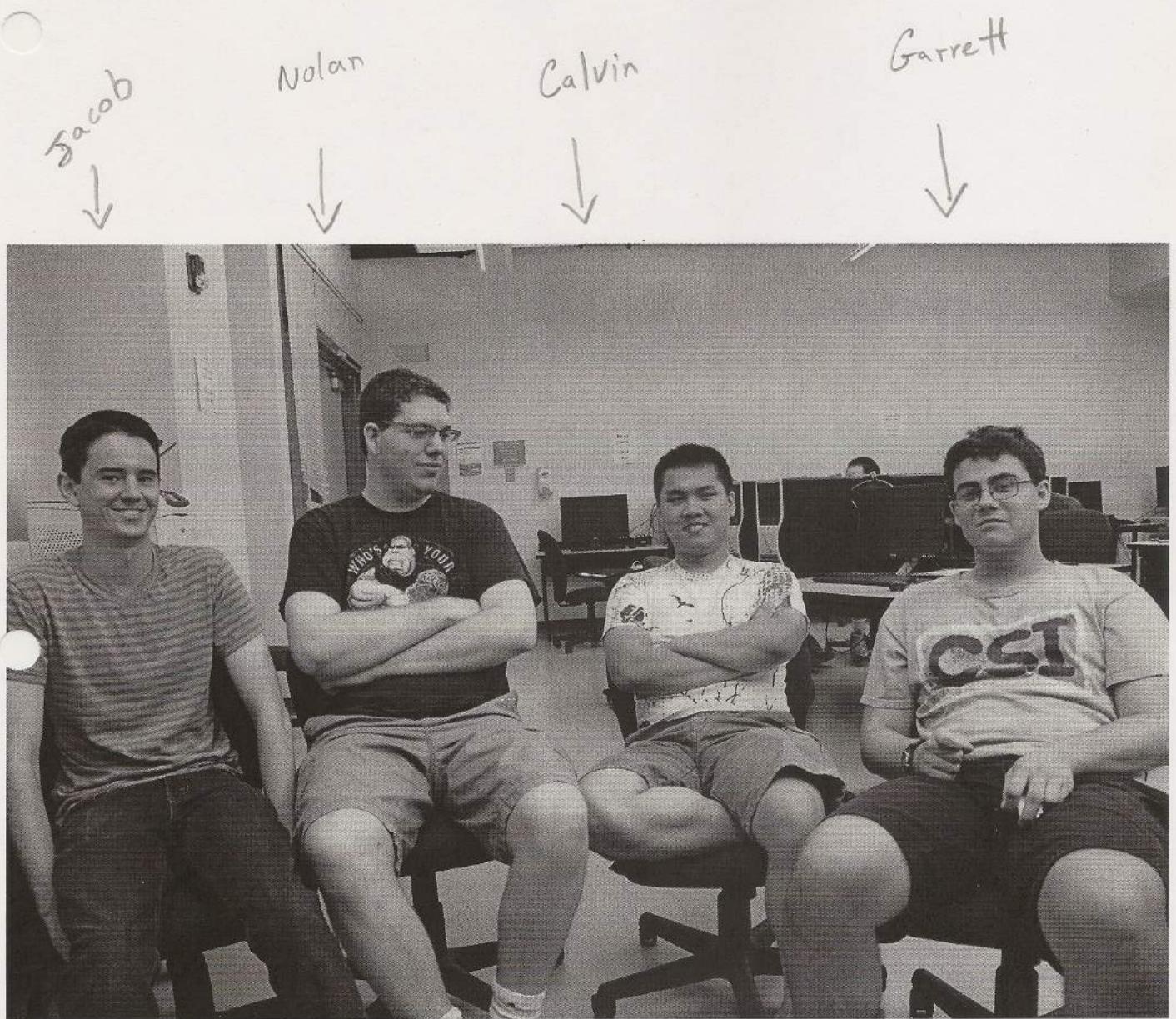




Project: Exodus

By NobleTECH

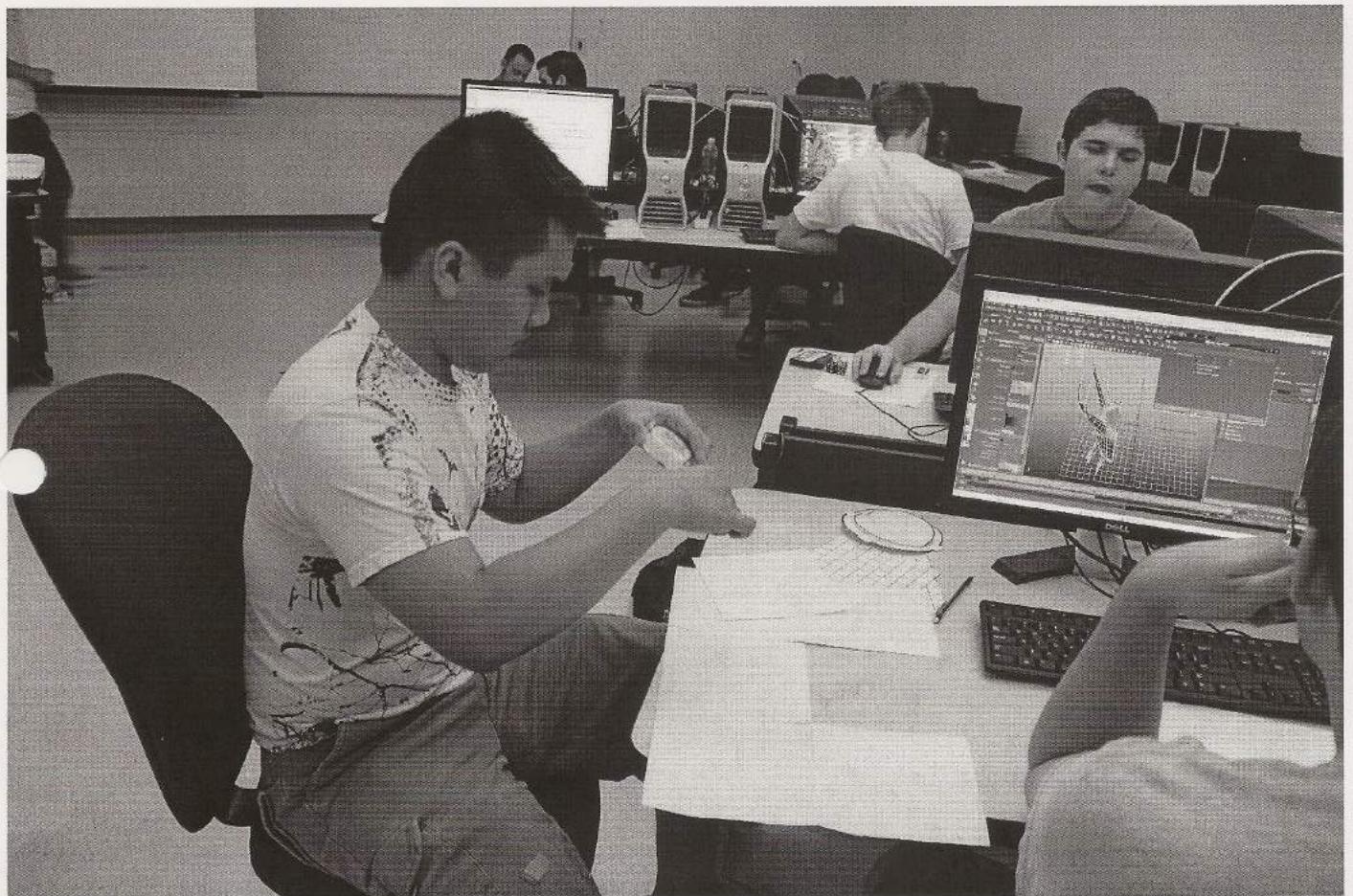
Carlos Mendoza Calvin Huyah Garrett Nordin
Nolan Robinson Jacob Longozo Andrew Jiang

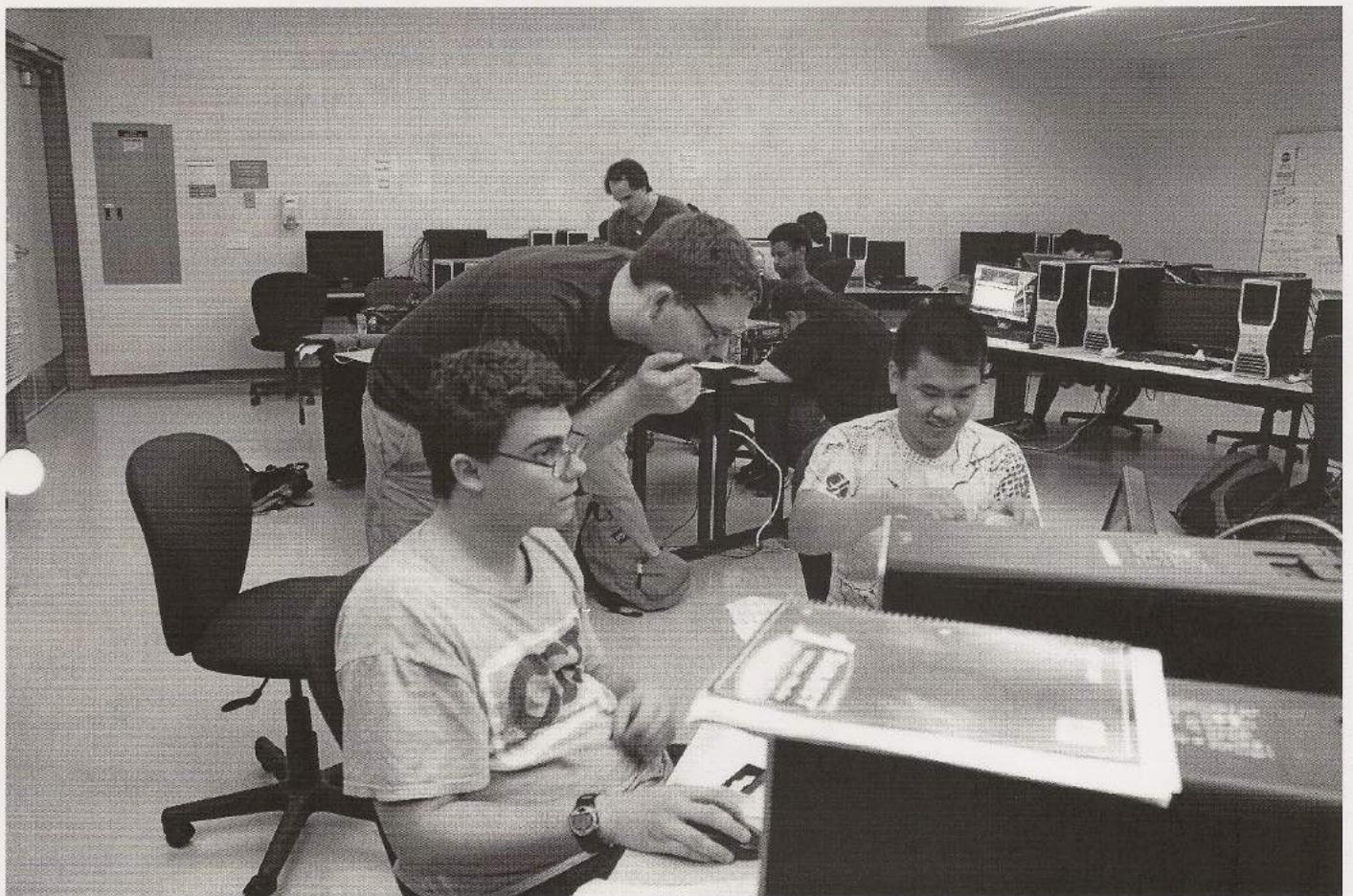


Carlos

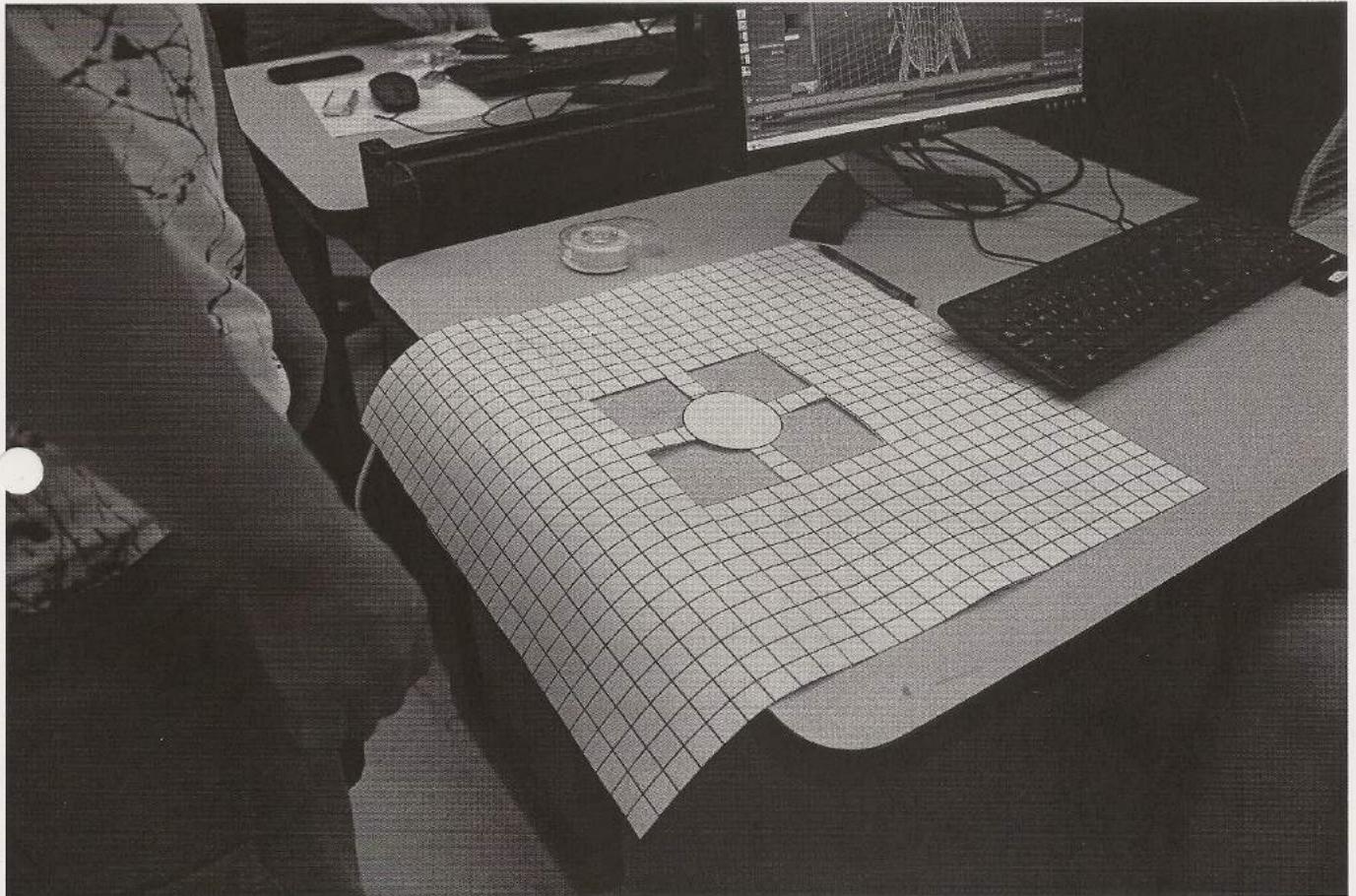
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Taking Picture

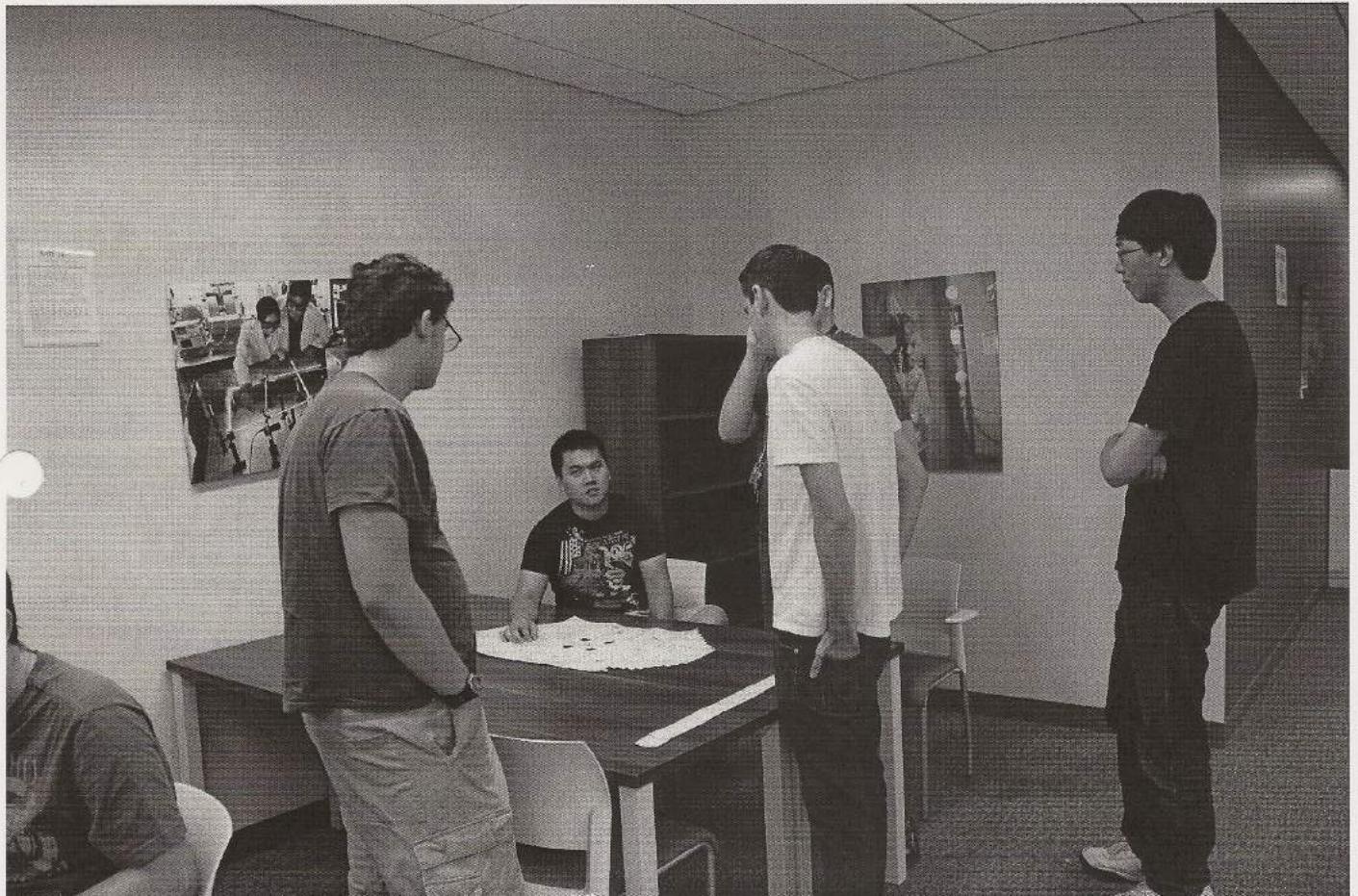




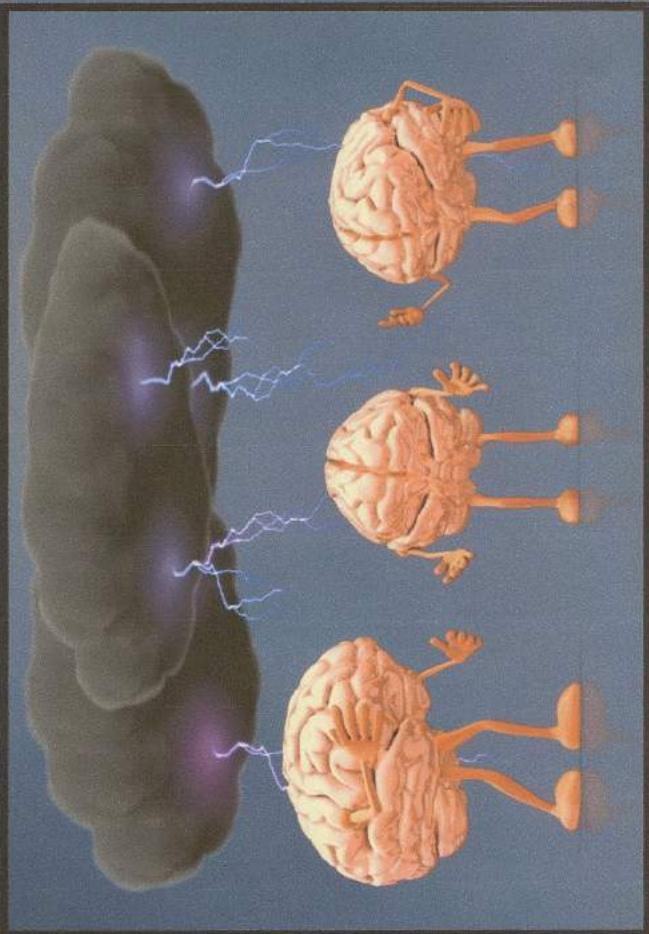


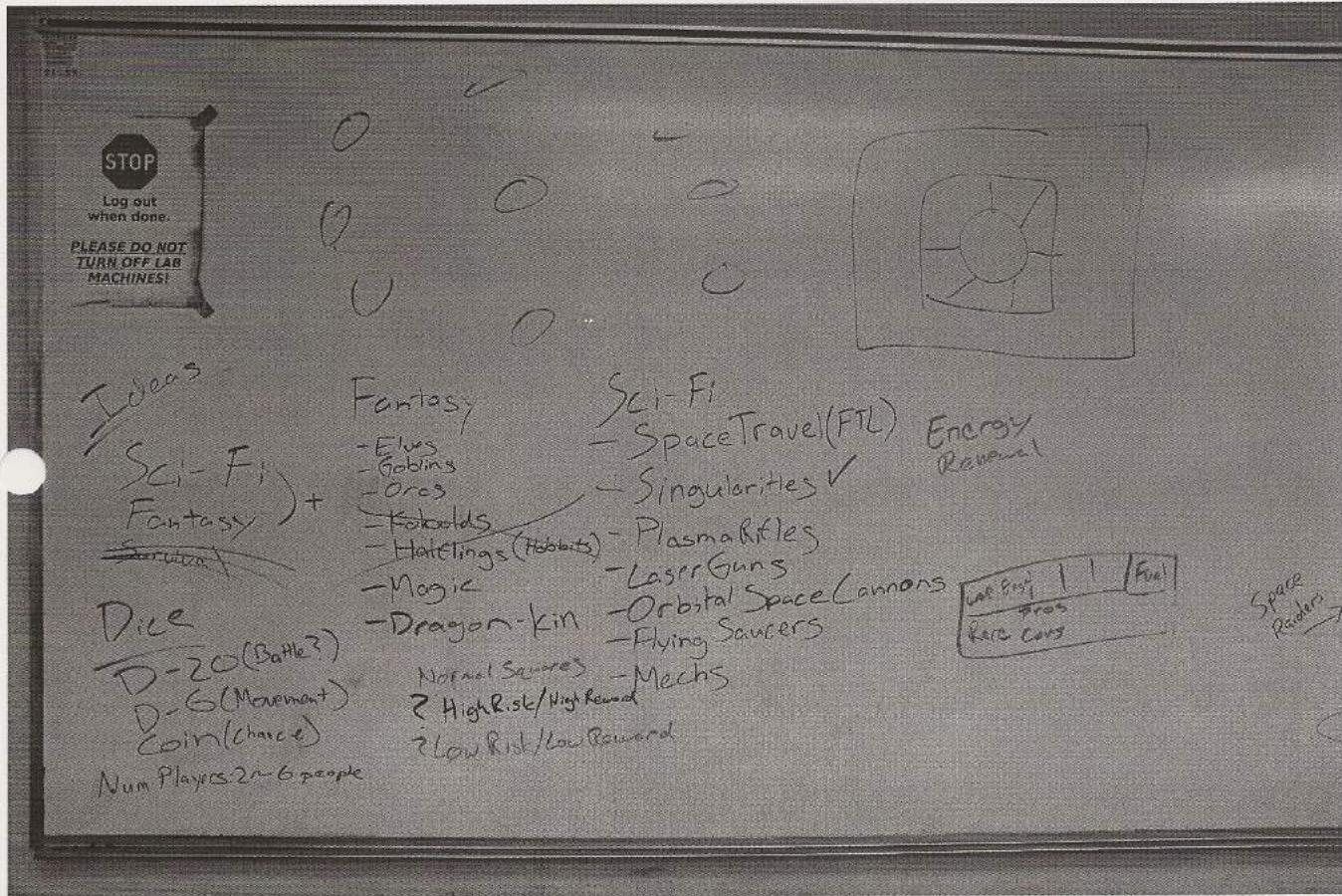


Andrew



Brain Storming





Carlos Mendoza Calvin Huyah
Robinson
Jacob Longozo

Garret Nordin Nolan

Intro to Game Design - 7/15/2013

Paper Game Project

Game: Project Exodus

Storyline: The universe is contracting. Planets and solar systems are being destroyed. Only one planet suitable for life in the center of the universe is expected to survive. The planet will only be able to sustain a limited number of survivors. Five Great Races are competing to reach that planet first. (Humans, Elves, Orcs, Robots, and Insects)

Goal: To survive total annihilation by reaching the center planet first.

Objective:

- Each player has a mother ship
 - Each mother ship has fighters and transport ships that are used as needed.
- The player that orbits their mother ship around the center planet wins

Sequence of play

1. Initiative Phase
2. Movement Phase
3. Weapon Attack Phase

Initiative phase: Players roll dice to determine initiative for that turn. The player with the highest roll wins the initiative and goes after the other players have moved. The player with the lowest roll goes first and so on. Ties are re-rolled.

Movement Phase: Players take turns according to their initiative roll.

Weapon Attack Phase:

- Players declare attacks according to their initiative roll.
- Players resolve weapon fire according to their initiative roll.
- Players determine damage according to their initiative roll.

Players repeat all the steps in the sequence of play until there is a winner.

Goal: Be the first faction to colonize Sanctuary

Combat:

Each race has 3 stats that affect combat. Attack Power, Defense, and range. Attack Power and Defense are 1-3. These numbers determine how many rolls that player gets in combat. Each player keeps their highest roll. The player with the highest roll wins. If defense wins, the attacker loses 1 hit point. If attack wins, the defense loses 2 hit points. Results vary with criticals:

Critical hits

<u>Attack</u>		<u>Defense</u>	<u>Outcome</u>
6	or	1	Defense loses 4 HP
1	or	6	Attack loses 2 HP

Death: If a mothership is destroyed, the attacker receives the Resources destroyed faction's resource

Scrap Metal - Common

Organic Matter - Uncommon

Photon Crystal - Rare

Each race has a specific resource goal in order to colonize Sanctuary

Trade: A player except orcs and elves can initiate trade for up to 1 card per turn. Elves have unlimited trade and orcs cannot initiate trade

Carlos Mendoza
Nolan Robertson

Calvin Hayah
Garrett Nordin
Jacob Longozo
Project: Exodus
(working title)

Genre: Sci Fi / Fantasy

Game Mechanics: Turn based

Objects:

- Space Ships
- Missiles
- Shields

- Wormholes

- Wormhole

- Resources (to trade)

- Fuel

- Engine Parts

Range

		Damage	Short	Mid	Long
Elvish ER Laser		15	1-7	8-14	15-23
Orc Missile		10	1-7	8-14	15-23
Elvish Missile		15	1-7	8-14	15-23
Orc Missile ^{+1 modifier}	20		1-7	8-14	15-23
Human Laser		10	1-8	9-15	16-25
Human Missile		20	1-4	5-8	9-12
Insects missiles		15	1-6	7-12	13-18

Robots Lasers ^{+1 modifier} 10 1-7 8-14 15-23

Movement:	Normal Thrust	Max Thrust
Elves	4	6
Orc	3	5
Human	3	5
Insects	5	7
Robots	5	7

Fighters

Movement:	Normal Thrust	Max Thrust
Elves	7	9
Orc	6	8
Human	6	8
Insects	8	10
Robots	8	10

Base to hit?

Attack Modifier

Stationary none

Normal Thrust +1

Max Thrust +2

Target Movement

0-3 0

4-5 +1

6-7 +2

Determining Critical Hit

2-9 No critical hit just armor damage

10 Roll 1 critical hit

11 Roll 2 critical hit

12 Roll 3 critical hit

Critical Hit Location

1 Crew stunned (lose on turn)

2 A weapon is damaged

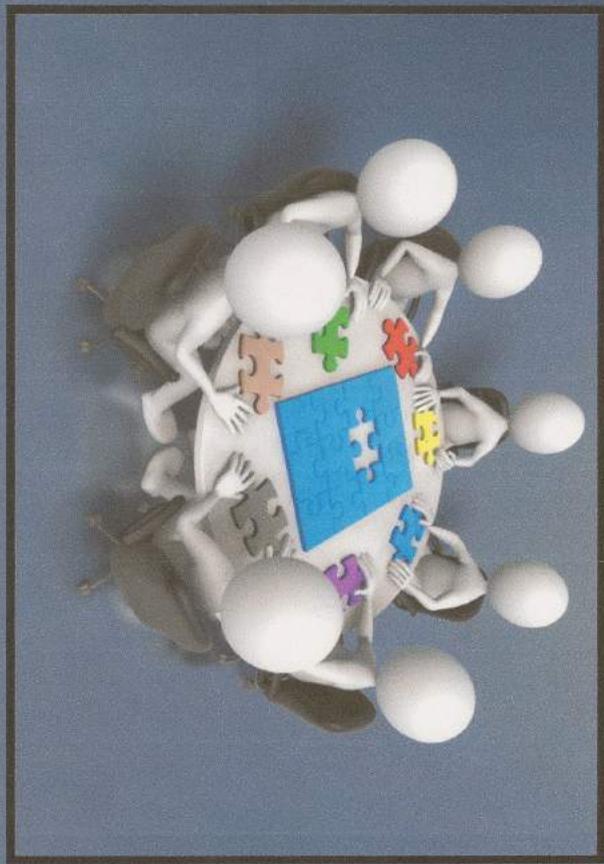
3 Engine hit

4 A crew member is killed (Fighter only)

5 Fuel Tank hit (fighter only)

6 Ammo hit (fighter only with missiles)

Play Testing 1



Carlos Mendoza Calvin Huyah Garret Nordin Nolan Robinson
Jacob Longozo Andrew Jiang

Intro to Game Design - 7/15/2013

Paper Game Project - Rules

Game: Project Exodus by NobleTech

Storyline: The universe is contracting. Planets and solar systems are being destroyed. Only one planet suitable for life in the center of the universe is expected to survive. The planet will only be able to sustain a limited number of survivors. Five Great Races are competing to reach that planet first.

- Humans
- Orcs
- Elves
- Insects
- Robots

Goal: To survive total annihilation by reaching the center planet first.

Objective:

- Each player has a mother ship
- The player that lands their mother ship on the center planet wins

Sequence of play

1. Initiative Phase
2. Movement Phase
3. Weapon Attack Phase

Initiative phase:

Players roll dice to determine initiative for that turn. The player with the highest roll wins the initiative and goes after the other players have moved. The player with the lowest roll goes first and so on. Ties are re-rolled.

Movement Phase:

Players take turns according to their initiative roll.

Humans may move up to 5 spaces.

Orcs may move up to 5 spaces.

Elves may move up to 6 spaces.

Insects may move up to 6 spaces.

Robots may move up to 6 spaces.

Weapon Attack Phase:

- Players declare and resolve attacks according to their initiative roll.

Human spacecrafts are equipped with two missile racks. Each rack carries 6 missiles.

Human spacecrafts are equipped with two lasers. Lasers may be used every turn.

Weapons range - 12 spaces.

Orc spacecrafts are equipped with 4 missile racks. Each rack carries 7 missiles.

Orc spacecrafts are not equipped with lasers.

Weapons range - 10 spaces.

Elvish spacecrafts are equipped with two missile racks. Each rack carries 4 missiles.

Elvish spacecrafts are equipped with two lasers. Lasers may only be used every other turn.

Weapons range - 15 spaces.

Insect spacecrafts are equipped with organic weapons comparable to 4 missiles racks with unlimited missiles. Organic missiles may only be used every other turn.

Insect spacecrafts are not equipped with lasers.

Weapons range - 15 spaces.

Robot spacecrafts are not equipped with missiles.

Robot spacecrafts are equipped with 4 lasers. Lasers may only be used every other turn.

Weapons range - 15 spaces.

Resolving Weapon Attacks:

Most attacking players must roll an 8 or higher to score a hit with each weapon fired.

Attacking Elves must roll a 7 or higher to score a hit with each weapon fired.

Attacking Orcs must roll a 9 or higher to score a hit with each weapon fired.

Determining Critical Hit:

For every hit scored the attacking player makes a dice roll

2-9 = No critical damage done to attacked player.

10 = Roll again to assess 1 critical damage

11 = Roll two more times to assess 2 critical damage

12 = Roll three more times to assess 3 critical damage.

Orcs get to add a 1 to their rolls.

Subtract a 1 on attacks to Robots because they have a force field.

Determining Critical Damage:

Attacking player rolls a die.

1 = Crew is stunned - lose a turn

2 = A weapon is damaged - lost of one weapon

3 = Engine hit - reduce movement by half

4 = Engine hit - lose a turn

5 = Ammo explosion - lost of all missiles (Does not apply to Insects)

6 = Power plant explosion - lost of all lasers (does not apply to Humans and Insects)

Players repeat all the steps in the sequence of play until there is a winner.

Sequence of Play

Each player has a mothership

The player who's ship's pilot moves wins on the center track

Sequence of Play

1. Initiative Phase

2. Movement Phase

3. Weapon Attack Phase

Initiative Phase

Players will die in descending initiative for that turn. The player with the highest init will be the first to move and goes after the other players have moved. The player with the lowest init goes first and so on. This is a clockwise direction.

Movement Phase

Players take turns according to their initiative roll. They may move up to 3 spaces.

Orks may move in 2 directions.

Humans may move in 1 direction.

Insects may move up to 6 spaces.

Robots may move up to 3 spaces.

Carlos Mendoza Calvin Huyah Garret Nordin Nolan Robinson
Jacob Longozo Andrew Jiang

Intro to Game Design - 7/15/2013

Paper Game Project - Rules

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Players roll dice to determine initiative for that turn. The player with the highest roll wins the initiative and goes after the other players have moved. The player with the lowest roll goes first and so on. Ties are re-rolled.

Movement Phase:

Players take turns according to their initiative roll.

Humans may move up to 5 spaces.

Orcs may move up to 5 spaces.

Elves may move up to 6 spaces.

Insects may move up to 6 spaces.

Robots may move up to 6 spaces.

Weapon Attack Phase:

- Players declare and resolve attacks according to their initiative roll.

Human spacecrafts are equipped with two missile racks. Each rack carries 6 missiles.

Human spacecrafts are equipped with two lasers. Lasers may be used every turn.

Weapons range - 12 spaces.

Orc spacecrafts are equipped with 4 missile racks. Each rack carries 7 missiles.

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Insect spacecrafts are not equipped with lasers.

Weapons range - 15 spaces.

Robot spacecrafts are not equipped with missiles.

Robot spacecrafts are equipped with 4 lasers. Lasers may only be used every other turn.

Weapons range - 15 spaces.

Resolving Weapon Attacks:

Most attacking players must roll an 8 or higher to score a hit with each weapon fired.

Attacking Elves must roll a 7 or higher to score a hit with each weapon fired.

Attacking Orcs must roll a 9 or higher to score a hit with each weapon fired.

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For every hit scored the attacking player makes a dice roll

2-9 = No critical damage done to attacked player.

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12 = Roll three more times to assess 3 critical damage.

Orcs get to add a 1 to their rolls.

Determining Critical Damage:

Attacking player rolls a die.

1 = Crew is stunned - lose a turn

2 = A weapon is damaged - lost of one weapon

3 = Engine hit - reduce movement by half

4 = Engine hit - lose a turn

5 = Ammo explosion - lost of all missiles (Does not apply to Insects)

6 = Power plant explosion - lost of all lasers (does not apply to Humans and Insects)

Players repeat all the steps in the sequence of play until there is a winner.

Orc - Special: Pillage - steal 1 resource on successful attacks
- can't

cons: can't initiate trade

elves - Special: Diplomacy - unlimited trade per turn

cons: criticals against elves do double damage

humans - Sabotage - pay 1 photon crystal to make 1 player lose a turn

con: Just Enough - Can't score critical hits in attacks

insects - Special: Swarm - fighters Attack power increased by 1 for each adjacent friendly fighter

- can

con: mindmold - when a fighter or outpost is destroyed, mothership loses 1 Hp

mecha - Special: Force field + pay 1 photon crystal to automatically negate an attack

con: can't regenerate health, pay 1 photon crystal to regenerate

fish -

PLAYTESTER FEEDBACK WORKSHEET

Group: Noble Tech Game: Project Exodus.

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

It was a little too simple.

Was there anything you found frustrating?

No.

Did the game drag at any point?

No.

Were there particular aspects that you found satisfying?

I think the game will be fun once perfected.

What was the most exciting moment in the game?

Winning a battle.

FORMAL ELEMENTS

Describe the objective of the game.

To reach the middle planet.

How would you describe the conflict?

You are racing other motherships + survive.

Were the procedures and rules easy to understand?

Yes

Any additional comments regarding the Game's formal elements?

No.

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

Yes, very reasonable.

What was challenging about the game?

The race.

Did the story enhance or detract from the game?

It enhanced it definitely.

Did you feel a sense of dramatic climax as the game progressed?

Not really.

How would you make the story and game work better as a whole?

I would add obstacles to get to planet.

Any additional comments regarding the Game's dramatic elements?

No.

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Whether to attack or not.

Did anything feel clunky, awkward, or confusing?

The repair feature.

What was your strategy for winning?

go straight to planet.

Did you find any loopholes in the system?

No.

In what ways did you interact with other players?

Didn't.

Any additional comments regarding the Game's dynamic elements?

No.

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

It's fun, will be better after repair.

What was missing from the game?

More challenge.

Who do you think is the target audience for this game?

Anyone.

If you could change just one thing, what would it be?

Add walls / fix repair option / fix fightby mechanic.

PLAYTESTER FEEDBACK WORKSHEET

Group: Fantasy
Industries

Game: Project
Exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played? At first, it seemed like there were a lot of things to do, but it ended up just being a race to the middle. Nothing was stopping us from going right to it.

Was there anything you found frustrating? I didn't find anything exactly frustrating, it seemed like the game doesn't force you ~~to~~ to do anything else other than get to the middle.

Did the game drag at any point? No, it went too quickly.

Were there particular aspects that you found satisfying? Getting to the middle probably.

What was the most exciting moment in the game? Getting to the middle.

FORMAL ELEMENTS

Describe the objective of the game. Getting to the middle is the only thing that matters, since you're not forced to do anything else.

How would you describe the conflict? The ~~first~~ dice roll at the start of the game pretty much determines the winner or the game.

Were the procedures and rules easy to understand? I didn't bother trying to get used to all the rules, since I went straight to the middle.

Any additional comments regarding the Game's formal elements? There should be some kind of objective that prevents you from just going to the middle at the start.

DRAMATIC ELEMENTS

Was the game's premise appealing to you? Well yeah, too bad I didn't have to really get involved in it =)

What was challenging about the game? Nothing really.

Did the story enhance or detract from the game? The story enhanced it. Made the premise more interesting.

Did you feel a sense of dramatic climax as the game progressed?

How would you make the story and game work better as a whole?

Any additional comments regarding the Game's dramatic elements?

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Did anything feel clunky, awkward, or confusing?

What was your strategy for winning?

Did you find any loopholes in the system?

In what ways did you interact with other players?

Any additional comments regarding the Game's dynamic elements?

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

What was missing from the game?

Who do you think is the target audience for this game?

If you could change just one thing, what would it be?

PLAYTESTER FEEDBACK WORKSHEET

Group:

Game:

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played? I liked the way the board looks. After I thought the didn't affect characters enough.

Was there anything you found frustrating? whoever goes first gets a head start and it is unfair.

Did the game drag at any point? No

Were there particular aspects that you found satisfying? sounds good! not yet but your plan

What was the most exciting moment in the game? battling!

FORMAL ELEMENTS

Describe the objective of the game. Survive and get to the center

How would you describe the conflict? Universe is falling apart and you need to get to the safe planet before everyone else.

Were the procedures and rules easy to understand? They sounded difficult to implement!

Any additional comments regarding the Game's formal elements? add obstacles

DRAMATIC ELEMENTS

Was the game's premise appealing to you? yes

What was challenging about the game?

Did the story enhance or detract from the game? The story was very creative.
I liked it!

Did you feel a sense of dramatic climax as the game progressed? *a little because every one is getting closer to the finish*

How would you make the story and game work better as a whole? *I wouldn't!*

Any additional comments regarding the Game's dramatic elements? *No*

DYNAMIC ELEMENTS

What types of choices did you make during the game?

HURRY TO THE CENTER!

Did anything feel clunky, awkward, or confusing? *How attacking worked.*

What was your strategy for winning?

Possible go to the center as fast as

Did you find any loopholes in the system? *Nothing stop you from just heading to the center*

In what ways did you interact with other players?

Any additional comments regarding the Game's dynamic elements?

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

What was missing from the game?

Who do you think is the target audience for this game?

If you could change just one thing, what would it be?

PLAYTESTER FEEDBACK WORKSHEET

Group: Noble Tech Game: Project Exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

Confusing, lack of informations. It is an easy game, though is not ready.

Was there anything you found frustrating?

There's a lack of instructions and the battle is kind of confuse.

Did the game drag at any point?

Battle mode

Were there particular aspects that you found satisfying?

As general, it is a easy game, it was ~~very~~ fast.

What was the most exciting moment in the game?

When we understand the mechanics of the game

FORMAL ELEMENTS

Describe the objective of the game.

Reach the center before others

How would you describe the conflict?

We are all running to reach and fighting each others to reach the center

Were the procedures and rules easy to understand?

Easy to understand but are incomplete.

Any additional comments regarding the Game's formal elements?

There are missing some parts of the game that are not implemented as should.

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

You are a race, competing against others to reach the center

What was challenging about the game?

Be the first to reach the center without been damaged

Did the story enhance or detract from the game?

Enhance. Make total sense and it is really good

Did you feel a sense of dramatic climax as the game progressed?

Yes, as closer as you get to the center the other players
see you getting close and will try to stop you.

How would you make the story and game work better as a whole?

They work well together

Any additional comments regarding the Game's dramatic elements?

Good!

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Move and battle and revenge

Did anything feel clunky, awkward, or confusing?

A lot confuse with lack of informations

What was your strategy for winning?

Just make the smallest path

Did you find any loopholes in the system?

No.

In what ways did you interact with other players?

Battling

Any additional comments regarding the Game's dynamic elements?

Good dynamic.

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

Nice, and I thought you could have less entries to the center.

What was missing from the game?

Implement the races and its characteristics.

Who do you think is the target audience for this game?

Child.

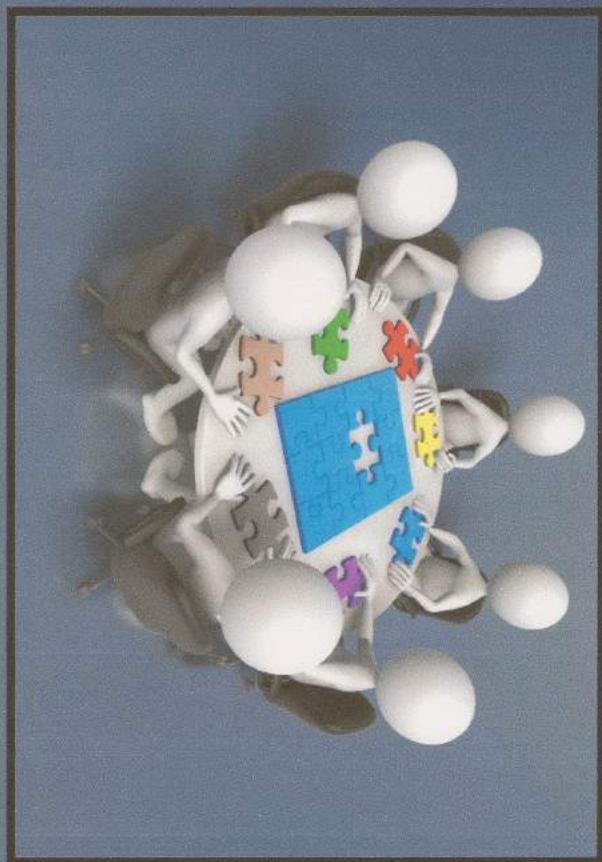
If you could change just one thing, what would it be?

Make more obstacles in the board.

Test 1

Play Tester feedback	What We Did
"your game sucks"	Attempted to balance the game and speed it up
Too simple	We have 3 pages of instructions, how can it be simple?
Attacking Awkward	Tweaked a few things
Make obstacles on the board	No change

Play Testing 2



EXODUS

RULES:

PLAYERS: 3 - 5

WINNING AND LOSING:

There are two ways to win. The first option is to be the first player to reach Sanctuary. The second option is to wipe out all other players. If a player's mothership is destroyed, that player loses and is removed from the game.

SANCTUARY: *rethink story*

The center planet of sanctuary is the last remaining habitable planet in the galaxy, and its up to you to save your race from extinction and colonize it. The problem is that others seek out the planet as well. On top of competition, Sanctuary lies in the center of the galaxy's most dangerous sector. In order for the path to sanctuary to open, one player must have already been eliminated from the game. After the path is open, a player who wishes to reach Sanctuary must have a large stockpile of resources in order to make to journey. But beware, if a ship begins the journey and lacks the necessary resources to finish it, THERE IS NO GOING BACK. The last spaces extending to Sanctuary require a specific payment of resources to occupy the space. You and your remaining resources will be forfeit to empty space should you find yourself unable to proceed. A ship's speed does not matter here, as each ship can only move 1 space at a time.

HEALTH BAR:

The health bar monitors the status of your mothership and its population. A health marker for each faction is placed on the current level of health. Should you reach the Death space, your ship is destroyed and your race is extinct.

REGENERATION:

Each race can regenerate health and repair their ships. To regenerate health, a player must pay 1 organic matter, 1 metal, and sacrifice their next turn. The mecha race has NON-BIOLOGICAL which changes this regeneration effect.

MOVEMENT: *movement too slow ★ allow diagonal movement*

A ship's speed specifies how much a ship of that faction can move in one turn.

COMBAT:

Each race has 3 main stats that affect combat, Attack, Defense, and Range (all numbers 1-3). The numbers for attack and defense determine how many roles a player has in a combat sequence. Each player will keep their highest roll. The player with the highest roll wins the battle.

VICTORY SCENARIOS:

Attack Win: Defense loses 2 HP

Defense Win: Attack loses 1 HP

Tie: Stalemate, no health loss

specify who rolls first

Critical Hits:

Attack Roll		Defense Roll	
6	or	1	Outcome
1	or	6	Defense loses 3 HP Attack loses 2 HP

FACTION DEAH:

If a mothership is destroyed in combat, that player is out of the game and the attacker gains all of that players resource cards.

RESOURCES:

- Metal – Common (blue planets)
- Organic Matter – Uncommon (green planets)
- Photon Crystal – Rare (red planets)

Players gather resources by having an outpost on a planet. Each outpost will generate 1 resource card (of the planet's type) each turn for a player.

TRANSPORT SHIPS:

Transport Ships are special pieces that gather resources. Transport Ships can be placed on a resource planet if the mothership is on that planet and cost 1 of any resource to produce. Transport Ships can only be placed on unoccupied planets. Transport Ships cannot attack but have a defense equal to their race's defense. Motherships can act as an outpost if they are on an unoccupied planet. Transport Ships are allowed to move with the same speed as their race. Each player is only allowed a maximum of 5 Transport Ships.

FIGHTERS: fighters too easy to make, mass purchases?

Fighters have the same movement as motherships as well as the same attack, defense and range. Fighters have 1 HP so any battle loss will destroy them. Fighters can attack like any mothership. New fighters begin on the same space as the mothership. Each player is only allowed a maximum of 8 Fighters.

TRADE:

All players except Orcs and Elves (who each have special trade related stats) can trade up to 1/^{result} card per turn.

need to define turn

increase specials cost

TEAM: NOBLETECH

GAME: EXODUS

RULES:

PLAYERS: 3 - 5

STARTING: Players will each roll the die, with the highest roller being the first to play. The other players will take turns clockwise from that player. Should any players tie for the highest roll, those players will roll again until a winner is chosen.

WINNING AND LOSING:

There are two ways to win. The first option is to be the first player to reach Sanctuary. The second option is to wipe out all other players. If a player's mothership is destroyed, that player loses and is removed from the game.

SANCTUARY:

Sanctuary is the center of the board and the main goal for all players. In order for the path to sanctuary to open, one player must have already been eliminated from the game. After the path is open, a player who wishes to reach Sanctuary must have a large stockpile of resources in order to make the journey. But beware, if a ship begins the journey and lacks the necessary resources to finish it, THERE IS NO GOING BACK. The last spaces extending to Sanctuary require a specific payment of resources to occupy the space. You and your remaining resources will be forfeit to empty space should you find yourself unable to proceed. A ship's speed does not matter here, as each ship can only move 1 space at a time.

HEALTH BAR:

The health bar monitors the status of your mothership and its population. A health marker for each faction is placed on the current level of health. Should you reach the Death space, your ship is destroyed and your race is extinct.

REGENERATION:

Each race can regenerate health and repair their ships. To regenerate health, a player must pay 3 organic matter, 3 metal, and sacrifice their next turn. The mecha race has NON-BIOLOGICAL which changes this regeneration effect.

MOVEMENT:

A ship's speed specifies how much a ship of that faction can move in one turn. Ships can move up, down, left, right or diagonal on the game board.

COMBAT:

Each race has 3 main stats that affect combat, Attack, Defense, and Range (all numbers 1-3). The numbers for attack and defense determine how many roles a player has in a combat sequence. Each player will keep their highest roll. The player with the highest roll wins the battle. The range stat reflects how close a player must be to their target to attack it (can be a straight path or diagonal).

VICTORY SCENARIOS:

Attack Win: Defense loses 2 HP

Defense Win: Attack loses 1 HP

Tie: Stalemate, no health loss

Critical Hits:

Attack Roll	or	Defense Roll	Outcome
6		1	Defense loses 3 HP
1	or	6	Attack loses 2 HP

FACTION DEATH:

If a mothership is destroyed in combat, that player is out of the game and the attacker gains all of that players resource cards.

RESOURCES:

Metal – Common (blue planets)

Organic Matter – Uncommon (green planets)

Photon Crystal – Rare (red planets)

Players gather resources by having a Transport Ship on a planet. Each Transport Ship will generate 1 resource card (of the planet's type) each turn for a player.

TRANSPORT SHIPS:

Transport Ships are special pieces that gather resources. Transport Ships can be created at a cost 1 of any resource to produce. Transport Ships will generate 1 resource from the planet they are on. Transport Ships can only stay on unoccupied planets. Transport Ships cannot attack but have a defense equal to their race's defense. Motherships can act as an outpost if they are on an unoccupied planet. Transport Ships are allowed to move with the same speed as their race. Each player is only allowed a maximum of 5 Transport Ships.

FIGHTERS:

Fighters have the same movement as motherships as well as the same attack, defense and range. Fighters have 1 HP so any battle loss will destroy them. Fighters can attack like any mothership. New fighters begin on a space adjacent to the mothership. Each player is only allowed a maximum of 8 Fighters.

TRADE:

All players except Orcs and Elves (who each have special trade related stats) can trade up to 1 resource card per turn.

PLAYER TURN:

1. Gather resources - collect a resource card for each resource planet occupied.
2. Trade - The player may trade up to 1 resource card with any other player (if they are not an orc).
3. Regenerate - The player can choose to regenerate health. If this is chosen, the rest of this turn and the next are forfeit.
4. Build - Build up to 1 craft (either Transport or Fighter). This craft can be placed on a space adjacent to the mothership. If there is no free adjacent space, the player cannot build anything.
5. Move - The player may move each of their ships once based on their speed stat

6. Attack - The player can attack any player with each attacker piece once (only one attack piece can attack at a time).

Attack pieces are the most useful pieces in the game and are great for attacking. It could be the wall or the castle or the tower or the dragon that have been built from the cards. After the battle is over, the attack pieces are taken back to your Supply. Once all pieces of attack are taken back, if a player has more than two attack pieces left, they will receive a reward of three extra cards. If a player has less than two attack pieces left, they will receive a reward of one extra card. The attack pieces are used to destroy buildings and walls. When you attack, you must be careful because other players will give you free cards if you attack them.

DEFENSE

The castle is used to defend your kingdom and its population. A castle can be built from the cards at the normal level of 100. Should you touch the Castle while it is being destroyed, your kingdom will be destroyed and your kingdom will be lost.

ATTACKING CASTLES

High level attack cards will deal damage to castles. To regenerate health, a player must roll one die and add the number rolled to the castle. The castle cannot have more than 100,000 health points. If a castle reaches zero health, it will be destroyed.

ATTACKING TOWERS

A player can choose how many attack cards they want to keep during their turn. They can choose to keep all, half, or none of the cards available to them.

CASTLES

Each castle is worth a certain amount of points. Any 3, 5, 7, 9, 11, and 13 point castles will be worth 100 points each. 15, 17, 19, and 21 point castles will be worth 200 points each. 23, 25, 27, and 29 point castles will be worth 300 points each. Each player will keep track of their total castle points. The player with the highest total wins the game. The long-term winner is the player that has the most castle points throughout the game.

VICTORY CONDITIONS

Since Who Dares Wins, the first player to win 1000 points wins the game.

RACE:	ORC
ATTACK:	3
DEFENSE:	3
RANGE:	2
REGENERATION:	1
SPEED:	5
SPECIAL:	PILLAGE: STEAL ANY 3 RESOURCE CARDS FROM VICTIMS ON SUCCESSFUL ATTACKS
CON:	INTIMIDATION: CANNOT INITIATE TRADE
FIGHTER COST	4 METAL
RACE:	ELVEN
ATTACK:	1
DEFENSE:	2
RANGE:	3
REGENERATION:	2
SPEED:	6
SPECIAL:	DIPLOMACY: UNLIMITED TRADES PER TURN
CON:	PEACEFUL: TAKE DOUBLE DAMAGE FROM CRITICAL HITS
FIGHTER COST:	6 METAL
RACE:	HUMAN
ATTACK:	2
DEFENSE:	2
RANGE:	2
REGENERATION:	2
SPEED:	6
SPECIAL:	SABOTAGE: SPEND 3 PHOTON CRYSTALS TO MAKE 1 PLAYER SKIP A TURN (USED AT THE END OF THE TURN)
CON:	JUST ENOUGH: CANNOT SCORE CRITICAL HITS IN ATTACKS
FIGHTER COST:	5 METAL
RACE:	MECHA

ATTACK:	2
DEFENSE:	1
RANGE:	3
REGENERATION:	1
SPEED:	7
SPECIAL:	FORCEFIELD: SPEND 3 PHOTON CRYSTALS TO NEGATE ANY ATTACK (CAN BE USED ONLY ONCE DURING ANOTHER PLAYER'S TURN)
CON:	NON-BIOLOGICAL: MUST SPEND 6 PHOTON CRYSTALS TO REGENERATE HEALTH
FIGHTER COST:	5 METAL
RACE:	INSECTOID
ATTACK:	1
DEFENSE:	3
RANGE:	2
REGENERATION	3
SPEED:	5
SPECIAL:	SWARM: FIGHTERS GAIN +1 ATTACK POWER FOR EVERY ADJACENT FRIENDLY SHIP (MAXIMUM OF 4, DOES NOT APPLY TO DEFENSE)
CON:	HIVEMIND: WHEN A FIGHTER OR TRANSPORT SHIP IS DESTROYED, THE MOTHER SHIP LOSES 1 HP
FIGHTER COST:	4 ORGANIC MATTER

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PLAYTESTER FEEDBACK WORKSHEET

Group:

Nobletech

Game:

exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

Exciting space resource game.

Was there anything you found frustrating?

Movement (I want to move diagonally & more than 1 space)

Did the game drag at any point?

the beginning of the game
Movement was slow (10 turns until reached first resource)

Were there particular aspects that you found satisfying?

Combat, resource gathering

What was the most exciting moment in the game?

when one player built & fights in 1 turn. (insectoids)

FORMAL ELEMENTS

Describe the objective of the game.

Escape the Universe.

How would you describe the conflict?

~~Human~~ two fight over resources.

Were the procedures and rules easy to understand?

Yes, but have an example turn. The order of actions should be clearly defined (get resources, purchase, move)

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you find useful to gameplay? Just liked?

~~tokens~~, Transport ships (amazing!)

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you think were unnecessary? Annoying? Frustrating?

remove the races. # it feels unbalanced.

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

Yes, I like resource gathering & # PVP fighting

What was challenging about the game?

collecting enough resources to stay strong as opponents

Did the story enhance or detract from the game?

enhance.

Did you feel a sense of dramatic climax as the game progressed?

no, the goal of the game seemed different than the ~~two~~ common turn action (gathering & protecting resources)

How would you make the story and game work better as a whole?

have a Doom timer, so it focuses players on the main objective

DYNAMIC ELEMENTS

What types of choices did you make during the game?

build fighters, transports, more.

Did anything feel clunky, awkward, or confusing?

everything was too far apart. Movement was slow

What was your strategy for winning?

~~not~~ build 5 transports, ~~not~~ fight for resources.

Did you find any loopholes in the system?

actions per turn. I could fight & then build. Turn actions need to be clearly defined.

In what ways did you interact with other players?

fight (and lose), trading.

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

Good! & Fun. For strategists.

What was missing from the game?

achievements? subquests? bonuses? A way to come back if you're behind.

Who do you think is the target audience for this game?

~~competitors~~, collections,

If you could change just one thing, what would it be?

Make the board smaller & diagonal movement!

Any additional comments?

Doom timer— if the universe is ending, I should FEEL like its ending!

• Smaller board. It's too big & not much to do.

• Bigger spaces or ~~no~~ starting of game units

PLAYTESTER FEEDBACK WORKSHEET

Group:

Nobole Tek

Game:

Exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

Creative and long. Still long but the variety of the tiles were off

Was there anything you found frustrating?

Movement varied

Did the game drag at any point?

Moving was a drag

Were there particular aspects that you found satisfying?

Trading and collecting resources

What was the most exciting moment in the game?

Nothing really

FORMAL ELEMENTS

Describe the objective of the game.

To collect as much resources as possible & be the first to make it to the center of the board

How would you describe the conflict?

Very minimal

Were the procedures and rules easy to understand?

A lot to understand but easy to understand

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you find useful to gameplay? Just liked?

Resource cards

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you think were unnecessary? Annoying? Frustrating?

The worm holes never moved so there seemed to be no point

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

Yes

What was challenging about the game?

Moving

Did the story enhance or detract from the game?

Detract. Made it sound more intense than it really was

Did you feel a sense of dramatic climax as the game progressed?

No

How would you make the story and game work better as a whole?

Encourage trading, forming alliances between players. Better moving mechanic

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Where to move and when to build the other ships

Did anything feel clunky, awkward, or confusing?

Movement

What was your strategy for winning?

Staying put and building all my fighters at once

Did you find any loopholes in the system?

No

In what ways did you interact with other players?

Trading, combat

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

3/10

What was missing from the game?

Content, depth, player interaction

Who do you think is the target audience for this game?

16 -> Up

If you could change just one thing, what would it be?

Make the movement for all raers equal

Any additional comments?

Movement was imbalanced, combat dragged (you should be able to swarm with fighters), Trading had very little reward, alliances should be made. The story of why this is happening is very empty & broken.

PLAYTESTER FEEDBACK WORKSHEET

Group:

Noble team

Game:

Exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

confusing but kind of familiar because of the board

Was there anything you found frustrating?

Maybe that some player had only 1 space to move

Did the game drag at any point?

No

Were there particular aspects that you found satisfying?

Mecha race is over power

What was the most exciting moment in the game?

Have the O.P race

FORMAL ELEMENTS

Describe the objective of the game.

Get your mother ship to the center

How would you describe the conflict?

Really interesting

Were the procedures and rules easy to understand?

Yes, but it need more rules

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you find useful to gameplay? Just liked?

resources, metal for my race

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you think were unnecessary? Annoying? Frustrating?

the one's u don't really need

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

Really cool

What was challenging about the game?

nothing my class was too cool

Did the story enhance or detract from the game?

enhance totally

Did you feel a sense of dramatic climax as the game progressed?

Yes, because everyone got fighters

How would you make the story and game work better as a whole?

I think is good right now

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Spend resources

Did anything feel clunky, awkward, or confusing?

Spending resources

What was your strategy for winning?

conquer all planets

Did you find any loopholes in the system?

the o.p race (mecha)

In what ways did you interact with other players?

trading resources

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

Really good

What was missing from the game?

balance

Who do you think is the target audience for this game?

Sci-fi strategy fans

If you could change just one thing, what would it be?

the mecha races

Any additional comments?

Just balance the game

PLAYTESTER FEEDBACK WORKSHEET

Group: Nova Tech? Game: Exodus

GENERAL QUESTIONS

What was your first impression? How did that impression change as you played?

Board looked scarce but tiles (empty & resources) are pretty balanced.

Was there anything you found frustrating?

Resource costs seem unmatched.

Did the game drag at any point?

Beginning is a little slow.

Were there particular aspects that you found satisfying?

I like the battle and defense rolling.

What was the most exciting moment in the game?

When Player Purple bought all fighters at once.

FORMAL ELEMENTS

Describe the objective of the game.

Win by getting your race to Sanctuary or by killing the other motherships.

How would you describe the conflict?

Intimidating for those who have no fighters, but still interesting.

Were the procedures and rules easy to understand?

Probably could use refinement but a good base.

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you find useful to gameplay? Just liked?

Resources

What game objects (cards, board, pieces, tokens, squares/hexes, etc.) did you think were unnecessary? Annoying? Frustrating?

DRAMATIC ELEMENTS

Was the game's premise appealing to you?

I like the idea of fantasy races in space.

What was challenging about the game?

The player with 3 space moves.

Did the story enhance or detract from the game?

~~about what really~~

Did you feel a sense of dramatic climax as the game progressed?

~~feeling like (because of game) it had some kind of stuck~~

How would you make the story and game work better as a whole?

~~Imbalance mass slow because~~

DYNAMIC ELEMENTS

What types of choices did you make during the game?

Buy a fighter or harvest resources.

Did anything feel clunky, awkward, or confusing?

~~player switch the shield soft soft~~

What was your strategy for winning?

~~want skill to be primed~~

Did you find any loopholes in the system?

Not personally; turns should be better defined.

In what ways did you interact with other players?

~~interaction with other player~~

FINAL THOUGHTS

Overall, how would you describe this game's appeal?

It has a good foundation, but I think movement per turn could be balanced and raised for such a large board.

What was missing from the game?

~~anyone~~

Who do you think is the target audience for this game?

Anyone

If you could change just one thing, what would it be?

Racials.

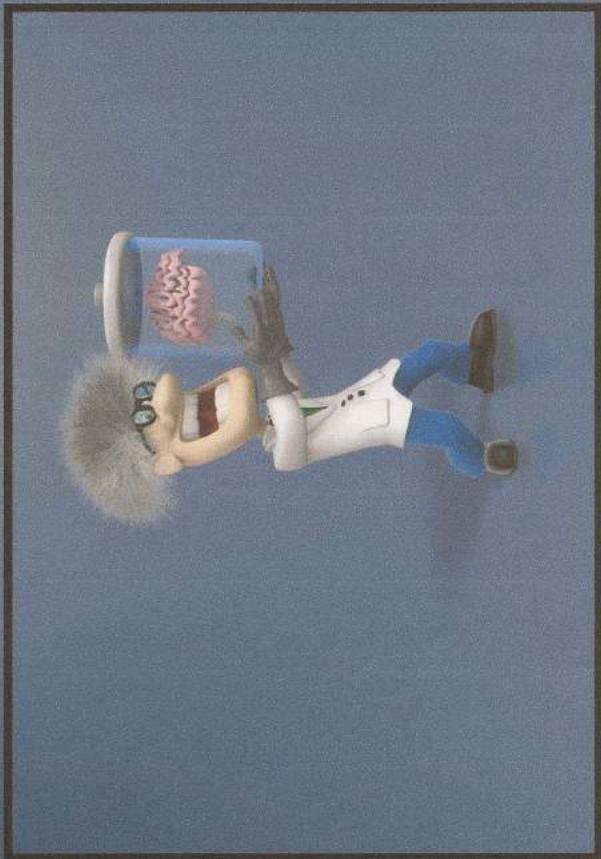
Any additional comments?

Decrease board size or increase movement to make the game faster paced. Racial bonus tiles might be nice.

Test 2

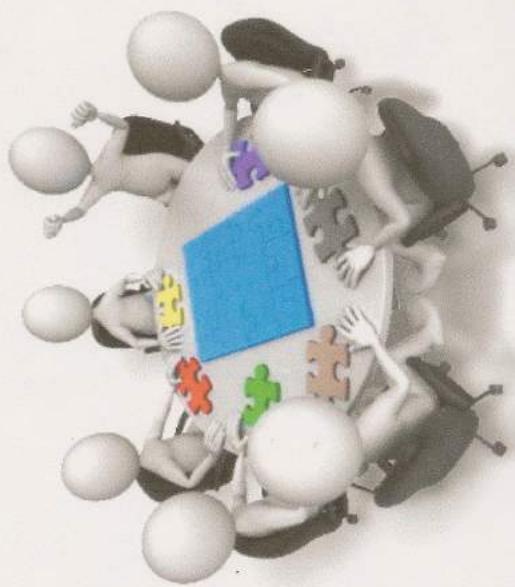
Play tester Feedback	What We Did
Ships too Slow	Increased Move speed, added wormholes
No fighting at all	Increased move speed, added wormholes in strategic positions, added an upkeep system that makes seizing the resources of others more appealing/needed
"how can a safe planet be in between four black holes? That doesn't make any sense..."	The planet is now a warp gate to another universe that is not collapsing in on itself, which is caused by the disturbance of the black holes.
Bug ability way to powerful	Put a limit on it
"I'm rich!"	Added an upkeep that takes one resource per turn. A player needs two mines to make anything at all.
Too easy to win	Added ways for players to more easily kill each other, added an upkeep to make getting through the middle spaces more difficult, a player must die before anyone can enter the middle spaces
Not enough instructions	Its three pages...what more do you want?

Analyzing Feedback



Play tester Feedback	What We Did
Ships too Slow	Increased Move speed, added wormholes
No fighting at all	Increased move speed, added wormholes in strategic positions, added an upkeep system that makes seizing the resources of others more appealing/needed
"your game sucks"	Attempted to balance the game and speed it up
"how can a safe planet be in between four black holes? That doesn't make any sense..."	The planet is now a warp gate to another universe that is not collapsing in on itself, which is caused by the disturbance of the black holes.
Bug ability way to powerful	Put a limit on it
"I'm rich!"	Added an upkeep that takes one resource per turn. A player needs two mines to make anything at all.
Too simple	We have 3 pages of instructions, how can it be simple?
Too easy to win	Added ways for players to more easily kill each other, added an upkeep to make getting through the middle spaces more difficult, a player must die before anyone can enter the middle spaces
Attacking Awkward	Tweaked a few things
Not enough instructions	Its three pages...what more do you want?
Make obstacles on the board	No change

Conclusion



TEAM: NOBLETECH

GAME: EXODUS

RULES

PLAYERS: 4

STORY: The universe as we know it is collapsing in on itself. The five great races of humans, elves, orcs, insectoids, and mecha are racing to their only hope of salvation, Sanctuary. Sanctuary is an alternate dimension only reachable by a portal located in the center of the universe. This portal is in the middle of the universe's most volatile space, filled with black holes and other dangerous anomalies. Only one race can pass through the portal, after which it will close forever. It is up to you to make it there first and save yourself and your people from extinction!

STARTING: Each player will first select a race to play as, either randomly or selectively. To decide who goes first, players will each roll the die, with the highest roller being the first to play. The other players will take turns clockwise from that player. Should any players tie for the highest roll, those players will roll again until a winner is chosen. Each player begins with 1 mothership piece which starts on their start space. There are 4 different colors players can choose that are arbitrary from race selection. Every player also starts with 2 metal and 1 organic matter which are necessary for upkeep (specified later in rules).

WINNING AND LOSING:

There are two ways to win. The first option is to be the first player to reach Sanctuary. The second option is to wipe out all other players. If a player's mothership is destroyed, that player loses and is removed from the game.

RACES:

Each player will choose one of the five races. Each race has a special ability and a negative passive effect as well as differing stats in attack, defense, attack range, speed, and regeneration rate. Players may choose from these races randomly or selectively.

GAME PIECES:

Each player is in charge of 4 different types of game pieces. Each player has 1 mothership, the central piece in the game, up to 8 fighter ships, up to 5 transport ships, and a health piece. The functions of these pieces are described below. In game, only mothership and transport ship pieces are allowed to stack on a space, fighters cannot stack with any piece.

SANCTUARY:

Sanctuary is the center of the board and the main goal for all players is for their mother ship to reach it. In order for the path to sanctuary to open, one player must have already been eliminated from the game. After the path is open, a player who wishes to reach Sanctuary must have a large stockpile of resources in order to make the journey. But beware, if a ship begins the journey and lacks the necessary resources to finish it, and they do not have the necessary resources to withdraw, **their mother ship is destroyed by the black holes**. The last spaces extending to Sanctuary require a specific payment of resources to pass through the space. You and your remaining resources will be forfeit to empty space should you find yourself unable to proceed. A **ship's speed does not matter here, as each ship can only move 1 space at a time**.

HEALTH BAR:

The health bar monitors the status of your mothership and its population. A health marker for each faction is placed on the current level of health. Each segment represents 1 HP. Should you reach the Death space, your ship is destroyed and your race is extinct.

REGENERATION:

Each race can regenerate health and repair their ships. To regenerate health, a player must pay 2 organic matter, 3 metal, and sacrifice their next turn. The mecha race has NON-BIOLOGICAL which changes this regeneration effect.

MOVEMENT:

A ship's speed specifies how much a ship of that faction can move in one turn. For example, if a ship has a speed of 5, that ship may move 5 spaces in any direction during a movement phase. Ships can move up, down, left, right or diagonal on the game board.

WORMHOLES:

Special tiles on the board are wormholes. These pieces allow players to consume 1 movement (moving between wormholes should be considered the same as moving 1 space) in order to teleport to any other wormhole tile on the board.

COMBAT:

Each race has 3 main stats that affect combat, Attack, Defense, and Attack Range (all numbers 1-3). The numbers for attack and defense determine how many roles a player has in a combat sequence. Each player will keep their highest roll. The player with the highest roll wins the battle. The range stat reflects how close a player must be to their target to attack it (can be a straight path or diagonal).

VICTORY SCENARIOS:

Attack Win: Defense loses 2 HP

Defense Win: Attack loses 1 HP

Tie: Stalemate, no health loss

Critical Hits:

Attack Roll		Defense Roll	Outcome
6	or	1	Defense loses 3 HP
1	or	6	Attack loses 2 HP

RESOURCES:

Metal – Common (blue planets)

Organic Matter – Uncommon (green planets)

Photon Crystal – Rare (red planets)

Players gather resources by having an Transport Ship or a mothership on a planet. Each Transport Ship or mothership on a resource planet will generate 1 resource card (of the planet's type) each turn for a player.

RESOURCE UPKEEP:

Each player will start the game with 2 metal and 1 organic matter. At the beginning of each turn, a player must pay 1 of any type of any resource in order to stay in the game. Players unable to pay for upkeep (run out of resources) will lose and be removed from the game.

TRANSPORT SHIPS:

Transport Ships are special pieces that gather resources. Transport Ships can be created at a cost 1 of any resource to produce. Transport Ships will generate 1 resource from the planet they are on. Transport Ships can only stay on unoccupied planets. Transport Ships cannot attack but have a defense equal to their race's defense. Motherships can act as an Transport Ship if they are on an unoccupied planet. Transport ships have the same movement speed as the mothership. Each player is only allowed a maximum of 5 Transport Ships.

FIGHTERS:

Fighters have the same movement as motherships as well as the same attack, defense and range. Fighters have 1 HP so any battle loss will destroy them. Fighters can attack like any mothership. New fighters begin on a space adjacent to the mothership. Each player is only allowed a maximum of 8 Fighters. Fighter pieces cannot stack with any other piece

TRADE:

All players except Orcs and Elves (who each have special trade related stats) can trade up to 3 resource cards per turn.

FACTION DEATH:

If a mothership is destroyed in combat, that player is out of the game and the attacker gains all of that players resource cards. If a player is eliminated due to inability to pay upkeep or proceed through the danger zone, that player is out of the game and their resources are returned to the card decks.

PLAYER TURN:

1. Pay Upkeep – The player sacrifices 1 resource of any type in order to continue playing.
2. Gather resources - collect a resource card for each resource planet occupied by a transport ship/mothership.
3. Trade - The player may trade up to 3 resource cards with any other player (if they are not an orc).
4. Regenerate - The player can choose to regenerate health. If this is chosen, the rest of this turn and the next are forfeit.
5. Build – The player may build up to 1 craft (either Transport or Fighter). Fighters can only be built on a space adjacent to the mothership. If there is no free adjacent space, the player cannot build a fighter. Transport ships can be placed on the same space as the mother ship
6. Move - The player may move each of their ships once based on their speed stat.
7. Attack - The player can attack any player within range with each attacker piece once (only one attack piece can attack at a time).

RACE:	ORC
ATTACK:	3
DEFENSE:	3
ATTACK RANGE:	2
REGENERATION:	1
SPEED:	5
SPECIAL:	PILLAGE: STEAL ANY 3 RESOURCE CARDS FROM VICTIMS ON SUCCESSFUL ATTACKS
CON:	INTIMIDATION: CANNOT INITIATE TRADE
FIGHTER COST	3 METAL

RACE:	ELVEN
ATTACK:	1
DEFENSE:	2
ATTACK RANGE:	3
REGENERATION:	3
SPEED:	6
SPECIAL:	DIPLOMACY: UNLIMITED TRADES PER TURN
CON:	PEACEFUL: TAKE DOUBLE DAMAGE FROM CRITICAL HITS
FIGHTER COST:	4 METAL

RACE:	HUMAN
ATTACK:	2
DEFENSE:	2
ATTACK RANGE:	2
REGENERATION:	2
SPEED:	6
SPECIAL:	SABOTAGE: SPEND 3 PHOTON CRYSTALS TO MAKE 1 PLAYER SKIP A TURN (USED AT THE END OF THE TURN)
CON:	JUST ENOUGH: CANNOT SCORE CRITICAL HITS IN ATTACKS (CAN STILL BE CRITICALLY DAMAGED)
FIGHTER COST:	4 METAL

RACE:	MECHA
ATTACK:	2
DEFENSE:	1
ATTACK RANGE:	3
REGENERATION:	1
SPEED:	7
SPECIAL:	FORCEFIELD: SPEND 3 PHOTON CRYSTALS TO NEGATE ANY ATTACK (CAN BE USED ONLY ONCE DURING ANOTHER PLAYER'S TURN)
CON:	NON-BIOLOGICAL: MUST SPEND 6 PHOTON CRYSTALS TO REGENERATE HEALTH
FIGHTER COST:	3 METAL

RACE:	INSECTOID
ATTACK:	1
DEFENSE:	3
ATTACK RANGE:	2
REGENERATION	3
SPEED:	5
SPECIAL:	SWARM: FIGHTERS GAIN +1 ATTACK POWER FOR EVERY ADJACENT FRIENDLY SHIP (MAXIMUM OF 4, DOES NOT APPLY TO DEFENSE)
CON:	HIVEMIND: WHEN A FIGHTER OR TRANSPORT SHIP IS DESTROYED, THE MOTHER SHIP LOSES 1 HP
FIGHTER COST:	2 ORGANIC MATTER

