

Final Game Treatment

Game Title

- Enki's Feast

Game Genre

- Thematic
- Based largely on luck mixed with skill acquired through familiarity with recipes and strategic trading

Number of Players

- 3-5

Length of Play

- The game continues until a player reaches 100 points to "win." Typically, 30-40 minutes.

Materials List

1. "Base Resource" menu (one for each player)
2. Deck of "Action Cards" (includes boiling, baking, roasting, famine, brewing, harvest, and high priest cards)
3. 1 die
4. 1 pot or bowl of resource tiles (full of ingredients necessary to combine and create a dish or drink)
5. Menu of potential recipe combinations (one for each player)

Rules and Mechanics


- The game will begin with a distribution of "Base Resource" cards to each player (i.e. 3-5 ingredients depending on the number of players). These cards will each list 3 different combinations of 3 different resources to act as a base from which each player can build recipe combinations.
- Next, the players will determine a starting order. The first designated player will begin their turn. A turn consists of first picking an action card, rolling the die, collecting resource tiles, and ultimately combining those resources to "cook" a recipe. In the event that a player needs one more resource in order to make a recipe, they may trade for the desired resource on a 4:1 ratio.
- Action cards consist of a boiling, baking, roasting, famine, brewing, harvest, and high priest cards. The boiling, baking, roasting, and brewing cards will be more abundant in the deck and their effects will last each player two turns. However, the harvest, famine, and high priest cards will be rare to draw and their effects will only last one turn. If a player draws a famine card, they will be forced to give up/return two resources to the communal pot. Additionally, the player may not pick any new resources on that turn. If a player picks a harvest card, the player is allowed to take two quantity rolls, using both dice respectively (ex. player rolls a 1 and 3, the player may then decide to pick 3 "rare" tiles and 1 "common" resource tile or 1 "rare" tile and 3 "common" tiles). Finally, the high priest card is needed to make "Enki beer" and "Inanna steak" (recipes worth the highest amount of points). The high priest card also enables player to pick five resource tiles from either the "common" or "rare" resource pots.

- Players begin the game with 50 points and score based on which recipes they are able to make. The first player to reach 100 points wins the game.

Sample Round of Gameplay Below:

- Player picks up an action card, rolls the dice, and picks up the corresponding number of ingredients from the pot. When all players have done this, that is the end of the round.
- Throughout the round, players should be cognizant of the combinations and dishes possible with their given base resources and acquired ingredients.
- At the end of the round, players go around and recipe and score points.
- Every action card (other than aforementioned exceptions) lasts two turns if it is not used when it is first drawn.
- Every 3 rounds, players have the option to trade ingredients amongst each other at an exchange rate they decide.
- Players start at 50 Enki Tokens and the first to 100 tokens wins the game.

Media Photos of Aspects of Enki's Feast are included below:



RECIPES	ACTION CARD NEEDED	WATER	SALT	BARLEY	GRASSHOPPER	GARLIC	TUMERIC	DATES	PISTACHIO	TURMERIC	CARDAMOM	GRAPE	MILK	LAMB	ONION	SIRLOIN
BAPPIR	BAKING	I	I	I												
ROASTED GRASSHOPPER	ROASTING				I	I	I									
MERSU	BAKING			I				2	2							
BEER	BREWING	I		I			I				I					
ENKI BEER	HIGH PRIEST			I			I				I					
DATE WINE	BREWING	2						2				2				
LAMB BROTH	BOILING	2		3									I	I	2	
VEGGIE BROTH	BOILING	I				I										
INANNA STEAK	HIGH PRIEST		I			I									I	I

POINT VALUES

BAPPIR +5

VEGETABLE BROTH +5

ROAST GRASSHOPPER +10

MERSU +10

DATE WINE +15

LAMB BROTH +15

INANNA STEAK +20

ENKI BEER +20

BASE RESOURCES

2 WATER

2 SALT

4 BARLEY

1 LAMB

2 DATES









2 ONIONS

1 GARLIC

Each player receives a scorecard, displayed above, which portrays the necessary resources to create a recipe, displays the point values associated with a recipe, and outlines the randomized base resources given to players at the start of the

<h3>HIGH PRIEST</h3> <p>The King's High Priest sacrifices a lamb and through the practice of extispicy, or divination by reading of animal entrails, concludes that the fields will yield a bountiful harvest.</p> <p>You may pick 5 extra resource tiles and, if possible, brew Enki beer or cook Inanna steak</p>	<h3>FAMINE</h3> <p>You have invoked "The Curse of Akkad."</p> <p>This curse is referenced in a classic Akkadian poem which chronicles the story of Sargon's grandson, Naram-Sin, who plundered the temple of a weather god, incurring a century long drought.</p> <p>In order to conserve food for your community you must give up/return 2 resources to the communal pot. Additionally, the player may not pick up any new resources (only lasts 1 turn)</p>	<h3>HARVEST</h3> <p>It is the year 3000 BCE and the plow is now an agricultural tool used widely in Mesopotamia. This technology has allowed for a bountiful harvest.</p> <p>You may take 2 quantity rolls and draw another action card.</p>	<h3>THIEF</h3> <p>Hammurabi's Code stipulates that if anyone steals what "belongs to a god or to the court" the thief shall pay thirtyfold or if the thief has nothing with which to pay he shall be put to death." ...fourtunately you are not caught.</p> <p>You may steal 3 resources from any player.</p>
<h3>BAKING</h3>  <p>Relief from Ashurbanipal's palace at Nineveh 7th century BC</p> 	<h3>ROASTING</h3>  <p>Relief depicts Girra, the Mesopotamian God of Fire</p> 	<h3>BOILING</h3>  <p>Enki, along with being the god of wisdom, is also the god of water. Enki resides in the ocean underneath the earth called the abzu, an important place in Mesopotamian cosmic geography.</p> 	<h3>BREWING</h3>  <p>Courtiers hoist tankards of beer in the palace at Dur-Shanukin</p> 

Displayed above is the assortment of action cards that players will draw every turn, and what event exactly comes from the action cards.

 <p>+5</p>	 <p>+5</p>	 <p>+5</p>	 <p>+5</p>
 <p>+5</p>	 <p>+5</p>	 <p>+5</p>	 <p>+5</p>

The game's currency, called Enki Tokens, which come in denominations of +5, +10, +15, and +20



ENKI'S FEAST													
POINTS	ACTUAL CARD	WATER	SALT	BARLEY	GRASSHOPPER	ONION	TURMERIC	DATES	PESTICIDES	TURMERIC	CARDAMOM	SOYBEAN	MILK
5	WATER	1	1	1	1	1	1	1	1	1	1	1	1
10	WATER	1	1	1	1	1	1	1	1	1	1	1	1
15	WATER	1	1	1	1	1	1	1	1	1	1	1	1
20	WATER	1	1	1	1	1	1	1	1	1	1	1	1
25	WATER	1	1	1	1	1	1	1	1	1	1	1	1
30	WATER	1	1	1	1	1	1	1	1	1	1	1	1
35	WATER	1	1	1	1	1	1	1	1	1	1	1	1
40	WATER	1	1	1	1	1	1	1	1	1	1	1	1
45	WATER	1	1	1	1	1	1	1	1	1	1	1	1
50	WATER	1	1	1	1	1	1	1	1	1	1	1	1
55	WATER	1	1	1	1	1	1	1	1	1	1	1	1
60	WATER	1	1	1	1	1	1	1	1	1	1	1	1
65	WATER	1	1	1	1	1	1	1	1	1	1	1	1
70	WATER	1	1	1	1	1	1	1	1	1	1	1	1
75	WATER	1	1	1	1	1	1	1	1	1	1	1	1
80	WATER	1	1	1	1	1	1	1	1	1	1	1	1
85	WATER	1	1	1	1	1	1	1	1	1	1	1	1
90	WATER	1	1	1	1	1	1	1	1	1	1	1	1
95	WATER	1	1	1	1	1	1	1	1	1	1	1	1
100	WATER	1	1	1	1	1	1	1	1	1	1	1	1

POINT VALUES:

BAPPIR +5
VEGETABLE BROTH +5
ROAST GRASSHOPPER +10
MERSU +10
DATE

BASE RESOURCES:

2 WATER
2 SALT