citizens generated this turn cannot move.

#### Tax

* At the beginning of the second generation players begin collecting tax.
* At the beginning of each player’s turn they receive $10,000 for each Settlement they own, plus an additional $5,000 for every friendly Citizen at each Settlement.

#### Growth Rolls

* After collecting tax, each player will make a number of Growth Rolls.
* For each Settlement you control, roll one die as a Growth Roll.
  + Rolling a five or six generates a male Citizen for that Settlement.
  + Rolling a three or four generates a female Citizen for that Settlement.
  + Rolling a one or two generates no Citizens for that Settlement.
* A number of cases may bestow your Settlements with a Guaranteed Growth Roll. In the case of a Guaranteed Growth Roll:
  + Rolling a one, two, or three generates a female Citizen for that Settlement.
  + Rolling a four, five, or six generates a male Citizen for that Settlement.

#### Utilizing your Citizens

* Utilize your Citizens offensively:
  + Move a male Citizen onto an empty enemy settlement to put it under siege. If that Settlement is not defended by the beginning of your next turn, destroy the settlement.
  + Move a female Citizen onto an empty enemy Settlement to infiltrate it. The Settlement’s owner no longer receives Tax or Growth Rolls from that Settlement. Instead, they are given to the Citizen’s owner.
  + Move any Citizen onto an occupied enemy Settlement or road to engage in battle with the other player. Each player rolls a die with the player rolling higher winning and killing the other player’s citizen. In the case of a tie, both Citizens are killed.
* Utilize your Citizens defensively:
  + If an opposing player is occupying one of your Settlements, you should move one of your citizens there quickly to defend!
  + Defending with a Citizen of the same gender as the occupier results in a battle, killing both Citizens.
  + Defending with a Citizen of the opposite gender as the occupier results in a marriage, locking both Citizens to that Settlement and also giving that Settlement’s owner a Guaranteed Growth Roll for that Settlement.
* Special Notes:
  + Citizens cannot move through paths occupied by an opposing player’s Citizen.
  + Whenever two opposing Citizens of any gender meet on a Road, the Citizens’ owners engage in a dice battle. Each player rolls a die with the player rolling higher winning and killing the other player’s citizen.
  + If a player has one of each gender of their own Citizens on one of their own Settlements, that player gets a Guaranteed Growth Roll for that Settlement.

#### Endgame

* At the end of each round, turn the Generation Counter up by one. At the end of the tenth generation, the player with the most assets wins.
  + $10,000 = 1 Asset Point
  + 1 Road = 1 Asset Point
  + 1 Settlement = 3 Asset Points
  + 1 Citizen = 2 Asset Points

#### Tips and Tricks

* Expand fast and utilize your bonus as best you can.
* Forge alliances with other players to gain advantages, but remember that all alliances are temporary. Prepare to be double-crossed.
* This is a game of diplomacy and conquering, as such we fully encourage whatever sneaky or devious diplomacy you can come up with!

Inthe first design session, we established most of the mechanics that would carry into our final iteration. Some of the significant changes and additions we made from our vertical slice were the incorporation of the Generation Counter (utilizing the spinner from *Life*), changing resources into money and introducing the tax mechanic, setting up the Growth Roll mechanic, and emphasizing that there are no rules regarding transactions with other players, encouraging them to bribe or extort the other players.

## Play-Testing

### Internal Play-Test #1

We ran into a number of issues during our first internal playtest. We initially had ports that would give a special advantage to the player that started on that port. One port prevented the player from sacrificing a Citizen when placing new settlements, which turned out to be a grossly overpowered advantage. As we could not think of another, more balanced bonus to replace it we stripped out the port bonuses altogether. This had the added benefit of simplifying the game and making it more symmetrical –a desirable quality as per our AB testing.

We also had issues with both people and settlements generating cash, as well as births coming from every settlement. The issues were solved by separating the generating functions – Settlements only generate cash, and births only come from 1 male – 1 female couples on an owned settlement. This had the benefit of restricting cash and its power and making new people a valuable commodity. We also ran into the issue of what happens when a player attempts to invade a Settlement that is already being defended by two or more Citizens. It also became difficult to track who owned which Citizen.

With this in mind, we tweaked the rules and made the following changes:

* Removed Port Bonuses altogether
* Removed Tax bonuses from Citizens
* Removed Growth Rolls, instead having each player with a male and female Citizen on a Settlement they own automatically generate a Citizen of that player’s choice
* Developed defense bonuses to battle rolls if a player had two or more Citizens on a Settlement being invaded.
* Painted the bottoms of each Citizen piece to correlate with each colour of building pieces.
* Changed Tax and Citizen Generation to the beginning of each Generation instead of at the beginning of each player’s turn.

### Internal Play-Test #2

Thankfully, we ran into fewer issues during our second internal playtest. We discovered that until players begin interacting with one another the game can be mathematically optimized. Playing with only 2 Citizens starting on your initial settlement made turn one a complete write-off as none of the players wanted to move or do anything until the third citizen was available. This issue was solved by starting each player with three citizens. The introduction of this third Citizen is balanced by removing tax and Citizen generation until the beginning of generation two.

We also discovered that some players would pile all their citizens on one town and move them as a horde onto other players. Many on the team viewed this as an undesirable tactic similar to the complaints about tank rushing in the Command and Conquer RTS video games. To solve this, we introduced an upkeep mechanic for players with more than 4 Citizens on one Settlement

We made the following changes after this play-test:

* Players start with three Citizens (one of each gender, one of their choice)
* Removed the Marriage mechanic as it was simply never utilized.
* Added upkeep mechanic – 5 Citizens on the same Settlement results in receiving no tax from that Settlement. For each additional Citizen, pay $10,000 at the beginning of each generation
* Clarified some combat situations.

### External Play-Tests

We took these tweaks into a pair of playtest sessions with other people. The results of these playtests are as follows:

### Play Test #1

**Players Names:** Dimitri, Fahad, Brian, Bruce, Eric (Spectating)

**Have you played Settlers of Catan before?**

All responded ‘Yes’

**Have you played Game of Life before?**

All responded ‘Yes’

**If you have played Catan before, how did you like using money instead of resources?**

This was a 50/50 split between who liked it and who didn’t.

**If you have played Catan before did you like being able to destroy settlements and why?**

All players liked this mechanic, with the main reason being that it enabled players to expand more.

**What did you like about the game?**

1. Reminded them of *Civilization*
2. It felt like a short game of *Risk*
3. Enjoyed the population mechanic
4. Defense bonuses
5. Expansion
6. Generational Gameplay

**What didn’t you like?**

1. Defensive bonuses
2. Low population cap
3. Limited movement
4. Defensive bonuses

**Where do you see room for improvement and how?**

1. Change or remove the defensive bonuses
2. Higher population cap
3. Having the environment play some part of the gameplay

**What did you think about the defensive bonus? Should it take more or less people for the bonus to come into effect? Should there also be an attack bonus?**

One person enjoyed this, while the rest felt it should be changed or removed. All responded with a resounding ‘No’ when asked about adding an attack bonus.

**Is there enough time for the game in 10 generations and why?**

Most players responded positively, with one player mentioning that players should be able to choose how many generations to play with a minimum of 10.

### Trends + Tweaks

Play-testers thought our original concept for the defensive bonus was too powerful. Tweaks such as having each additional citizen over 2 generate an additional +1 to the defensive roll were suggested. Requests for a roll for the environment and higher population cap were determined to be too difficult to implement at this stage and the players did not find these shortcomings a deal breaker for the play experience.

### Play-Test #2

**Players Names**: Alex, Arles, Ian, Connel

**Have you played Settlers of Catan before?**

Yes to both.

**Have you played Game of Life before?**

Yes to both.

**If you have played Catan before, how did you like using money instead of resources?**

It was simpler, easier, and made the game go by quickly.

**If you have played Catan before did you like being able to destroy settlements and why?**

Yes, because who doesn’t like destroying stuff?

**What did you like about the game?**

1. It was easy to pick up and play
2. Players liked the ideas of people
3. It was simple, but still strategic

**What didn’t you like?**

Both players responded with the defensive bonuses being overpowered.

**Where do you see room for improvement and how?**

Little tweaks of clarity, players wished to be able to take over Settlements instead of destroying them.

**What did you think about the defensive bonus? Should it take more or less people for the bonus to come into effect? Should there also be an attack bonus?**

No attack bonus, it was suggested make defensive bonus be two Citizens equals a +1 bonus.

**Is there enough time for the game in 10 generations and why?**

It was enough, but to make the game progress at a faster pace it was suggested to increase Citizen movement to three spaces.

### Trends + Tweaks

We determined that the defensive bonus was too powerful an advantage to the defenders and reduced the advantage to +1 for every two citizens per suggestion received during QA Questions. We also made the clarification to provide the bonus to an attacker that is sitting on a corrupted or incited city with more than one citizen. This encouraged offensive operations as the other advantages encouraged too much “Turtling Up” or too much of a defensive posture. We also asked about offensive bonuses and was soundly told no. It was also suggested to speed up the pace of the game by having Citizens able to move three spaces on roads.

## Final Version

Based on these rounds of testing we performed our final rule tweak. We made a number of clarity tweaks and changed a few of the little things that would help balance and increase the pace the game. The final rule book is as follows:

### Board Game Mash Up: Rules 1.1

* *Critical* changes are highlighted

#### Set-up and Getting Started

* Preferably played with four people, can be played with three.
* Set up the edges of the *Catan* board as according to the numbers. Place the tiles in a random order.
* Pull out the spinner from *The Game of Life*. This will serve as the Generation Counter (see “Endgame” below). Set it to one.
* Each player picks a colour of buildings and people to play with. *[No more bonus player types]*
* Assign one player as the “Banker”. The Banker hands out $50,000 to each player.
* Each player rolls both die, with the highest going first. Play progresses clockwise.

#### Placing Your First Settlement

* The first player chooses one of the several ports to start at.
* Place one Settlement and two Roads adjacent to the port. Place two Citizens, of one gender, and one Citizen of the opposite gender at your starting Settlement.
* Continue until each player has done this.
* For the first generation, players do not collect Tax or make Growth Rolls.

#### Building

* You want to expand as quickly as you can in order to conquer the land, and you do this by building Roads and Settlements
  + Roads cost $10,000
  + Settlements cost $30,000
* Roads must be built connecting to a Settlement or another Road.
* Settlements must be built connecting to at least one Road.
* Settlements must be built two Road sections apart from any other Settlement.
* Settlements can only be built on sections where the player currently has a Citizen (see “Movement” below), sacrificing the Citizen in the process.

#### Movement

* Players can move each Citizen one at a time up to three spaces on roads or one space off-road.

#### On Your Turn

* You may move your Citizens or build Roads or Settlements at any time during your turn.
* Use your turn to expand your empire and influence the empires of the other players. Do this by building more infrastructure and influencing your opponents’ Settlements.

#### Tax

* At the beginning of the second generation players begin collecting tax.
* At the beginning of each generation, each player receives $10,000 for each Settlement they own.

#### Population Growth

* At the beginning of the second generation players begin generating new Citizens
* At the beginning of each generation, each player with both a male and female Citizen at a Settlement they own may generate another citizen of a gender of their choice.

#### Citizens

* Be careful that you don’t have too many Citizens on one Settlement. You will bolster the defenses of your Settlement, but it will cost you.
  + If there are five citizens on a Settlement you own at the beginning of each generation, you do not receive tax income from that Settlement.
  + For each Citizen over five, you are forced to pay $10,000 in order to keep your Citizens alive. If you are unable to pay, sacrifice a Citizen of your choice from that Settlement.
* Influence your opponents’ Settlements:
  + Move a male Citizen onto an empty enemy Settlement to exert your influence by starting violent and destructive riots. If that Settlement is not successfully policed by that Settlement’s owner by the beginning of your next turn, destroy the Settlement and the Citizen.
  + Move a female Citizen onto an empty enemy Settlement to exert your influence by corrupting the local businesses and taxpayers. The Settlement’s owner no longer receives Tax from that Settlement for as long as it is corrupted. Instead, it is given to the Citizen’s owner at the beginning of each generation.
  + Move any Citizen onto an occupied enemy Settlement or road to attempt to expand your influence while subduing your opponents’ Citizens. Each player rolls a die with the player rolling higher winning and defeating the other player’s citizen. In the case of a tie, both Citizens are removed.
* Utilize your Citizens defensively:
  + Opponents must depose any reigning Citizen before they can influence your Settlement. If you have solidified your influence by having multiple Citizens in the same Settlement it will be more difficult for invading Citizens to negatively influence your Settlement. For every two Citizens you have in the same Settlement, receive a +1 bonus to all rolls involving that Settlement
  + Be warned that if an enemy is occupying your Settlement, he/she will receive whatever defensive bonuses are applicable. The best idea is to keep your Settlements defended to begin with.

#### Endgame

* At the end of each round, turn the Generation Counter up by one. At the end of the tenth generation, the player with the most assets wins.
  + $10,000 = 1 Asset Point
  + 1 Road = 1 Asset Point
  + 1 Settlement = 3 Asset Points
  + 1 Citizen = 2 Asset Points

## G.A.M.E.S. Framework Analysis

### Game

* Easy to learn, difficult to master
* The first few turns can be mathematically optimized, leading to excellent starting positions. True success, however, lies in positioning yourself against and reading your opponents.
* Being aggressive and being defensive both have their advantages.

### *Complexity*

* We tried not to allow the player to get too bogged down into details
* That said, we still afforded a certain level of complexity, especially in terms of outcomes, to engage the player.
* The game is highly strategic, but the addition of chance in all player-player interaction lessens the overall complexity, allowing players to better enjoy the game.

### Art

* The game expands in natural phases, each one elevating the desires the player feels
* The first three to four turns are almost entirely building up your assets and expanding in a strategic manner.
* After generation four the focus shifts to conflict with other players, and players begin to build up defensively and strategically influence their opponents’ Settlements
* The final few turns are typically spent with players either attempting to finish off a weakened opponent, or salvaging what is left of the conflict.

### *Focus*

* The game has a fairly strong focus on strategic expansion and conquest
* There are a few different styles of play one can utilize, but in the end the goal is the same.
* Victory is directly determined by how well players were able to expand and strategically conquer.

### Magic

* We’ve included a set of in-game terminology (such as ‘influence’ instead of ‘fight’) to create a sense of immersion
* Provided players keep this terminology in mind the suspension of disbelief can be maintained.

### *Replayability*

* There is always something different that could have been done.
* Dice rolls add a layer of chance to the game, thereby adding replay value to the game.

### Experience

* The play experience is fairly equal the whole way through.
* There are few special cases, and the ones that we have found (during the final in-class play-tests) can be solved by simple rule tweaks.
* Consistency of game-play enables player trust to be maintained.

### *Relevance*

* There is some real-world relevance to the game
* It can be viewed as a simplified empire-building simulation game
* The term ‘generation’ may be a slightly exaggerated term
* Sacrificing Citizens to raise Settlements doesn’t make sense when you think about it, so don’t think about it.

### Story

* As players expand across the board, they become more invested in their empire.
* Early on it is established that buildings and Citizens are key components that provide great benefits, and therefore should be protected.
* The more Settlements and Citizens a player has, the more they have to care about.
* When conflict is inevitable, both players are worried about losing any of their empire and will prepare extensively for this.

### *Escalation*

* The game-play escalates at a rapid rate after generation 4
* The few first turns are typically spent building up and positioning
* Once the first player-player interaction occurs, the pace of the game beings to increase

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