

Security Score

- 15 Chawan cards had:
- 4 DBC cards
- 4 secretly score cards
- 2 sharp cards
- 5 blunts

cards to go to places (house, school, doc, friends) → change board w/ multiple cards? or use "jump to house" option ←

- only got 2 DDC cards. Maybe only need 1?

5-6 only our die

100m/s h-3

2-12 1-2

Chances ~~are~~ these rules for serendipity?

by skipping all ~~the~~ spaces instead of passing them

used after showing card options
scoring score not really a factor
1-8 on cards happens frequently (possibly changes
outcomes)

Notes 11/8/14 Playtest

Rules : needed 3 DCC cards

Class Discussion Notes

11/11/14

Players need a ("goal") that makes them interested in finishing the game (want to make repeatable game)

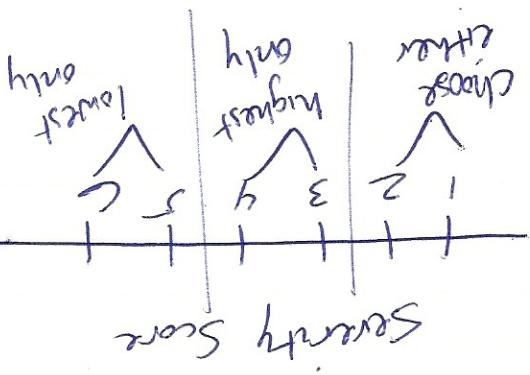
- helping save a life
- getting the player "better"

Ideas

1. Start severity score @ 5 then need to reach 1 to win
2. Give user personas a "goal" before winning game

-End User

- Problem they face
- What do they need to overcome the problem



Doubles (1-3) (+1) serenity
 Doubles (4-6) (-1) serenity

DICE

- Jack - Ace / Ace next turn
- 9-10 draw chance card
- 5-8 user specific
- 1-4 All → more backgrounds

GEEEN (Sympathy) cards [regular deck of card]

discarded turn
 reshuffle
 ④ chance cards
 ③ SWIFT
 ② CHAOS
 ② JUMP forward
 ④ DDC cards (trap cards)

Discard sympathy cards

Board (no places yet)
 - 61 spaces
 - 20 green (33%)
 - 10 red (16%)

((8-8))
 - disorder (certain actions for cards (5-8))
 - stay

1. Draw Player Card (show real life examples)
 - include sympathy score

Playtest #2 Rules/GDDs

11/14

Turn Strategy

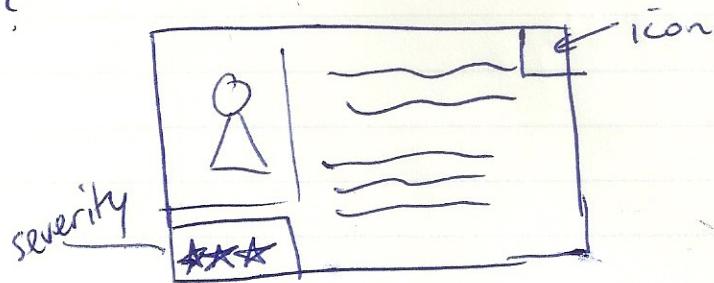
- Draw a card
- roll a dice
- spinner?

① Players Draw a Character Card

→ Character Card has

Can multiply roll
by score?

- Disorder
- Severity "Jscore"
- Background

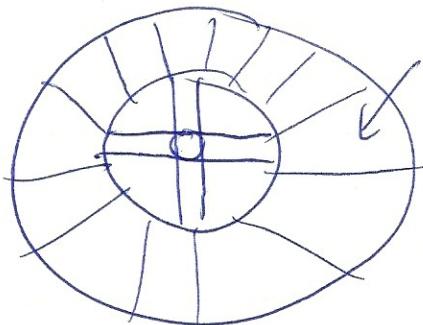


Regular Deck Black | Red

- only move on "black"

- symptom card w/ queen / king etc

Ex. Trivial Pursuit Model



categories

- Can move in any direction

Figure out if the space has
"bad" elements or built into cards

red space = chance card

Score	User 1 Penny	Score	User 2 Dime
1	2. *DOC Card green	2	
5	3. deck of card - ace * lost turn	1	moved 6 space - blank space
4	4. moved 1 (rolled 6, 1)		rolled (1, 1) green - 7 hearts back * lose turn (jack)
5	5 (5, 3) up 3 blank		lost turn
6	6 (5, 3) blank up 3	2	(2, 2) red space severity +1
7	7 (4, 1) green #2 card back 6		(4, 5) red space, blank chance
8	8 (1, 2) green space #10 draw chance (blank)		(5, 6) moved 6 to avoid green
9	9 (3, 6) green #3 rolled 3 back		
10	10 (2, 4) landed back on green don't redraw		(2, 3) avoided green moved 2
11	11. 5, 5 doubles severity -1	2	(2, 6) green, draw #5 back 4 spaces after roll
12	12 (4, 1) use highest		(1, 2) red space SWAP
13	13 (4, 5) green drew #5 rolled 2 back	2	(4, 6) blank space
14	14 (2, 3) blank space	3	(2, 2) doubles < 3 so +1, green space #4 back 3
15	15 (1, 3) green #3, back 6	3	(2, 3) green #6, back 6
16	16 (4, 5) green #2, back 2 * landed on red? no redraw	3	(4, 5) blank space
17	17 (3, 4) blank space	3	(2, 3) green. ACE lose turn
18	18 (1, 6) green #2 back 1	3	(5, 6) blank space
19	19 (1, 5)		green #1 draw chance * DOC
20	20. (3, 4) red. blank chance		(1, 2) blank
21	21 (4, 3) blank space		(2, 3) blank
22	22 (3, 4) green #3 back 3	2 (3)	doubt -1 red space
23	23 (3, 3) +1 severity, green ACE	5	(3, 6) green #10 chance * DOC
			WINNER

S x 3
N x 2
M x 1

(Actions)

- ① To accomplish task you need to use your actions (←)
- Goal - use "functional actions" to accomplish your tasks
- ① Gain as points or more in 6 rounds
- Actions
- Costs
- ← task cost value of card amount
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- ← to accomplish functional action depends on your security score value. As you go up the bars become harder to accomplish
- ← getting smaller task costs [2] actions

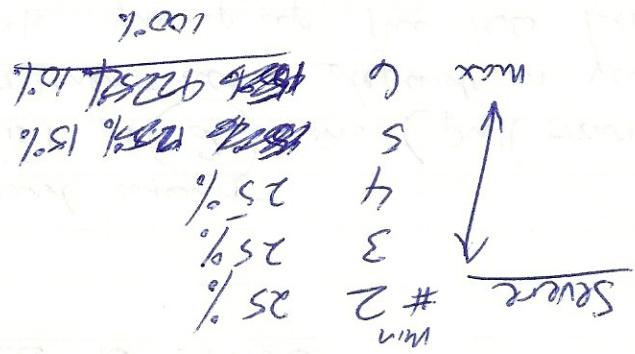
- 2-9 don't do anything
- ALL face cards are \oplus score
- use these values
- Security Score w/ CLUES suite
- A - +5
K - +4
Q - +3
J - +2
C - +1
- ① Gain as points or more in 6 rounds
- Goals - use "functional actions" to accomplish your tasks
- Actions

10 - Acc is a symptom that moves the score

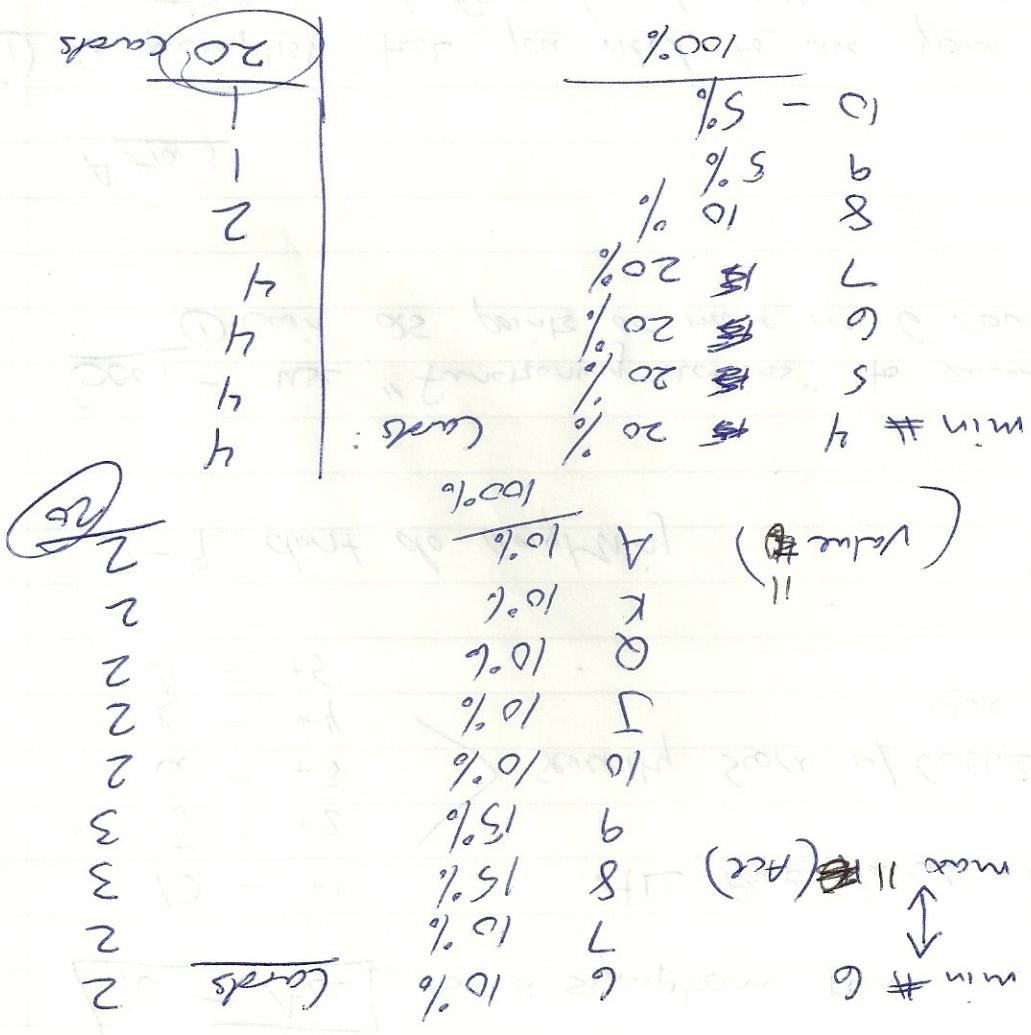
Symptom Card

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	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
Wins	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5
Cards	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%	27%
Losses	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%
Draws	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%	25%



20 cards



Numerical

Mild

Action and probabilities

Secure = less functioning

Mild - more functioning

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include an element to make it harder to do this? *

② Security/Sympathy - changes probabilities → have ↓ probability of security

① Costs - still no use of treatment cards

can you keep this action card you pull from mild, neutral
secure? instead of discarding it?
Changes

- if players "face" one enemy & access do they have any way
of accomplishing this? make them switch / instead of fill
do you let other cards reduce from score? *

• reg accel probability needs to be changed
still ~~not enough~~ changes in security -

Thoughts after Playtest

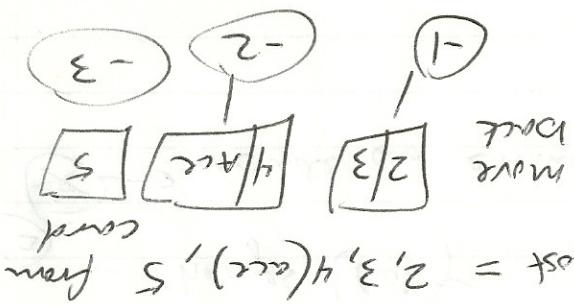
③ ~~good~~

② Sympathy cards 10 - Acc out +1 to score
this suits our 1-5 values
10 & Acc

① Security Suite has 12 notches (smaller levels) 4/section

Playtest #6 Changes

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			20
		3	- 15%
	4	7	- 5%
3	5	7	- 25%
2	5	5	- 25%

Temporary probabilities

Completion
as much as card says after
"down"

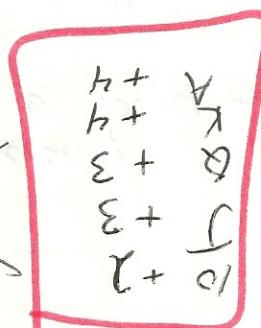
⑥ You must surely score down
Nuclear + 3
Mild + 0
Stern + 5
This test do you think this
points

costs depend on security score (0 to 100) the two completed

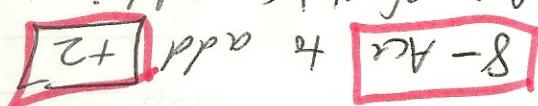
⑦ To After knowing threat card (probabilities below) the initial draw (visi) card cost 2 actions

must complete threat card actions
⑧ Temporary scores: in order to reduce security score player

Cards 2-7 do nothing



⑨ Use 8-Acc + add: 10-Acc of clubs add:



1. Event / Action Cards: always form full deck of cards
in playtest #6
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in playtest #6
useful for moving security score + used 10-Acc

Playtest #7 Card Probabilities

if you pull action 7 and only have 8, 9, 10
the tricks can help action cards? NO (as now) but
can sacrifice like "half" of card cannot do other actions
like buy more tricks
← allowed to save / action card if don't use

(red cards w/ only 2, 3, 4, 5, orange)
Treatment

④ Treatment + Cards

• if you draw 8 - Ace score gets $\boxed{+2}$
• if you draw 8 - Ace score gets $\boxed{+2}$
• if you draw 8 - Ace score gets $\boxed{+2}$
• if you draw 8 - Ace score gets $\boxed{+2}$

③ Sympathy/Event Cards

• these shows how many points (points) you have to get
• the costs of "fakes" (points) you have to pay
• these are 10 points
• sympathy cards are 10 points

Task (full deck blue card)

② Task Cards

Sure

Natural

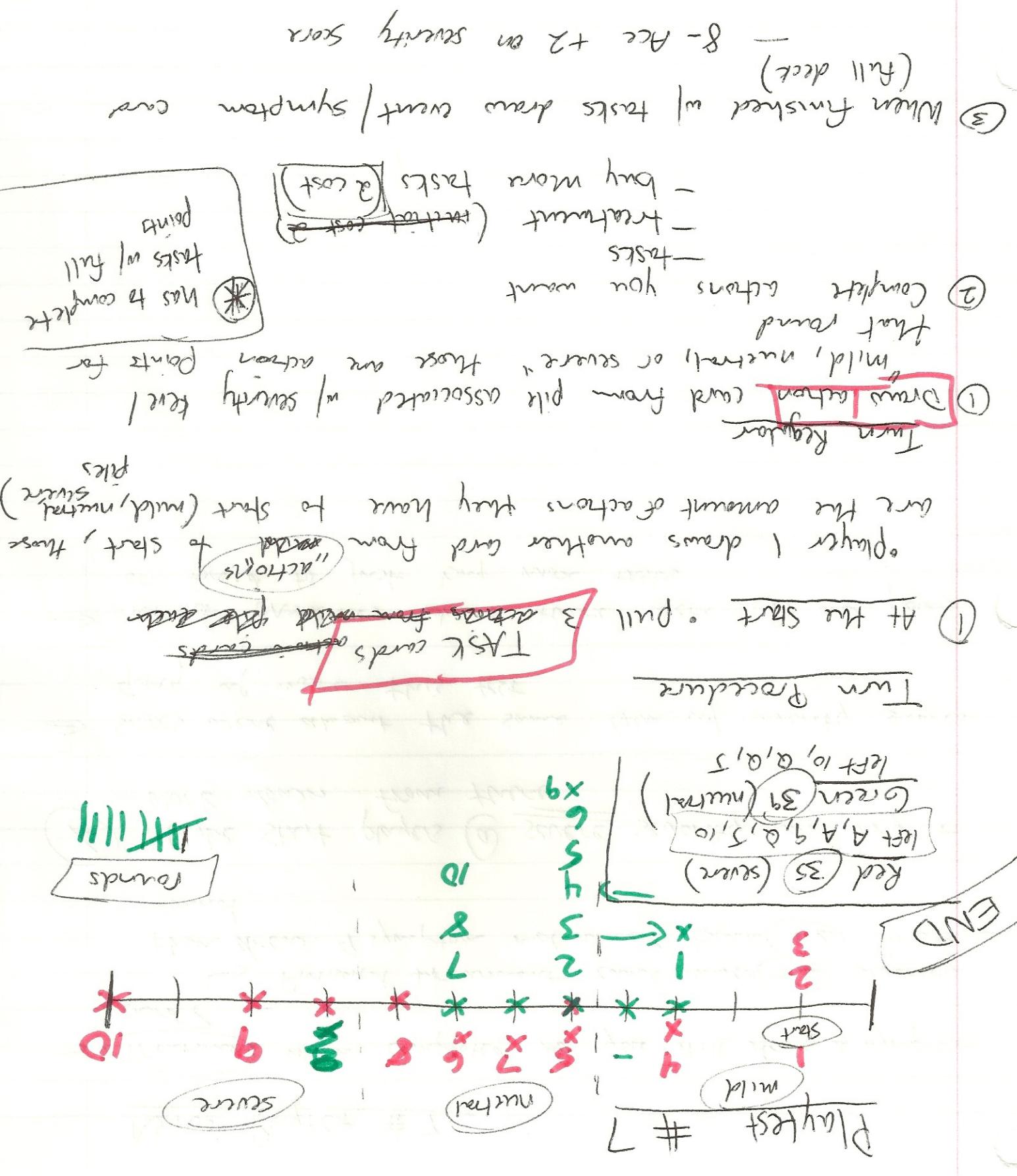
Mild

+ significantly
less points

① Action Cards (less points for each pile so you go up
the more cards you play)

Setup Playtest #7 (cards)

11/25/14



Notes Playtest #7 ←

Tractum → when completed do you still have a shipment
↳ finished transaction cost model - 2 serially
↳ turn down shipment and move back + 2 in sum
↳ round

Playtest Start players @ severe severity and try +
scores were about the same with w/ severity scores ←

going up more this test ←

lot of instances where two were left over points
or hard to just buy more tasks ←