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Cocopan Chase

Link to Video:

You are working at the end of a mine when all of a sudden your cart loses power! You must escape the mine before your opponent to save the hidden location of the secret diamonds in the mine! Get out first! Go now!

Use lanterns for light and snacks for energy as you push your way out of this perilous dungeon.

Rules:
1. All players line up to start on the line labeled "ENTRANCE".
2. Each player starts with 5 oil cards and 3 snack cards. The tallest player goes first.
3. Each turn has two parts - movement and drawing.
    a. At the beginning of your turn, you must expend an amount of oil and snack cards to move forward. The amount of oil and snack cards needed to move forward will be stated along the track.
        i. If you do not have enough oil or snack cards for movement, then you can stay put and draw an extra resource card.
        ii. You can put your used resources in a discard pile, and reshuffle them if you run out.
    b. After your movement, you can draw one resource card. After the resource card is drawn, you must draw one event card.
        i. The event card will provide details on what the player needs to do.
4. Players can choose to discard one resource card and draw a new one.
    a. This replaces your movement. If you do this, you cannot move on the board.
    b. If you do this instead of your movement, you may still draw a resource card and an event card at the end of your turn.
    c. Essentially, you are putting down one resource card to trade out for a new one and in addition to that you also draw another resource and event card to end your turn.
5. There are four types of resource cards: oil, snack, med kits, and free passes.
    a. Oil cards help light the way for your path as you make your way through the mine.
    b. Snack cards help keep you energized as you are forced to push the cart through the mine.
    c. Med kits help you skip over event cards that hurt or scare you, such as breaking a limb, getting scared by bats, or something similar. Event cards will specify if a med kit can be used
    d. Free passes allow your player to get across any track, regardless of distance. You can even use a free pass to get over a track that has been broken or disabled.

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   e. Both resource and event cards should be put into a discard pile and reshuffled if the players run out of cards.

6. Event cards

   a. Some event cards indicate that a "mine shaft" (one of the labeled dots) has collapsed, if a player is currently on that point, they must forfeit their next turn and then move out of that spot on the following turn.

      i. If a point or passage (aka a mine shaft) is collapsed by an event card, use the colored sticky notes to block off the points or passages on the board.

      ii. If a point gets collapsed that has been previously collapsed by a sabotage card, nothing happens.

   b. If a player gets a sabotage card, they can collapse one point of their choosing permanently.

      i. If a player is on a point that is collapsed, they must forfeit their next turn.

      ii. Only one of points N and T can be collapsed, as collapsing both of them would make everyone trapped in the mine.

   c. Some event cards cause a rail split, breaking a track so it cannot be used in the future. Players can, however, use the checkpoints that connect to a broken track

   d. The other cards include random events that could make you skip your turn.

   e. There are some beneficial cards in the event pile and some that have no positive nor negative effect.

7. Players may only travel one checkpoint per turn, and two players cannot be in the same spot.

8. First to escape the mine wins!

A description of your design process:

● How did you come up with your ideas? How did you choose one?

   ○ We came up with our ideas by thinking of a real world scenarios that we would be interested in experiencing. We thought about mechanics for those scenarios as well, and determined which scenario we thought would be the best for a resource based game as well as keep the players engaged in the setting. For our game, we figured that the mine setting was best as it was an exciting environment with the ability to utilize many mechanics.

● How did you develop your draft game? What feedback did you get from playtests?

   ○ To develop our draft game, we started to think of some resources that would be useful in a mine. We figured that, if actually trapped in a mine, people would need light to see their way, and energy to push the cart through. This is how we figured out our resource mechanic, and the map fell into place after that. The feedback we got from playtests was mostly to balance the cards more, as some players were getting stuck at some points and having to just draw consistently. We also found that there was not as much agency for the players that we had liked.

- What further revisions did you make to create the final game? What did you learn from playtesting it? Did you make further revisions?
  - To create the final game, we rebalanced the deck with more oil cards than snack cards, as oil for light is the most needed item. We also changed the rules so that an event card must be drawn on every turn. Following this, we added a considerably larger amount of event cards to the deck, also including some that have a neutral effect. One event card we added was a sabotage card, which allows players to slow each other down. We also expanded the amounts of passageways between points, so that players could more effectively navigate through without getting stuck. Finally, we added a trading mechanic which allows players to trade out their cards if they are stuck with some resource cards that they do not need.
- What were the roles of each partner? What did each contribute at each stage?
  - We both worked on the ideation in section, brainstorming ideas, and then outside of section narrowing them down to which one we wanted. We also came up with the mechanics of the game together.