**Phone-A-Friend**

Christian Watson

**Core Gameplay Mechanic**

* Player rely on the luck of a dice role to move around the board and purchase property.

**Setup Instructions**

1. Take the board and place it in the middle of everyone currently playing.
2. There are 3 sets of cards present with the board, they include:
   1. Player Trait Cards (Money Hungry, Basement Start Up, Failing CEO, and Real Estate Mogul)
   2. Phone Producers (Apple, Samsung, Google, and LG Mobile)
   3. Risk Cards
3. Take the Player Trait cards and spread them out face down on a side of the board.
4. Take the Phone Producer cards and spread them out face down on a side of the board.
5. Take the Risk Cards and place them in the center of the board.

**Rules**

1. All players will roll the dice and the order is determined from highest to lowest, with the highest going first.
2. After deciding the order, each player will randomly pick one Player Trait card from the stack and that determines their starting resources.
3. Players must follow the instructions present on a card.
4. Each player is responsible for keeping track of their own resources.
5. Players are only allowed to purchase towers when they land on a property space.
6. Players can only purchase exclusive rights to a phone provider when the draw a related card.
7. If they decline either a tower or provider, then other players can place bids.
8. Players cannot own two Phone Producers.
9. Players can only draw from the active stack of cards; no cards are drawn from the discard pile.
10. After all active cards have been used, the discard pile is recycled, reshuffled and placed back in play.
11. If a player’s funds reach the negative, then they are eliminated from the game.
12. All remaining players in the game are permitted to place a bid on the towers owned by a recently eliminated player.
13. Players must pay taxes if they land on a board space that is owned by another player.
14. Players are only permitted to form a partnership with another player if they draw a card that permits them to do so.
15. If a player lands on the ‘Go to Court’ space, they are forced to revoke ownership to half their towers and pay a small fine.
16. The winner is determined by whoever reaches a goal, that all players agreed too.

**Procedures**

* Players will roll the dice to determine how many places they move on the board.
* Tiles are of different types and each has an action that can correspond with it.
* A player lands on the tile, performs an action, then their turn is over.
* The actions have some loss/gain of resources associated with them, whether it’s a loss/gain depends on what a player does during the turn.
* Purchasing a phone provider or tower, will yield more income but are optional the player.

**Observations**

**Christian Watson**

* The game was simple and enjoyable. Everyone who play tested like that the game was similar in monopoly, so they didn’t have to spend a lot of time attempting to understand an entire new game. They enjoyed the subtle twists on common aspects of monopoly.

**Playtesting Script**

* 5 Minutes – Players presented the rules and allowed to read.
* 3 Minutes – Players where permitted to ask any clarifying questions.
* 25 Minutes – Time spent playing the game.
* 15 Minutes – Survey and follow up questions.

**Survey/Questionnaire (Qualitative Data)**

1. Enjoyed the gameplay.
   * 3 – Strongly Agree
   * 1 – Agree
2. Where the rules easy to follow?
   * 3 – Strongly Agree
   * 1 – Agree
3. Where trait cards balanced?
   * 2 – Agree
   * 1 – Neutral
   * 1 - Disagree
4. Was the game board easy to follow?
   * 2 – Strongly Agree
   * 2 – Agree
5. Do you wish the game had physical currency?
   * 2 – Neutral
   * 2 – Agree
6. Was the ‘Go to Court’ punishment too severe?
   * 3 – Disagree
   * 1 – Strongly Disagree
7. Should the property bidding be removed?
   * 4 – Strongly Disagree
8. Where the game resources easy to track?
   * 3 – Agree
   * 1 – Neutral