Game Design

ELECTIVE

Game Name

Ulat Pulat

Platform

Ulat Pulat is a Card + Board Game and this is played with a Dice

Genre

Earth like, Fantasy

World Building

Storyline

Long ago, Ulat Pulat was a barren land, struggling to survive. Desperate, the people prayed for salvation. Their cries were answered when Ulka, the guardian of water, struck the earth, creating a magical well that overflowed with pure water.

But this gift came with a sacred rule the villagers must respect the well, take only what they need, and never disturb the spirit's rest. In return, the land flourished, and the village thrived for generations. Over time, however, these warnings faded into mere superstition.

One fateful day, a group of children, curious and playful, ignored the warnings. They tossed stones into the well, shouted into its depths, and even drew water without tribute.

The moment the first drop spilled, the sky darkened, the earth trembled, and the water turned black.

Awakened and enraged, the spirit cursed the village, stealing away its water, food, sacred items, and tools. The once-thriving land became dry and lifeless, and the terrified villagers forbade anyone from approaching the well.

But the children knew the truth-they had caused this, and only they could fix it.

Now, they must journey through the village, collecting lost resources and rebuilding sacred landmarks to restore the well's power. Along the way, they will face blessings, curses, and unpredictable trials set by the spirit.

The first to restore three landmarks and return the lost offerings will earn the spirit's forgiveness and save the village.

Game Mechanics

1.Roll & Move
Roll a die to move around the village

2. Land on resources and power cards
Land on different tiles to collect resources, draw power cards, or face challenges.

- If you land on a Resource token, draw a Resource Card (Water, Food, Sacred Items, etc.)
that you must collect and give to the well.
- If land on a Power circle, draw a Power Card

Build a Landmark
Once a player has the required resources, they can build a landmark.
Built landmarks physically flip on the board, showing a restored village scene.

Winning
The first player to flip 2 landmarks wins.
The game continues until all the landmarks are flipped and the world goes back to normal.

Objective

Players take on the role of children trying to appease the angry water spirit by collecting lost resources and rebuilding village landmarks. The first player to restore two landmarks wins.

Ideation

Why Hexagons ?

1. Equal Movement in All Directions
2. Balanced Distance Between Spaces
3. Better Connectivity & Adjacency
4. Strategic Depth- hex grids are used because they encourage tactical thinking.
5. More Organic and Natural Feel

Maximizes Space Usage
- Hexagons minimize wasted space compared to squares or triangles. They cover a surface with the least perimeter per unit area, which means less material is needed for the board.

Low Fidelity prototype
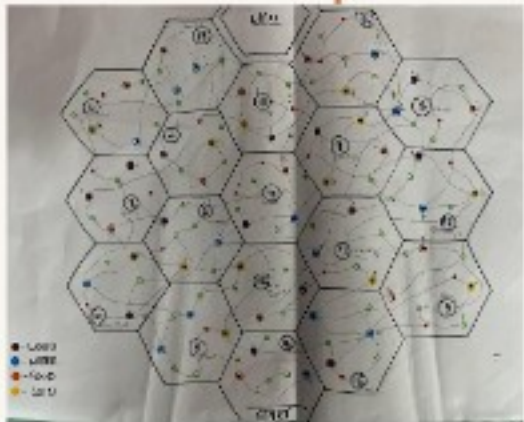
User Testing

In the first user testing we

- Decreased empty spaces and increased connections throught out the board from landmark to landmark.

- In the character cards we only put advantages of the character and removed disadvantages as it was chaotic.

- Reduced resources from 6 to 4 resources as it was getting too cluttered

In the second play test we

- Changed the character moves to dice (initially each character was given a set number of moves)

- The board was reduced from 18 to 12 landmarks since the game was exceeding too long

Components
- Rule Book
- Power Cards
- Character Cards
- Landmark Cards
- Resource Tokens
- Game Board

Rule Book

Turn Structure

1. Roll & Move
Roll a dice to move around the village.

2. Collect resources and player cards
Landed on a tile where you collect resources, draw event cards, or face challenges.

- If you land on a Resource Tile, draw a Resource Card tile. You are assigned resources based on tile. Take chance card only.
- If you land on an Event tile, draw a Player Card from the deck and apply.

3. Build a Landmark
Once a player has the required resources, they can build a landmark, earning a point, and collaboratively to distribute. Winning is defined a village order.

Winning

The first player acquires the all a landmark's tiles gets order.

Any group earns victory in the last landmark are designed and they village goal first to become.

Power Cards

Don't collect 3 Resources
You Land on

Get 3 Resources

Teleport to any
1 Landmark

Character Cards

BUBBLY BAKBAK

Can take any 3 Resources from others after Land Mark

FINKU ROCKET

Can go to Any Place for 3 Times

MUNNI MAKKHAN

Gets extra Food Resource on Food Tile

TINKU TOPIWALA

Pass 3 Disadvantages

CHOTU CHAPAALCHOR

Can Steal Extra Resource at Coin Tile

GUDDU GADBAD

Can Steal 4 Resources on Every Landmark

Landmark Cards

FARM	TEMPLE	SACRED TREE	CATTLE SHED	POST OFFICE	FORT
2 Food + 5 Water	1 Wood + 4 Coins	2 Water + 2 Food	2 Food + 2 Water	2 Woods + 3 Food + 1 Coin	3 Woods + 1 Water + 2 Food

RIVER	MARKET	PANCHAYAT	CHOWK	SCHOOL	BUS STOP
4 Water	3 Coins + 1 wood + 1 Food	2 Coins + 2 Water + 2 Food	2 Wood + 1 Coin	1 Wood + 1 Water + 2 Food + 1 Coin	3 Woods + 1 Coin

Resources

Coins   Wood   Water   Food

Backside of Cards

Character Card

Landmark Card

Power Card

Final game

Packaging

The Team

Anushree Shirkhedkar

- Ideation
- Illustrations
- Card Design
- Logo Ideation
- Packaging
- Rulebook Design
- Presentation doc

Tanvee Vaidya

- Ideation
- Illustrations
- Card Design Ideation
- Map Design
- Logo Design
- Packaging
- Rulebook Design
- Prototyping
- Documentation
- Presentation Doc

Shambhavi Kulkarni

- Ideation
- Illustrations
- Card Design
- Character Design
- Logo Ideation
- Map Design
- Prototyping

Anushka Debnath

- Card Design
- Presentation Doc

THANK YOU