

BLOTZEE



Rules

Objectives:

To get as many tiles your color as possible

How to Play:

Setup: make sure board is erased. And give each player a marker.

Start: Roll 1 die each highest roller goes first.

Gameplay:

Each turn you roll the dice once and the keep whatever dice you do not want to hold on to and reroll the rest. Your combination of dice determines how many boxes you get to fill in. See the table to see how many boxes you get to fill.

Filling Boxes: Each new turn boxes must be touching only corners of boxes your color. During each turn your boxes must be touching sides to create a shape.

Combination of dice	Number of Boxes Filled
1 of a kind	1 Box
2 of a kind	2 Boxes
3 of a kind	3 Boxes
4 of a kind	4 Boxes
5 of a kind	5 Boxes
Full House	A 2 and a 3(Must be 2 separate shapes)
Large Straight(5 in a row)	Any combination of 5 boxes
Small Straight(4 in a row)	Any Combination of 4 boxes

Special Rolls:

Full House: a pair and a set of 3. You place a 2 space box and a 3 space box like they were played on seperate turns.

Straights: A sequence of numbers. You can place squares in any combination of shapes as long as the total number of boxes adds to the length of the straight.

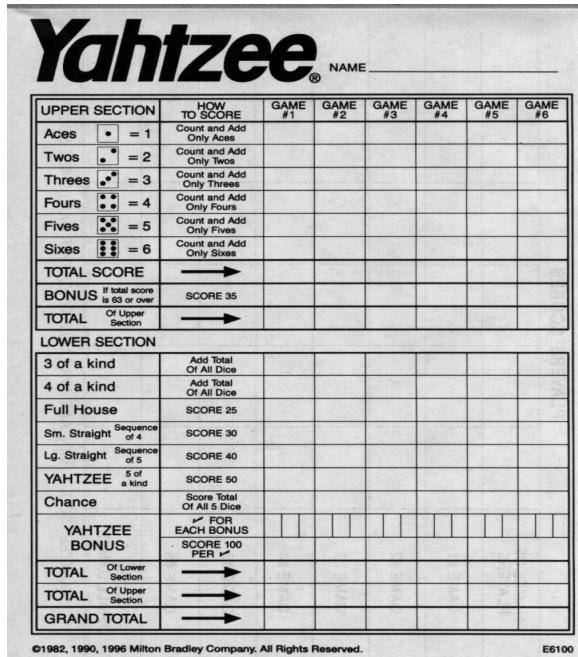
How to Win:

You win by having the most boxes filled. Play ends for each player when they can no longer make a move. If one player can no longer move that does not mean the game is over the rest of the players continue.

Yahtzee

History:

In 1954 a canadian couple were on a yacht and needed something to play so they made yahtzee. In 1956 they sold rights to the game. Since then many variations have been made to make players interact against eachother or use dice that are not 6 sided. One common variation is to use 3 columns for scoring instead of just 1.

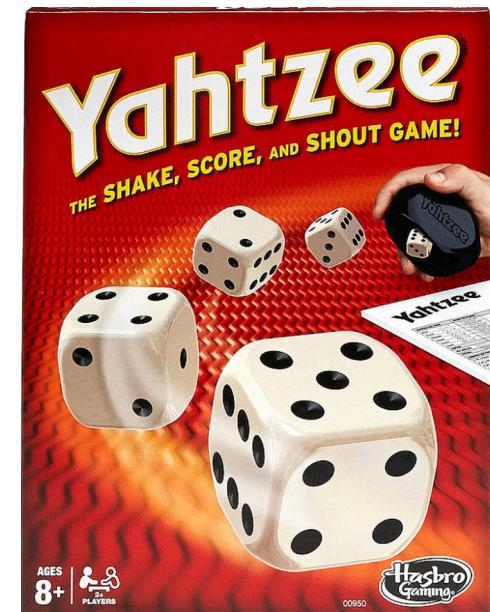


Gameplay:

In yahtzee you have 5 6 sided die. Each turn you get up to three rolls in which you can roll anywhere from all 5 to just 1 die. Dice that you didn't roll hold their values between rolls. Your goal is to get as many points as you can by getting pairs 3 of a kinds or 4 of a kinds of the same number. There also are special rolls that come from poker such as a full house or straight. The ultimate goal is to get a yahtzee which is 5 of a kind and rewards the most points in the game. To keep score you use a card like the one to the left. As a bonus if you score over 63 points in the top section.

Why:

I chose yahtzee because it brings a lot of luck based gameplay. It also has many "special" rolls that give bonus points that can be used for other things. This is going to bring an element of random into blokus that will be really smooth.



Yahtzee Data

Yahtzee Data															
Player	1st Roll			2nd Roll			3rd Roll			4th Roll			5th Roll		
	2P	2P	FH	1	1	JK	2P	2P	FH	SS	1	1	1	1	
Mark															
Zach	/	4k	4k	/	/	/	2k	2k	/	LS	/	LS	4k	3k	3k 4k
Blake	/	3k	FH	3k	4k	4k	/	SS	SS	LS	2P	3k	4k	4k	2k 3k 3k 3k 4k

Blokus

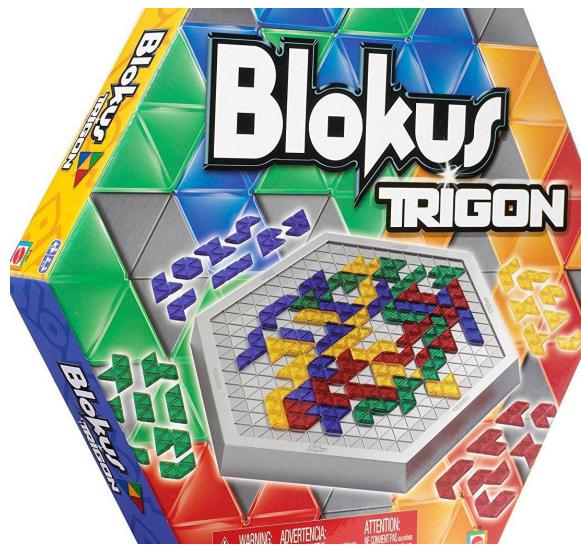
History:

Blokus is a fairly new game released in 2000. It quickly gained a reputation and won a few awards. It was originally made by a french game company but then later sold off to mattel in 2009. Since its development a few other variations have come about such as a hexagon board with triangular pieces, or a 2 person board that is smaller and optimized for only 2 players.



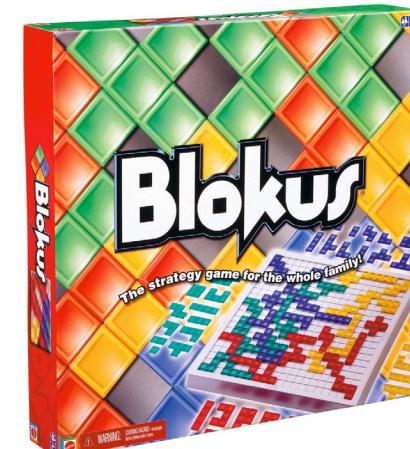
Gameplay:

Blokus is played by 2-4 players and everyone starts on the same page. To start everyone puts a piece in the corner closest to them and then play continues clockwise. As play continues you each play pieces touching one of your other pieces corners only. Touching side to side is not allowed unless it is another players color. Play ends when nobody can play another tile.

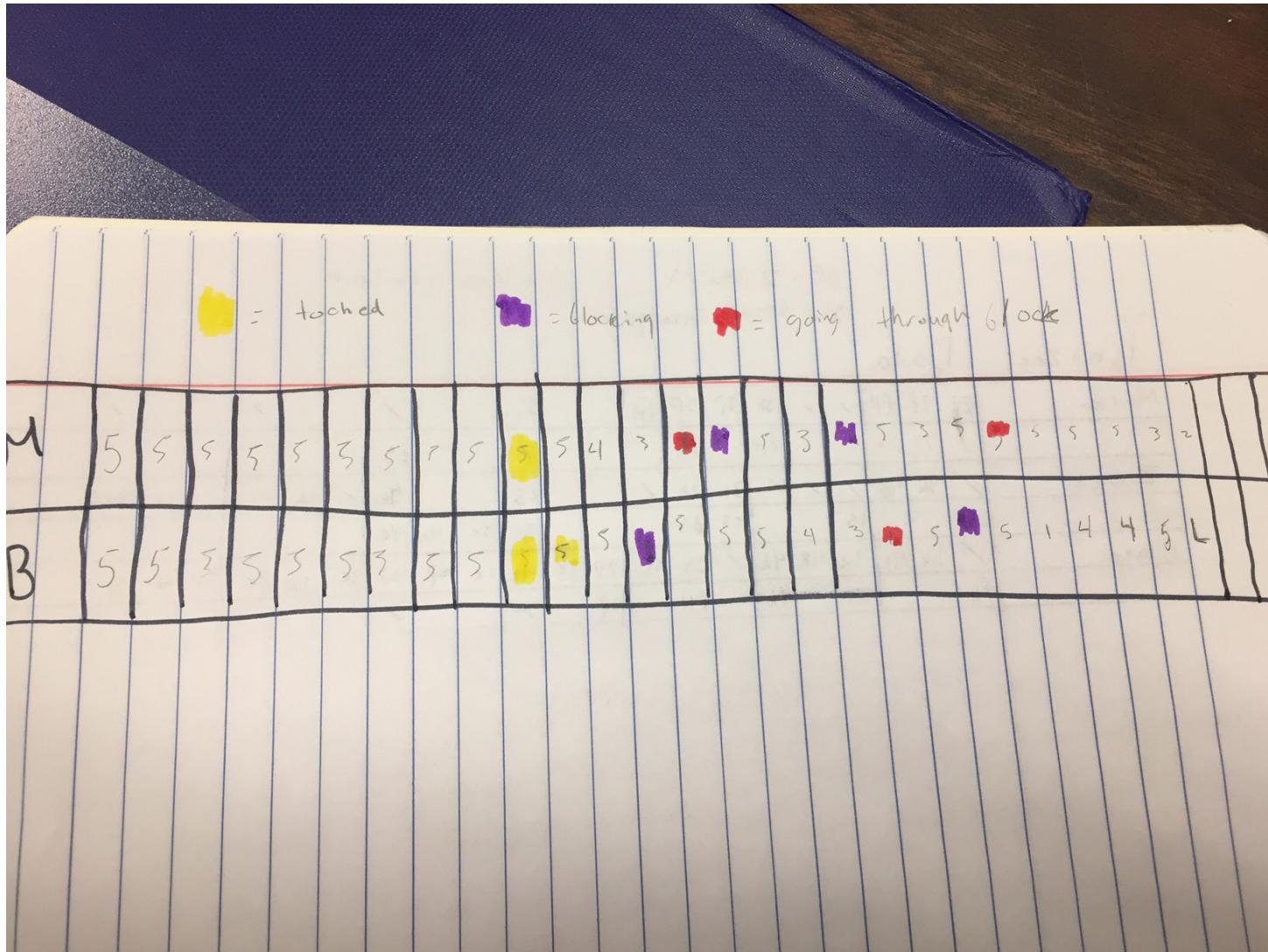


Why:

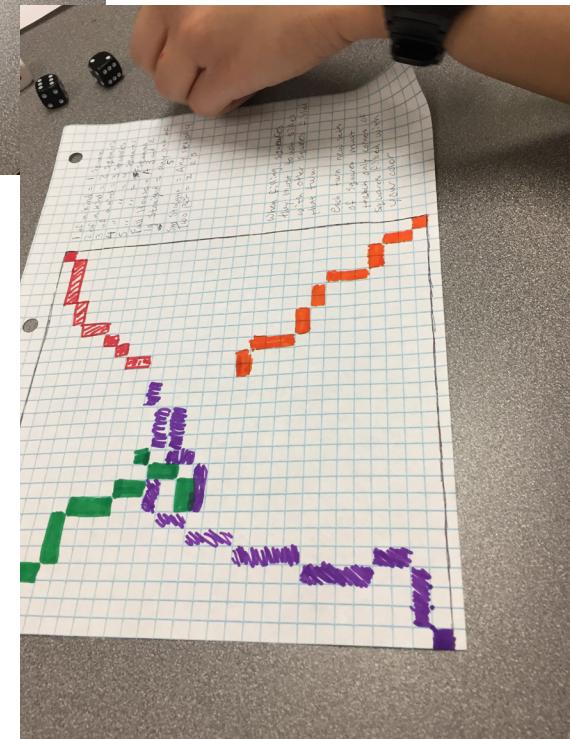
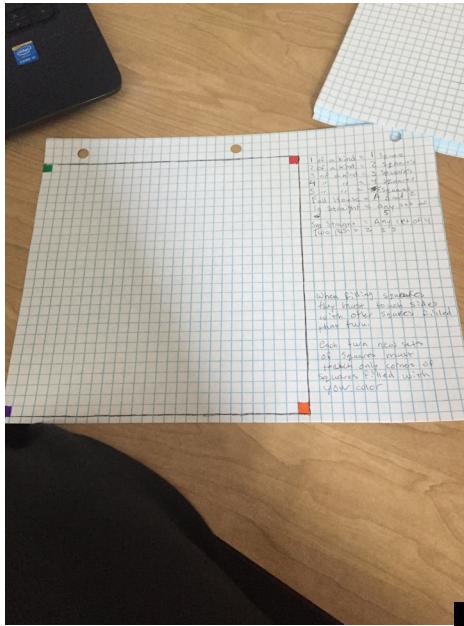
Blokus was chosen because after a few times of playing the game play gets a little stale. So bringing some new elements to it would make the game really good. This is the base game for my project. This game is also fairly well balanced so I thought it would be easier to add to since it was already in a good place.



Blokus Data

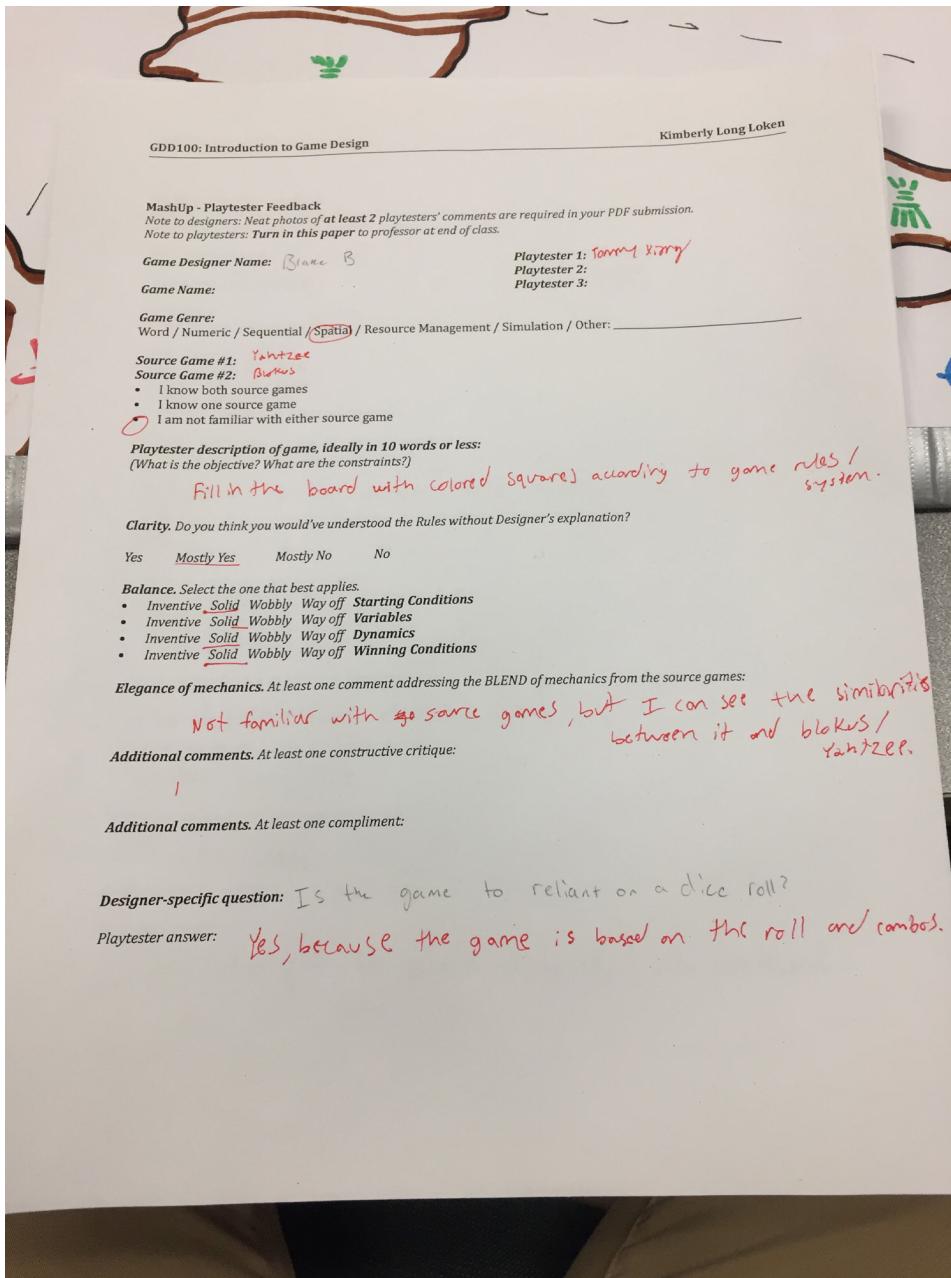


Playtesting



Example End Game Board:





MashUp - Playtester Feedback

Note to designers: Neat photos of at least 2 playtesters' comments are required in your PDF submission.

Note to playtesters: Turn in this paper to professor at end of class.

Game Designer Name: Blake B

Aubree
Playtester 1:
Playtester 2:
Playtester 3:

Game Name:

Game Genre:

Word / Numeric / Sequential / Spatial / Resource Management / Simulation / Other: _____

Source Game #1:

Source Game #2:

- I know both source games
- I know one source game
- I am not familiar with either source game

*Blakely
Aubree*

Playtester description of game, ideally in 10 words or less:

(What is the objective? What are the constraints?) got the most squares

Clarity. Do you think you would've understood the Rules without Designer's explanation?

Yes Mostly Yes Mostly No No

Balance. Select the one that best applies.

- Inventive Solid Wobbly Way off Starting Conditions
- Inventive Solid Wobbly Way off Variables
- Inventive Solid Wobbly Way off Dynamics
- Inventive Solid Wobbly Way off Winning Conditions

Elegance of mechanics. At least one comment addressing the BLEND of mechanics from the source games:

*got ya tatz element is cool that yall
jeter mine what pieces you can*

Additional comments. At least one constructive critique:

*a bit slow
a bigger board would be nice
it's good*

Designer-specific question: Is the game too reliant on dice roll?

Playtester answer: That's the mechanic

MashUp - Playtester Feedback

Note to designers: Neat photos of at least 2 playtesters' comments are required in your PDF submission.
Note to playtesters: Turn in this paper to professor at end of class.

Game Designer Name: Blake B

Playtester 1: Michael
Playtester 2: Aubree
Playtester 3: Tommy

Game Name: Blockzee

Game Genre:
Word / Numeric / Sequential / Spatial / Resource Management / Simulation / Other: _____

Source Game #1: Katzen

Source Game #2: Blockus

- I know both source games
- I know one source game
- I am not familiar with either source game

Playtester description of game, ideally in 10 words or less:
(What is the objective? What are the constraints?)

Blockus with random tile sizes

Clarity. Do you think you would've understood the Rules without Designer's explanation?

Yes Mostly Yes Mostly No No

Balance. Select the one that best applies.

- Inventive Solid Wobbly Way off Starting Conditions
- Inventive Solid Wobbly Way off Variables
- Inventive Solid Wobbly Way off Dynamics
- Inventive Solid Wobbly Way off Winning Conditions

Elegance of mechanics. At least one comment addressing the BLEND of mechanics from the source games:

Size determination meshes well

Additional comments. At least one constructive critique:

Smaller board size

Additional comments. At least one compliment:

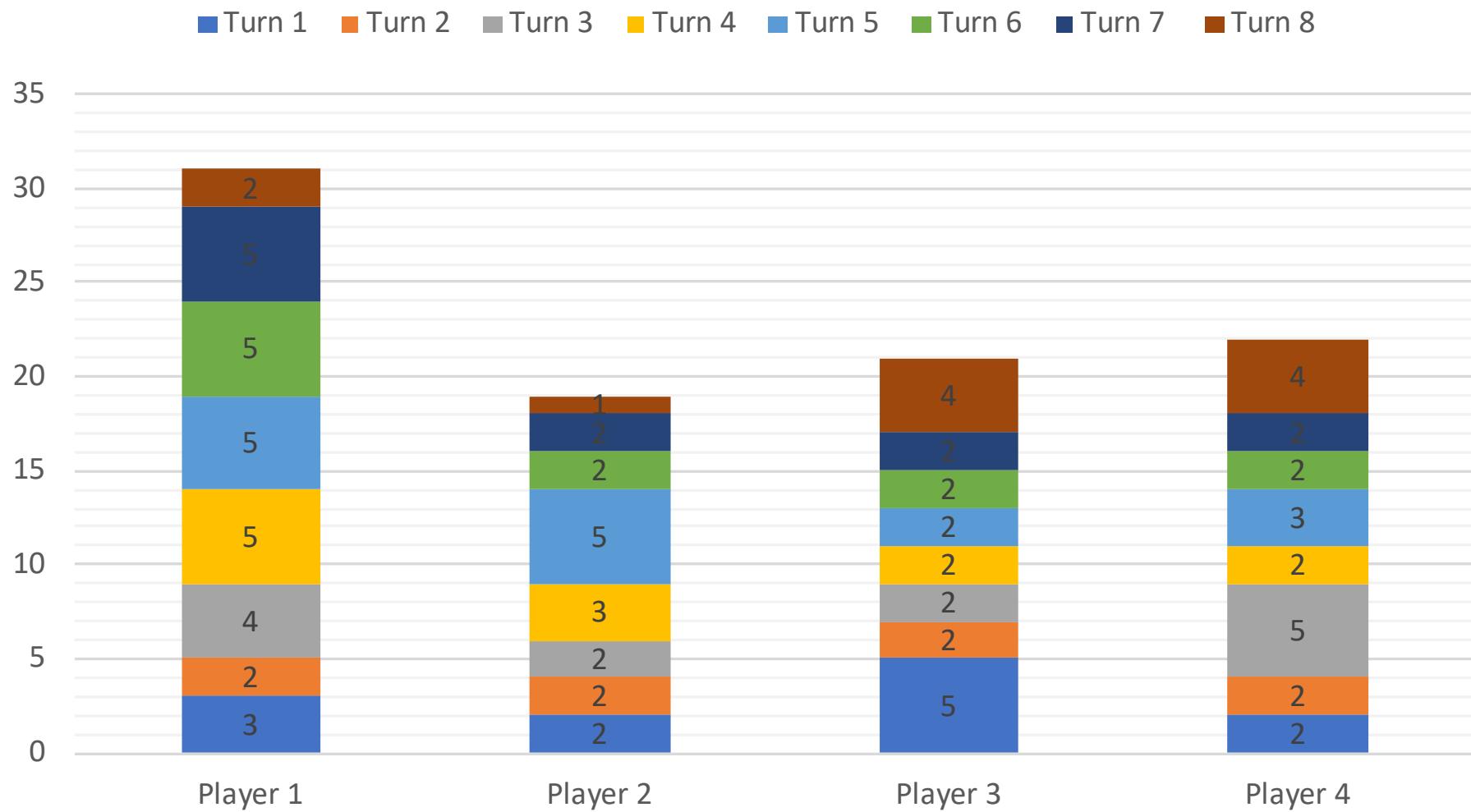
Works well

Designer-specific question: Is the game too reliant on dice rolls?

Playtester answer:

No, you get to place at least 1 tile per turn

Number of boxes filled by turn



Blotzee was a fairly large success in my opinion. When designing I ran into a few rough spots where I couldnt think of a way to elegantly combine the two games so that mechanics would work well without feeling like two seperate games but the end result seems fairly cohesive. If I was going to bring it to production a few things would need to change. I would use a erasable board so that I could add more things like making a yahtzee allow you to erase someone elses shape and place a new shape with 5 blocks filled. Or making a straight do other special moves like changing someone elses shape to your color to allow for a more complex gameplay. Through playtesting I found that the game will take alot longer then I planned on it so if a faster game was wanted you could shrink the size of the board to allow for a more strategic and complex game. The aestic I went with is very simple because the game isnt very complex. I choose the coloring because they are the colors that you use in the game. The super blocky structure is based on the fact that you fill squares in the game.