Potential Level Themes/Tile Ideas

Aries

* Related to Mars – fiery type level. Tiles that could destroy others. Can act as an obstruction – tile that will destroy a pawn if it walks over it so you must plan a route around it.

Taurus

* Tiles that slow pawn down – pink – calm. Tile that helps you. Tile that pauses time for a brief amount of time.

Gemini

* Tiles that could speed up pawn.

Cancer

* Moving Tiles – inspired by waves. Timing mechanic.

Leo

* Heat. Golden colour – treasure. Tiles that give bonus points.

Virgo

* Tile that poisons a pawn – reduces health over time. Player must get them to goal before they die (player loses life).

Scorpio

* ‘Mystery and magic’. Teleporting/portal tiles.

Sagittarius

* ‘Doing something just for effect’ – visual effect. Shrouded effect – obscures players view.

Capricorn

* ‘Contemplative/serious’ – multiple directions – maze like

Aquarius

* Electromagnetic fields – sparks – electrical – lightning – Shocking tile/stuns the pawn

Pisces

* Dreamy/uplifting – bouncy tile – can throw you to a random tile or tile of your choice

Libra

* Symbolises balance and harmony – mirrored levels/ mirrored exit points