

Non-Digital Board Game Prototype

Goal:

The goal is to reach the end of the board without dying before your opponents

Rules:

- 1) This game is for 2 to 3 players.
- 2) Each player will pick a robot, each one has different advantages or disadvantages.
- 3) Each player also can a random weapon card from the stack
- 4) Players will take turns to throw dice in order to move that amount of steps on the board.
- 5) If a player is killed by an alien he/she has to go 3 tiles back.
- 6) Some tales on the board have special events:
 - a) Weapon change: if the color is yellow players are forced to change weapons if it is blue the player has the option of staying with the same weapon.
 - b) Alien Fight: whenever a player lands in one of these tiles he/she has to draw a card from the Alien stack, each alien card has an attack stat, and some have conditions e.g. “melee weapons +10 damage”.

Battle rules:

- 1) If the player has more or equal damage points he wins the battle.
- 2) If the player loses he moves 3 tales back and changes his weapon for a random one.
- 3) if the player wins the battle he stays on the same tile until the next turn

Playable characters:



(the buff only applies to the type of weapon each player holds)

Weapon Stack (# of cards)





(5)

(5)



(3)



(10)

Alien Stack (5 each)



The Board

Yellow: The player has to put his weapon on the stack and pick a new card (shuffle)

Blue: the player can change his weapon card from the one on the top of the stack (shuffle)

Green: choose path

Black: Alien Fight

