

Volcanic Treasure

Explore, collect, and build to find the lost relic at the top!

Volatile Team

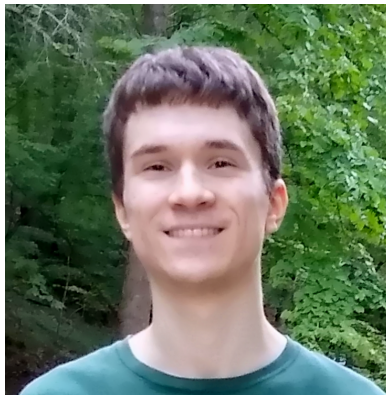
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Luke Lepkowski

Related Games
Concept Art



Gareth Nelson

Mood Board



Game Design

Summary

A group of foolhardy explorers have accidentally blown up an ancient and artifact-filled temple whilst looting it. This mythical temple so happens to be placed above an active volcano! Now with both the seismic activity and the random explosions happening all around, the temple is shifting through the lava. You just have to take one more artifact before you leave... Use your wits and the tiles to outsmart and trap your opponents. Ready your rope, hold onto the ground beneath your feet and grab some artifacts.

History, Antecedents and Related Games

Volcanic Treasure's primary mechanic, where any tiles that the player steps off of disappear, is found in many games, including the board game *Isolation*. In addition, the ability to "collect" these tiles and place them in later turns resembles inventory and building systems in grid-based survival games, such as *Minecraft*.

For navigation, a hexagonal grid is used in the game because each adjacent tile is the same distance away, allowing for simpler movement. For this reason, hexagonal grids have found their place in numerous games involving navigation, including the *Heroscape* games. Also, *Volcanic Treasure's* mechanic of vertically traversing up and down tiles is one of the core mechanics in the board game *Santorini*.

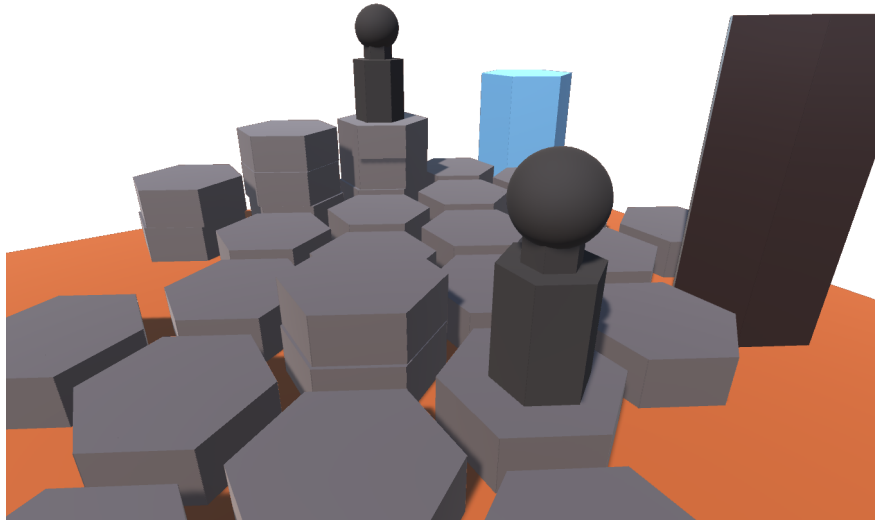
Lastly, lost South American civilizations and the movie culture created around them have served as crucial design references for the game. The exploration, treasures, and hidden perils of *Indiana Jones* and other homages to 30's adventure serials significantly influence *Volcanic Treasure's* theme and setting.

Gameplay

The goal of the game is to reach the treasure before any of the other players do. The treasure itself is located on the highest pillar that players must climb towards. A variety of powerups can be used to alter the board state by shifting how everyone interacts with the goal treasure.

Each turn the player can take two actions: one is always to move, and the other action can be either to place a gained tile or to move again. When a character moves, the tile previously beneath their feet is claimed and removed from the board to be utilized by a later action. There is also a limit to height that can be vertically scaled when moving to an adjacent tile, which is that the player can move either one tile up or down

when tile traversing. So, if the desired adjacent tile is two tiles above where the player is currently, they cannot move there from their current tile. Placed tiles can be placed anywhere besides on a tile where a player is occupying.



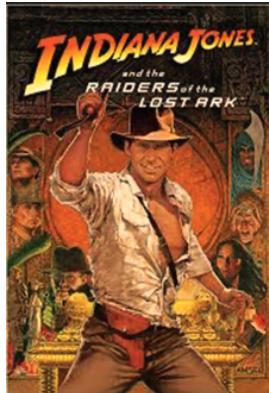
The game mechanics may produce a board like this over time, with staircases being built up to different points of interest on the map.

Narrative

You're a world-renowned treasure hunter with many accomplished feats under your belt. You recently caught wind of an ancient artifact held in a small temple in South America. Worse yet, you hear of those ruffian philanthropists sending their own men to try and retrieve it. As a veteran treasure hunter and preservationist, you feel it's only natural for you to secure this treasure. Sadly when you get to the small mountain village, you see the disarray and abandonment this village has faced during the treasure hunt. Explosion holes, unattended crates of dynamite, gadgets strewn around the perimeter, half-eaten fruits and worse, a sad pile of discarded leather hats. You have to put a stop to this urgently!

As you brave the village's stone temple you feel the earth shift beneath you. Suddenly everything is rising and falling with no obvious reason. The room is getting hotter and you can see your competition is inching in from behind. Braving further into the temple, the glistening beauty of the treasure fills up the room. Then the glow of the floor reveals that this whole village was in fact on top of a volcano the entire time, and the room is falling and rising out of the lava constantly. Now, you've just gotta grab that treasure before you get out of this death trap. Ready your rope, hold onto the ground beneath your feet, and grab some artifacts.

Mood Board



*Volcanic
Treasure*

