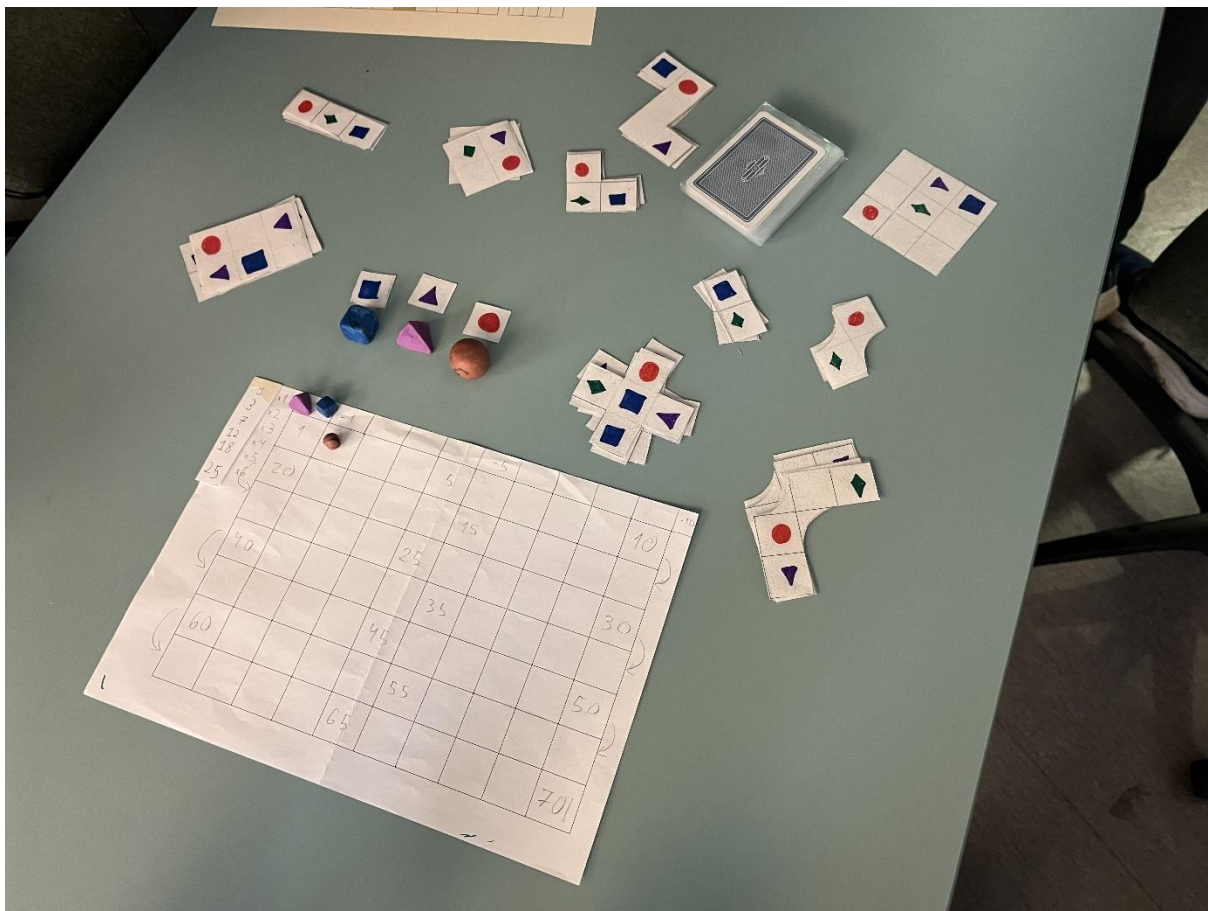


Crater Crevice Cravers

- Group 6

A 3-player tile laying puzzle-strategy board game about overlaying tiles to cover as many of your own symbols as possible each round, in order to gain big combo points, while interfering with other player's ability to gain combos.

All pieces of the game laid out, similar to the initial setup of the game:



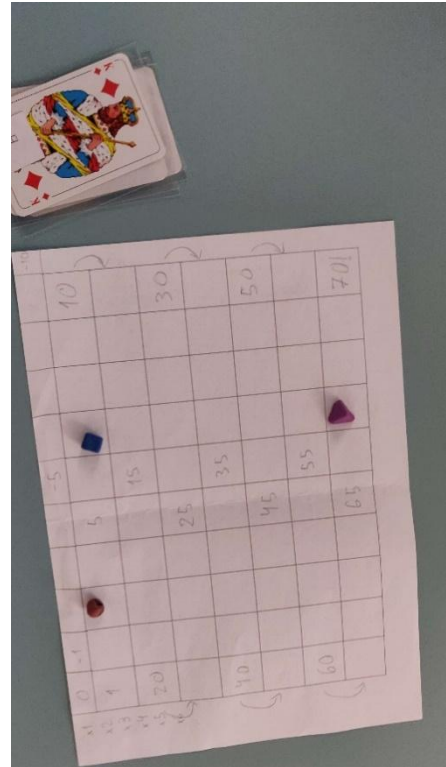
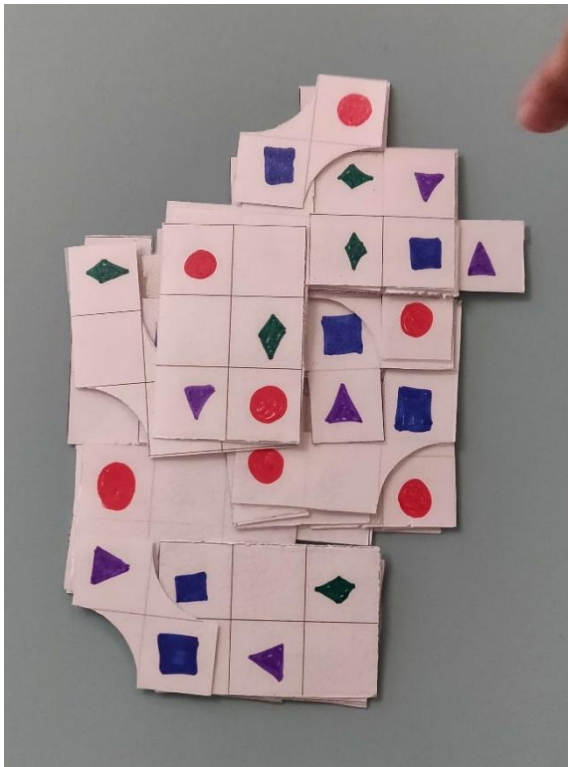
Picture from the 4-player playtest (we quickly abandoned 4-player mode)



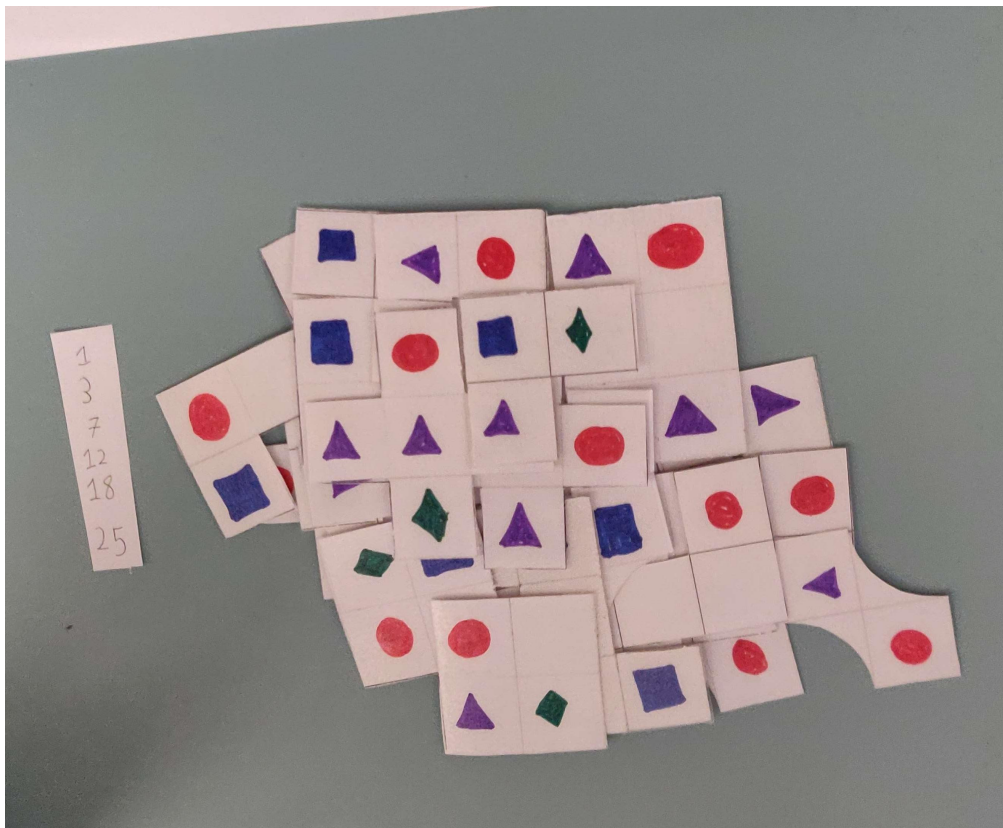
End result of an early playtest



End result of a playtest, where we made higher scores possible. 2 players got more points than our scoreboard allowed and looped around.



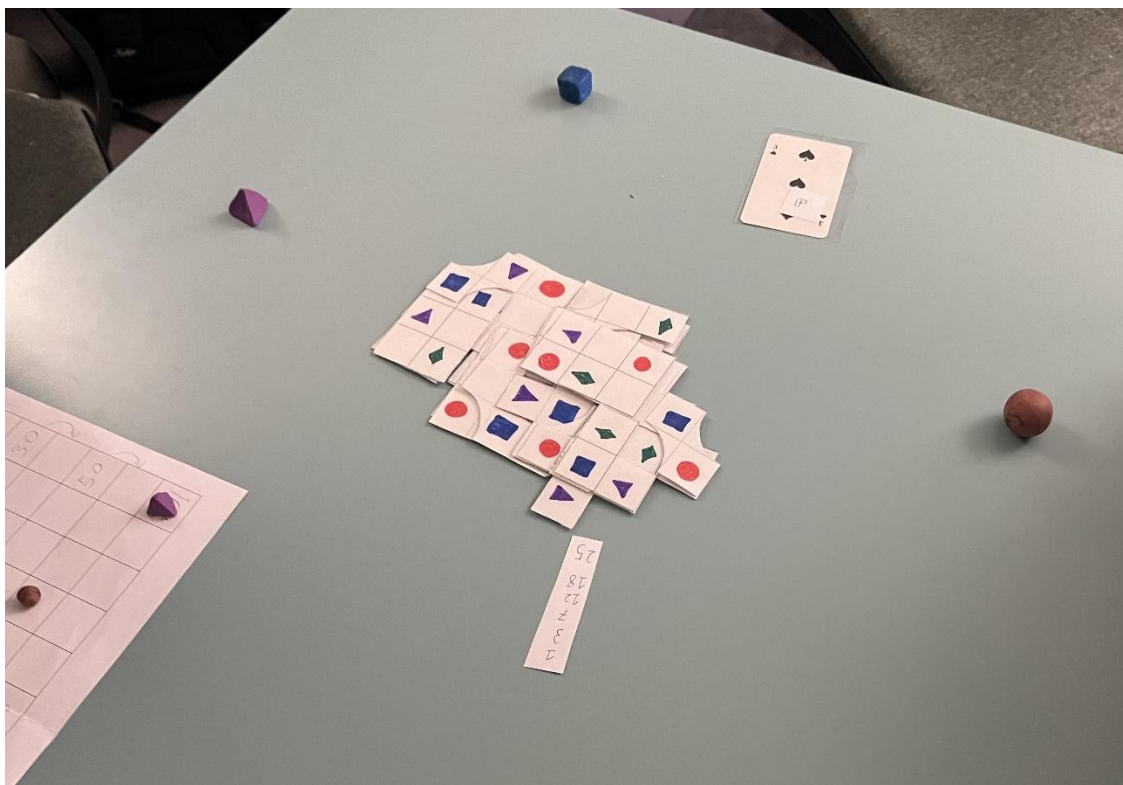
End result of a playtest



Playtest in progress day 2



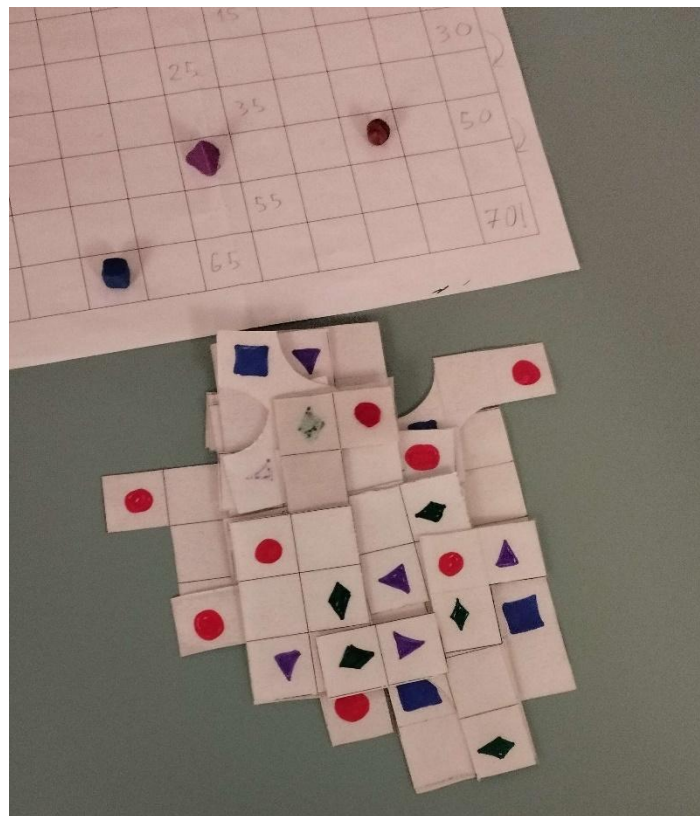
End result of a playtest



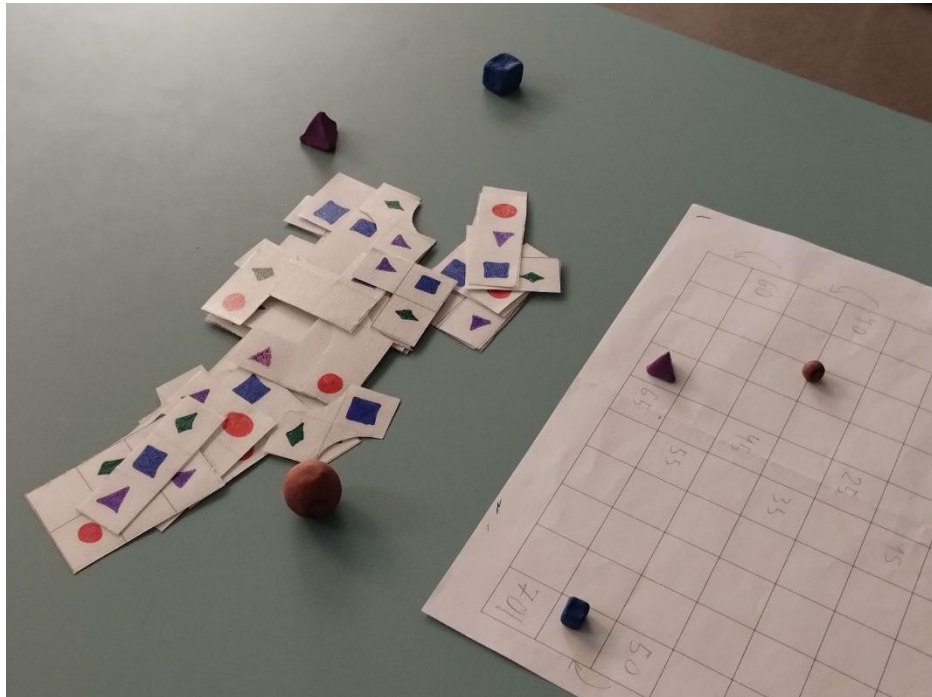
Playtest in session



End result of a playtest where we allowed flipping



End result of a playtest on day 3, where we experimented with reduced tile counts



Final playtest, playtest 10

