Introduction

An hour - only an hour has passed since we were thrown from our nice warm beds, from safety. Our outpost destroyed by the elements only six of us remain the rest presumed dead. Before we escaped we were fortunately able to procure our rover that was used for expeditions. But we have hope there is a sister base only X days from here our rations are low and the rover can only hold so much we must do anything we can to survive our trip across mars.

Events

Event 1

We came across a checkpoint overrun by bandits we could see that they clearly had the higher ground and their numbers were greater than our own we………

1. (Safe)[Cost: time] Decided to avoid them and go around the long way.
2. (Risk)[Cost: N/A] We didn’t have time to waste we needed to get through we approached them (lead to event 2)
3. (Trait option) ………..

Event 2 – leads on from Event 1

As we approached the checkpoint we are stopped by a man in a grubby space suit his gun pointed at the rover he demands a third of our alcohol as a toll to pass through we……

1. (Safe)[Cost: 1/3 alcohol] We paid the toll losing us a third of our alcohol but giving us safe access
2. (Risk)[Cost: health] We decided to engage them in combat despite the odds being against us as we need the alcohol
3. (Ex-Bandit)[Cost: 1/6 alcohol] Turns out one of Squad knows the leader of the group and can get us a discount only involving paying half the original toll
4. (Gun Nut, Alcoholic)[Cost: health] X’s Trigger finger got itchy he/she accidently blew the grubby bandits head off we realized that combat was unavoidable but X gave us the advantage of surprise

Results

Success(1 or 3) – We made it through the bandit checkpoint our alcohol feeling a little lighter

Success(2 or 4) – We managed to survive our fire fight we treated our wounds and found a number of extra supplies for our trouble

Failure(2 or 4) – we had to retreat we were unable to defeat the bandits and suffered heavy wounds

Event 3

While Driving around a cliff face we noticed a small opening in the cliff with a trail of blood outside of its entrance we decided to……

1. (safe)[Cost: N/A] keep going as we didn’t know if it was a trap
2. (risk)[Cost: Time, other?] Send someone in to see if anything was in there
3. (trait???)
4. (trait???)

Results

(safe option) we kept going leaving the opening behind us

(risky option) we found two dead people in the cave netting us a small amount of oxygen and some rations

Event 4 (maybe have different endings based on rng?)

While driving the rover picked up an unidentified signal asking for help the signal was located to the northwest which would be behind us by about 2 hours we decided to……

1. (safe option)[Cost: N/A] leave them as painful as it was we couldn’t risk helping them
2. (risky option)[Cost: time] go looking for them we couldn’t leave people to die it would make us no better than bandits (leads to event 5)

Event 5 (safe event)

After a couple of hours searching we found a rover surrounding by people who were clearly trying to repair it we decided to…..

1. (safe)[Cost: large amount of time] go and offer to help them while being wary of anything
2. (risk)[Cost: ???] attempt to extort them out of some supplies
3. (Mechanic) [Cost: time] our mechanic had seen this problem before and was able to get them on back on track in a couple of hours
4. (Villain) [Cost: health] we just killed them all they were easy pickings

Results

(Safe option) after about half a day we manage to fix their rover they gave us some fuel and rations as thanks

(risky option) they didn’t put up much of a fight but we made some more enemies we received a small amount of rations, fuel and oxygen

(mechanic) we had their rover fixed in a couple of hours we received a large amount of oxygen along with some fuel and rations

(villain) we managed to get all of their supplies netting us a large amount of oxygen rations and fuel with some alcohol

Event 5 (non-safe version)

After a couple of hours we started approaching the beacons location we noticed too late that we were getting approached by multiple rovers the red skulls painted on them gave away that these were bandits who were using the beacon as bait we decided to……

1. (safe)[Cost: health] attempt to escape without fighting
2. (risky)[Cost: health] attempt to fight them off
3. (Gun Nut) [Cost: health] we had some explosives which we used to even the odds of the fight
4. (Charlatan) [Cost: ???] we tried scaring them into thinking we had more people coming

Results

(safe) we somehow escaped but sustained some injuries and the rover was slightly damaged

(risky) we managed to fight them off but we sustained heavy wounds during the firefight

(Gun Nut) thanks to quick thinking we were able to wipe most of them out before they could act and sustained a little amount of damage

(Charlatan succeed) we succeeded in our bluff and they left as alone in exchange for not sending more people after them

(Charlatan failed) they didn’t buy our bluff and we ended up fighting sustaining heavy injuries

Balance Testing all safe options

Oxygen 10

Rations 10

Fuel 10

Alcohol 10

Upkeep 3 of ORF per day

Event 1/2

Chooses safe option

O = 7

R = 7

F = 7

A = 10

Event 3

O = 4

R = 4

F = 4

A = 10

Event 4/5

O = 1

R = 1

F = 1

A =10

Balancing update changing upkeep to 1 per person instead of 1 per 2 people

Changing starting amount to 15 of each

Oxygen = 15

Rations = 15

Fuel = 15

Alcohol = 15

Event 1/ 2

Chooses safe option

O = 9

R = 9

F = 9

A = 15

Event 3

O = 3

R = 3

F = 3

A = 15

Event4/5

O=-3

R=-3

F=-3

3 people run out of oxygen and food and the rover breaks down halfway through the day 3 survivors

All risky options (or best options) adding health for combat (assuming successes)

Oxygen = 15

Rations = 15

Fuel = 15

Alcohol = 15

Health = 100 health per person 1 person right now

Event 1/ 2 (40% chance of winning/ Gun Nut adds 20%)(30% chance of not getting hurt) (if hurt take a value between 1 and 60 for injury maybe 6d10 since 10-60 seems more balanced)

Event 3 – only lost 3 supplies overnight

O = 12

R = 12

F = 12

A = 18

Health = 100

Event 3

Checked the Cave found corpses and 2 oxygen and 3 rations

Event 4

O = 8

R = 9

F = 6

A = 18

Health = 100

Helped the people gained 6 oxygen 3 rations and 2 fuel

O = 8

R = 6

F = 2

A = 18

Balance – adding better rewards for risky choices

All risky options (or best options) adding health for combat (assuming successes)

Oxygen = 15

Rations = 15

Fuel = 15

Alcohol = 15

Health = 100 health per person 1 person right now

Event 1/ 2 (40% chance of winning/ Gun Nut adds 20%)(30% chance of not getting hurt) (if hurt take a value between 1 and 60 for injury maybe 6d10 since 10-60 seems more balanced) the player gains 9 of all supplies

Event 3 – supplies overnight

O = 18

R = 18

F = 18

A = 24

Health = 100

Event 3

Checked the Cave found corpses and 4 oxygen and 6 rations

Event 4

O = 16

R = 18

F = 12

A = 24

Health = 100

Helped the people gained 12oxygen 6 rations and 8 fuel

O = 22

R = 18

F = 14

A = 24

Health = 100

Event 5 – Deadly combat event (20% chance of winning/ gun nut adds 10%)(5% chance of not getting injured)(if hurt take 15d8 damage) gain 30 of each resource if you succeed (if you attempt to run the damage is reduced to 7d8 and the chance to take damage is reduced to 20% but you cant win the fight)

Assuming success at the best possible outcome (no damage)

O = 46

R = 42

F = 38

A = 54

Health = 100

(The idea of this fight is that the player can choose to make a huge risk with huge reward and success will give the player a large amount of breathing room where it comes to resources

Trading ideas

We need to spend alcohol on more things because otherwise we don’t many uses for it so we will have AI operated way-stations every X amount of days the prices could be as following

Material Cost (in alcohol)

Oxygen 2

Rations 2

Fuel 1

Healing 1(10 health per alcohol for 1 person)

Playing it safe (no combat until big fight)

Event 1 –goes around bandit checkpoint (so skips event 2)

O = 9

R = 9

F = 9

A = 15

Health= 100

Loses 6 resources

Event 3 – goes into the cave finds 4 oxygen and 6 rations

O = 7

R = 9

F = 3

A = 15

Health = 100

DOES SOME TRADING TO GET ENOUGH FUEL AND OXYGEN

Trades 10 Alcohol for 10 fuel

O = 1

R = 3

F = 7

A = 5

Health = 100

Event 4 helped them with best possible outcome gained 12 oxygen 6 rations 8 fuel

O = 8

R = 3

F = 9

A = 5

Health = 100

Event 5 does combat based purely on chance (20% chance to win + 10 for gun nut (5% chance of not taking damage (15-120 damage))) doing test with 4 characters

Test Result Damage1 Damage2 Damage3 Damage4

1 55(fail) 89(lives) 81(lives) 45(lives) 76(lives)

2 81(fail) 108 dies 97 lives 26(lives) no damage

3 23(pass) 114 dies 17 lives 71 lives 90 lives

4 46 (fail) 45 lives 63 lives 59 lives 105 dies

5 59(fail) 74 lives 73 lives 103 dies 105 dies

6 12(pass) 52 lives 58 lives 98 lives 92 lives

7 74 (fail) 68 lives no damage 108 dies 80 lives

8 86 (fail) 86 lives 36 lives 42 lives 88 lives

9 6 (pass) 58 lives 87 lives 62 lives 67 lives

10 91 (fail) 56 lives 55 lives 55 lives 21 lives

Change log – decided to put the damage down to 5-80 for event 5 as it is unfair to randomly instantly die if you had people at full health

Changed the %chance to take damage up to 10% if you fight

Changed the %chance to take damage up to 50% if you run

Added 1/3 of rations to the toll cost (because bandits are greedy)

Updated Events with new values (probably final for the prototype)

Events

Event 1

We came across a checkpoint overrun by bandits we could see that they clearly had the higher ground and their numbers were greater than our own we………

1. (Safe)[Cost: time] Decided to avoid them and go around the long way.
2. (Risk)[Cost: N/A] We didn’t have time to waste we needed to get through we approached them (lead to event 2)

Event 2 – leads on from Event 1

As we approached the checkpoint we are stopped by a man in a grubby space suit his gun pointed at the rover he demands a third of our alcohol as a toll to pass through we……

1. (Safe)[Cost: 1/3 alcohol, 1/3 rations] We paid the toll losing us a third of our alcohol but giving us safe access
2. (Risk)[Cost: health] We decided to engage them in combat despite the odds being against us as we need the alcohol
3. (Ex-Bandit)[Cost: 1/5 alcohol] Turns out one of Squad knows the leader of the group and can get us a discount paying 1/5 alcohol and no rations
4. (Gun Nut, Alcoholic)[Cost: health] X’s Trigger finger got itchy he/she accidently blew the grubby bandits head off we realized that combat was unavoidable but X gave us the advantage of surprise

Results

Combat Event 2 (40% chance of winning/ Gun Nut adds 20% (up to 60%))(30% chance of not getting hurt) (if hurt take a value between 1 and 40 for injury maybe 4d10 since 4-40 seems more balanced)

Success(safe) – We made it through the bandit checkpoint our alcohol feeling a little lighter (lose ½ or ¼ of your current alcohol)

Success(risk) – We managed to survive our fire fight we treated our wounds and found a number of extra supplies for our trouble (reward is 10 of each supply)

Failure(risk) – we had to retreat we were unable to defeat the bandits and suffered heavy wounds and now have to travel around the long way.

Event 3

While Driving around a cliff face we noticed a small opening in the cliff with a trail of blood scattered outside the entrance we decided to……

1. (safe)[Cost: N/A] keep going as we didn’t know if it was a trap
2. (risk)[Cost: Time, other?] Send someone in to see if anything was in there

Results

(safe option) we kept going leaving the opening behind us

(risky option) we found two dead people in the cave netting us a small amount of oxygen and some rations (reward 4 Oxygen 6 rations)

Event 4

While driving the rover picked up an unidentified signal asking for help the signal was located to the northwest which would cause us to lose a day of travel we decided to……

1. (safe option)[Cost: N/A] leave them as painful as it was we couldn’t risk helping them
2. (risky option)[Cost: time] go looking for them we couldn’t leave people to die it would make us no better than bandits (leads to event 5 or 6)

Event 5 (safe event)

After a couple of hours searching we found a rover surrounding by people who were clearly trying to repair it we decided to…..

1. (safe)[Cost: large amount of time] go and offer to help them while being wary of anything
2. (risk)[Cost: ???] attempt to extort them out of some supplies
3. (Mechanic) [Cost: time] our mechanic had seen this problem before and was able to get them on back on track in a couple of hours

Results

(Safe option) after about half a day we manage to fix their rover they gave us some fuel and rations as thanks

(risky option) Success: (at the extort) – they didn’t fight as and we got some of their supplies (reward 8 oxygen, 10 fuel, 6 rations, 8 alcohol)

(risky option) Failure (at the extort – enter combat 50% chance to win (20% chance to take no damage (damage is 4-40))) – success at combat means you kill them all and gain all of their supplies (16 oxygen, 15 Fuel 12 rations, 12 alcohol)

(mechanic) we had their rover fixed in a couple of hours we received a large amount of oxygen along with some fuel and rations(12 oxygen, 6 fuel, 4 rations)

Event 6 (non-safe version of Event 5)

After a couple of hours we started approaching the beacons location we noticed too late that we were getting approached by multiple rovers the red skulls painted on them gave away that these were bandits who were using the beacon as bait we decided to……

1. (safe)[Cost: health] attempt to escape without fighting
2. (risky)[Cost: health] attempt to fight them off
3. (Gun Nut) [Cost: health] we had some explosives which we used to even the odds of the fight
4. (Charlatan) [Cost: ???] we tried scaring them into thinking we had more people coming (40% chance to succeed)

Results

(safe) we somehow escaped but sustained some injuries (reward none)

(risky) we managed to fight them off but we sustained heavy wounds during the firefight (reward 30 of each)

(Gun Nut) thanks to quick thinking we were able to wipe most of them out before they could act and gained a large amount of resources (reward 30 of each)

(Charlatan succeed) we succeeded in our bluff and they left as alone in exchange for not sending more people after them (reward no damage taken)

(Charlatan failed) they didn’t buy our bluff and we ended up fighting sustaining heavy injuries (reward see risky if won)

Change log

We decided to alter some of the events by adding more costs to them or giving them more options this can be seen in the prototype pen and paper version of the game

Balancing change logs and explanations

**Changed upkeep from 3 to 6 and starting supply amount from 10 to 15** - We started with 10 supplies for the prototype and an upkeep of 3 per day this proved to make the game too easy as surviving for 3 days meaning that you only needed to do 1 risk to survive which I felt made the game too easy

**Increased the rewards for risky options –** this was because you had to take too many risks and on risk only runs which are very dangerous you weren’t ending up with enough to show for that so we gave all events about 2-3 times more resource rewards

**Added a combat and health system** – We made a system for combat similar to pen and paper games but simplified it adding a chance to lose, a chance to not take damage and a damage amount so only 3 overall calculations happen and gave a base health stat of 100 so we had a means of tracking damage.

**Balanced event 5 combat counters** – Event 5 was killing the entire squad far too often as we had a 20-120 damage counter originally which gave a 20% chance to die but for the prototype game testing it was too unfair so we lowered its damage to 4-80. We also increased the chance to win as only 20% made less sense so we increased it to 30% and increased the chance of not taking damage from 5% to 10% because even though the reward for winning the fight (30 of each supply) was great it was too unfair.

**Balanced escaping from event 5** – you have an option to escape from event 5 but the chance of not taking damage was only 20% so in runs I would end up losing members for trying to escape so I increased the chance to not take damage to 50% and lowered the damage from 20-120 down to 4-40.

**Added more trait options –**most characters only had 1 trait which wasn’t enough so we made sure to give everyone 2 traits and try to have all of them applicable to the play test in someway as we want the character personality and what defines them to have a big impact on gameplay

While the game will need to be rebalanced as we add more content as length will change how the game is played I feel like the play test which requires at most 2 low level risks to survive is fair that will probably increase in the future as 2/6 risks can barely get you though the game we probably want something similar to 3/6 risks required to barely survive.