Ghostly Revenge

Game Design Document

Index

1. Index
2. Game design Overview
3. Summary
4. Key Points
5. Technical
6. Mechanics
7. Rules of play
8. Board design
9. Aesthetics
10. Story
11. Technology
12. Development
13. Change Log

Game Design Overview

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Davey Jones’ locker: freezing cold, barren, and altogether a bit damp. It’s a miserable existence. The only thing left you have is revenge; sweet, sweet revenge on those who damned you to this watery grave.

* Rebuild your ship through collection of weapon, defence and engineering systems: take out all other players to win the game!
* The high seas are not for the faint of heart, ’tis a harsh mistress! Random events occur regularly, affecting local engagements or, sometimes, even the global gamestate.
* Attack, Defence, Speed and Fuel all matter: build your ship carefully to balance out your effectiveness!

Summary:

## Key points:

* Collect items/upgrades
* Build ship
* Balance attack, defence, speed and fuel
* Random events
* Fight other players

Technical

### Mechanics

Players must sail their ships to planets scattered around the board to raid for loot. Loot is added to the board each turn a player is not present on the planet’s tile. Loot can be exchanged for items on sale at the top of the game board, these items are used to upgrade the player’s ships.

The ship has limited spaces which they can upgrade, and each upgrade has a positive and negative effect (cannons increase attack, but use fuel; armor increases defense, but decrease speed; engines increase speed, but use fuel; sails increase fuel, but decrease defense). There are only a limited amount of spaces what can be upgraded (1-2 sails, 1-2 engines, 6-8 hull which can be used for canons or armor).

Players must draw and immediately play a card from the event deck at the start of each turn. These cards may affect the amount of loot available, which items are for sale at the top of the board, or what players are able to do this turn. Some cards may even cause damage to ships, or reward them with loot.

Players have a base speed, which is improved or decreased depending on upgrades, and this dictates how mny hexes they can move on their turn. Players can move, and take an action, on each of their turn. Actions include gaining loot, exchanging loot for upgrades, or attacking another player. Players can only attack one another if they are within two hexes’ of one another (one gap between each ship).

To attack, the attacking player rolls a dice and adds their attack bonus. If this total number is higher than the defending players’ defense, then the attacking player chooses one ship upgrade to remove from the defenders ship. If the attack is unsuccessful, nothing happens. A player loses and is removed from the game if all their upgrades and the player’s starting item are removed from their ship. If this occurs, the lost ship remains on the game board, and can be raided for loot if another players’ ship is directly beside it.

### Rules of Play

**TURN OVERVIEW**

Each player's turn is broken into five stages:

1. Event
2. Movement
3. Action
4. Battle (if attack action taken)
5. Fuel generation
6. Loot distribution

**EVENTS**

At the beginning of each player's turn, they turn over the card at the top of the event deck, and have an event take place. The event card is placed into a discard pile after being played, and shuffled if the event deck is empty.

**MOVEMENT**

The player then moves a number of times equal or below the player's current speed value. For every movement the player takes, they move the fuel slider down one until they reach the maximum movement they can take, or the slider reaches zero and the player is forced to stop moving. The player expends one movement, and one fuel, every time they move forward one hex, or every time they rotate their ship to face the hex to their immediate left or right.

**ACTIONS**

Once moved into position, the player then takes an action. They can only take one action from the following, per turn:

* Trade with the merchant or junkyard
* Loot a planet
* Barter with another player
* Attack another player
* Buy your escape

*Action 1: TRADE*

Players can buy and sell upgrade cards so long as they are in the same hex as the merchant or junkyard.

The merchant sells items for the value listed at the top of the card. There are three cards on display at the merchant, with new cards being revealed from the upgrade deck, to fill in the taken spaces, once trade with the current player is complete. Players can spend 2 coins to remove an upgrade card from the available selection and replace it. This must be done after the trade action is taken, but before any upgrade card is actually bought, and can only be done twice on one turn.

The merchant does not buy old upgrade cards but will take them if a player must get rid of a card. The junkyard, on the other hand, buys all upgrades for a standard three coins and sells random upgrade cards from the top of the deck for a standard cost of four coins.

*Action 2: LOOT*

For players to buy upgrades, they must loot planets to gain coins. To gain this loot, players must move onto the planet’s hex.

*Action 3: BARTER*

If a player is adjacent to another player they can perform a Barter action. The barter action allows the two adjacent players to trade coins, upgrades and fuel. If a player asks to barter and the other player refuses, the player can continue to move this turn.

*Action 4: ATTACK*

If a player moves to a hex that is adjacent to another player, they can perform an attack action on that player. The player performing the attack action becomes the Attacker, the player being attacked becomes the Defender. The attack action consists of two phases. Extortion phase and Battle phase.

*Action 5: ESCAPE*

If a player has all upgrade slots filled with level 2 or 3 upgrades and is currently on their starting position hex. They can pay 25 coins to Edward Teach (Blackbeard) to escape the arena.

**Extortion**

During the extortion phase the attacking player can demand coins, upgrades and/or fuel. If the defending player agrees to the extortion the battle phase is skipped. The defender can also offer coins, upgrades and/or fuel as tribute. If the attacker agrees the battle phase is skipped. If an agreement can not be reached or extortion does not want to be done proceed to the battle phase.

**BATTLE**

During the battle phase players fight each other to determine the victor. To win a battle you have 3 rounds of highest total value wins. First player to win two rounds is the victor.

To begin each player draws a set number of cards from their battle deck as detailed on the player's ship board. Players then add cards to their hands determined by upgrades in use.

Once each player has finished drawing cards, both players choose to place any number of cards face down.( Eg. If the attacker places one card face down and the defender places two, the attacker can add another card face down, and vice versa.) Once both players have finished placing cards face down, they flip the cards. The player with the highest total value, is the winner of the round. Put all cards back into the battle deck and shuffle. Then repeat.

The victor of the battle (the player who had the higher total card value twice) chooses a piece (other than the figurehead), from the opponent's ship board, and removes it, placing it in the discard pile. Only once all other upgrade pieces are removed from a player's ship board, can the figurehead be selected and removed.

**FUEL GENERATION**

At the end of the player’s turn, they regenerate an amount of fuel, equal to the number detailed on their player ship board, and any applicable upgrade cards they have equipped.

**LOOT DISTRIBUTION**

Once a player has encountered an event, moved as they wanted, taken an action, and generated back fuel, they must place one loot coin on every planet not currently occupied by, or adjacent to, a player. Once all the loot is placed, the player's turn is over and the player to the left of the current player takes their turn.

Board Design

### Aesthetics

Initial style is based off the Disney animated film, Treasure Planet. The setting is in space, and the ships look like ships from the Golden Age of Piracy (1650s-1730s), however are equipped with solar sails, laser canons, engines, etc. to make them capable of space flight.

### Story

### Technology

The technology for this game will be playing card stock cards, and standard board game board cardboard. Possibly have special game pieces 3D printed.

Development