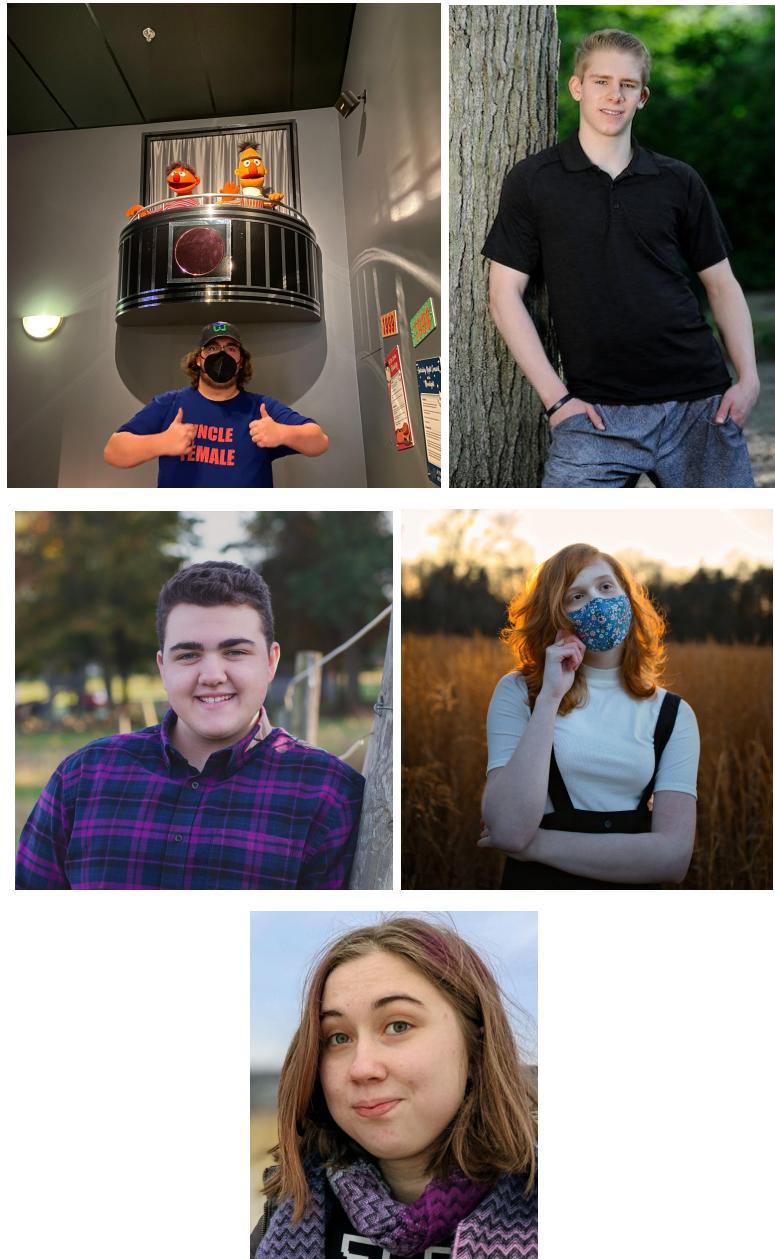


APOCALYPTA

Dungeon Divers

Connor Pringle, Reid VanDiepen, Eli Groborschik, Ciaran Wyatt, Holly Allen



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Game Title - Apocalypta

Tagline

Dive into the Dungeon!

Objective

Explore a dungeon and be the adventurer to collect the most treasure and escape with their life.

Game Design

Summary

In Apocalypta, a eurogame dungeon-crawler for 4-6 players, the players take on the role of dungeon-crawling explorers seeking treasure in the depths of a dungeon abandoned after a magical apocalypse. Each player starts in their section of the dungeon. The ancient, shifting magic allows players to place a new room of the dungeon each turn. The players' goal is to collect as much treasure as possible and escape with their life. Treasures can be found inside rooms of the dungeon, which are guarded by traps, monsters, and more. Players can sabotage each other to gather the most treasure.

History

We took inspiration from Dungeons & Dragons for the theming of the game. We also took inspiration from dungeon-delving games like Minecraft dungeons or Darkest Dungeon, as well as monsters from games like Bloodbourne.

The game is similar to Betrayal games in the sense that the dungeons created are based on the tiles you pick up, so they are different every time. It is also similar to Labyrinth, in that how you place the tiles can drastically change the course of your game.

Gameplay

After setting up the game board and choosing characters, players place their entrance tiles around the edge of the board.

During each player's turn, they roll for movement and can move around the board into connected rooms and also explore new rooms. Some of these new rooms will have events, which are the main way to gain treasure, the main currency of the game, and, after an event, the player's turn ends. As players explore new rooms and fill out the board, they may get trapped or proceed to the center of the board. Players can use their entrance to move to another player's entrance, forfeiting the rest of their turn, preventing players from getting trapped, allowing for more strategies, and for stealing other players' treasure.

At the center of the board lies the Big Bad, and the event in this room offers a lot of treasure, but also triggers the dungeon to begin to collapse. This forces players to start to leave the dungeon and acts as a way for the game to end and to put pressure on other players, as any player inside a room when it collapses dies, and rooms that have collapsed cannot be moved into.

To leave the dungeon, players must return to any entrance and use 1 movement to leave. This can be done before the dungeon collapse is triggered, but the person who leaves with the most treasure is the winner.

Narrative

In a 14th-century fantasy world devastated by a magical apocalypse, a wide range of brave adventurers seek to recover valuable treasures from a lost age in a long-abandoned dungeon filled with riches, magic, monsters, and fellow adventurers. Risk awakening a terrifying mysterious monster hidden deep within the dungeon to collect the most valuable treasure or sneak through unnoticed, attempting to quietly discover untouched regions of the dungeon. In a dungeon ever-shifting and expanding with unknown magic, race your fellow adventurers to collect the most valuable treasure, explore the dungeon, and escape with your life in Apocalyppta.

Objective

- Collect the most treasure & escape the dungeon alive
 - Treasure is collected in the form of chips that the player will keep
 - Treasure is merely a means of denoting points and will not aid players in completing challenges
 - Treasure may however be stolen by other players through PVP mechanics
- Some PVP elements w/ screwing other players over or attacking them
 - Players may attack others to steal treasure
 - The attacker will choose what character stat will be tested
 - Engaging in PVP will end the current player's turn
 - Players will make competing dice rolls

- If the attacker wins they steal the amount of treasure corresponding to the amount they won the roll by, capped at 3 treasure
 - If the defender wins they do not have to give up any treasure
 - In the event of a tie, the defender succeeds
- Place dungeon tiles to explore
 - 3-5 tiles unless you explore a room
 - Cannot explore rooms w/o challenges
- Challenges/Events:
 - Dice rolling stat checks
 - Flat stat checks-no rolling
 - Stat changes +/-
 - Free treasure

Technical

Theming

Following along with the narrative, players simulate exploring a dungeon, uncovering new rooms, discovering treasure and traps, getting stronger, and potentially bumping into other adventurers, where they can choose to steal their treasure. Each player chooses a character with unique stats, fitting the theme of adventurers and explorers of all sorts. Additionally, the collapse fits well with the setting of an ancient, unexplored dungeon.

Theme

- Post-apocalyptic fantasy
- Exploration
- Magic

Genre

- Dungeon-crawler
- Eurogame

Mechanics

The core mechanic of the game is the collection of treasure. This can be done by completing events or by stealing treasure from other players. Players try to balance gathering treasure and safely exiting the dungeon. Design-wise, balancing the amount of treasure gained from different events is a big focus, as well as how much players can steal from other players.

The game favors chance over skill, as getting to move into events and events themselves are based on chance, and treasure comes mainly from events, so being able to win

is somewhat dependent on chance. The main skill of the game comes from how you choose to place your cards, how you choose to explore the dungeon (rush the center, stay around your entrance, move to other player's areas), and how you respond to other players' actions.

Core Mechanics

- Players will generate the dungeon throughout the game by picking up tiles and placing them in adjacent rooms.
- Rooms with events can reward treasure or stat changes, which incentivizes exploring the dungeon.
- Players can attempt to steal from other players if they move onto another player's tile.
- Some of the strategies for the game come from deciding when to leave the dungeon. It is better to leave early, but only if no one else can gather more treasure than you after you leave.
- There is also a strategy in deciding how to explore the dungeon: do you go for the extra treasure in the middle, stay near your exit, or move to other players' areas and try to steal from them?

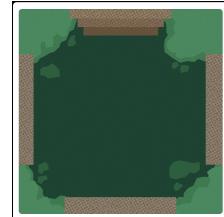
Set-Up

Setup:



1. Place down the 11x11 grid map to place tiles on. (As seen on right)
2. The Big Bad tile (has the symbol to the left) should be placed in the center of the board.
3. Shuffle and place the event cards face down next to the board.
4. Shuffle and place the room tiles face down next to the board.
5. Each player picks a character card that has two stats, Strength and Smarts, that affect how they do in challenges. Initial stats are determined by the character picked.
6. Each player should have an extra sheet of paper to keep track of treasure and stat changes.
7. Every player starts with one entrance tile (example on the right). The tile must be placed such that the stairs are touching the outermost edge of the game board. Players can choose any location on the edge of the board so long as it is not directly next to another player's entrance.

B	B	B	C
A	A	A	B
A	A	A	B
A	A	A	B



Rules

Movement:

- At the start of each player's turn, they roll a d6 to determine the number of spaces they must move. **Players can only move into adjacent rooms if the doorways connect.**
- **Players can move into adjacent spaces that do not have a room tile placed down yet.** This is called “uncovering” a room. When uncovering a room, the player draws a

room tile and places it in a desired rotation. New rooms must be placed such that doors align and the new room is placed next to the room the turn player is in, and the player must move into this room.

- Players continue to move and uncover new rooms until running out of movement or encountering an **event**. If the player enters an event, their **movement** ends immediately.

Events:

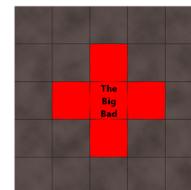
- Rooms marked with an  are **event spaces**. When a player moves onto an incomplete event space, they draw an event card.
- If an event is **failed**, all players may continue to enter the room and attempt the event until it is completed. A room with an **incomplete event** cannot be moved through or used to uncover new rooms. You can, however, steal from other players in that room. A **marker** is placed on the room to denote the event has not been completed, and the event card is set aside for reference until it is **passed**.
- If an event is **passed**, the player gets the reward on that event card, and the event card can be placed in the discard pile. The room with the event can now be moved through and used to uncover new rooms.
- When an **incomplete event** is **completed**, remove the marker and put the event card into a discard pile. The room with the event can now be moved through and used to uncover new rooms.

Big Bad:

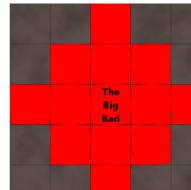
- The Big Bad tile has a unique event that rewards 5 treasure if a player rolls a six or more with one stat of their choice. **Pass or fail**, the dungeon collapse will start after the end of that player's next turn.
- The **dungeon collapse** triggered by the central tile destroys all spaces (with or without rooms) adjacent to collapsed tiles after all players have taken a turn, starting with the central tile.
- **Collapsed rooms** kill any player inside of them, and cannot be moved through or entered. Place a **marker** on the room to show that it has collapsed.
- There are also **event cards** that can activate the Big Bad. Activating two of these cards before anyone enters the central tile will trigger the dungeon collapse. If a player has already activated the Big Bad by entering the central tile, drawing these events will immediately advance the collapse by 1 turn.



1 Round after activation



2 Rounds after activation



3 Rounds after activation

Leaving the Dungeon / Entrance Tiles:

- Players can **leave** the dungeon by moving to any entrance tile and choosing to leave. Leaving the dungeon takes 1 movement.

- Players can **leave** at any time, and the player who leaves with the **most treasure wins**. In a tie, the player who left first wins.
- Players can move to any entrance tile and spend 1 movement to **move to another entrance tile**. This immediately ends the moving player's turn.

Stats:

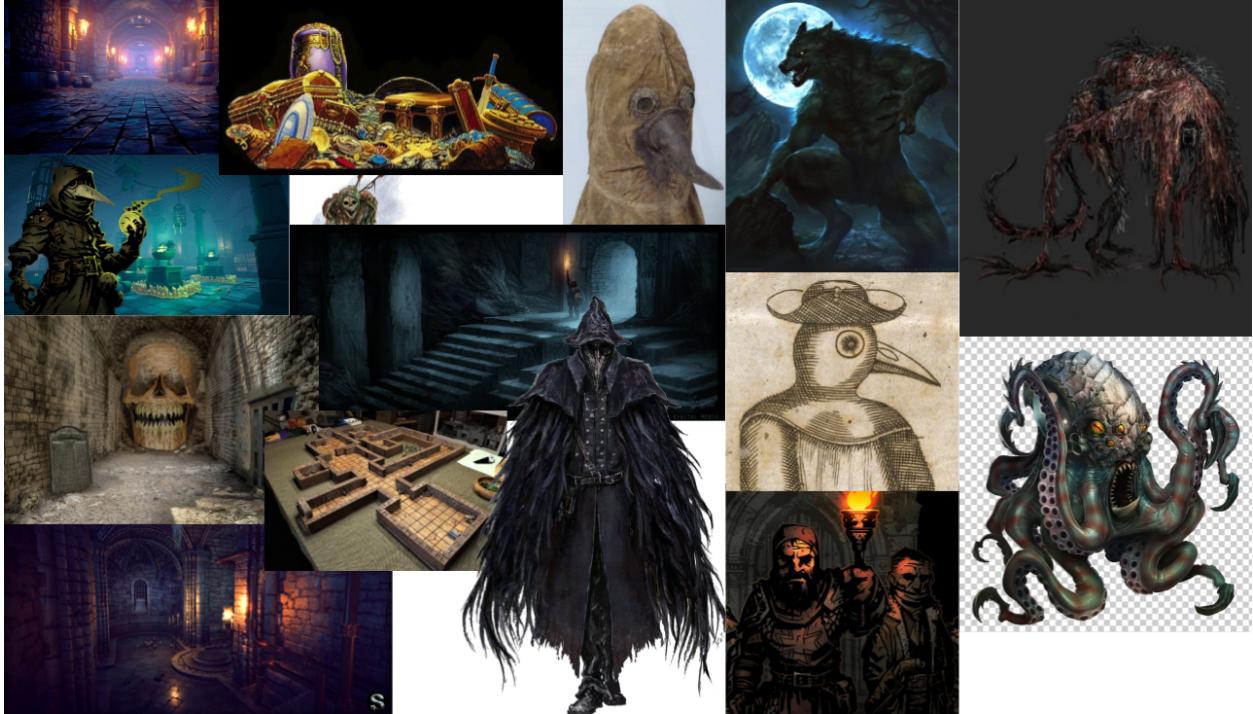
- **Stats** are used in some events. Some require a certain level in a stat, and others add a player's stat value to a dice roll to improve their odds of passing the event.
- Some events reward stat increases. Stats are capped at a **maximum** of 4 and **minimum** of -2.

Stealing:

- If a player moves onto a tile occupied by another player, they may attempt to **steal** treasure from that player, **ending** the current player's turn
- The attacking player chooses a **stat**, and both players roll a die and add their **stat** to their roll
 - If the attacker wins, they steal treasure equal to the difference between the two values, capped at a maximum of 3 treasure
 - If the defending player wins, they do not have to give up any treasure
 - In the event of a tie, the defender wins

Look, Feel, & Design

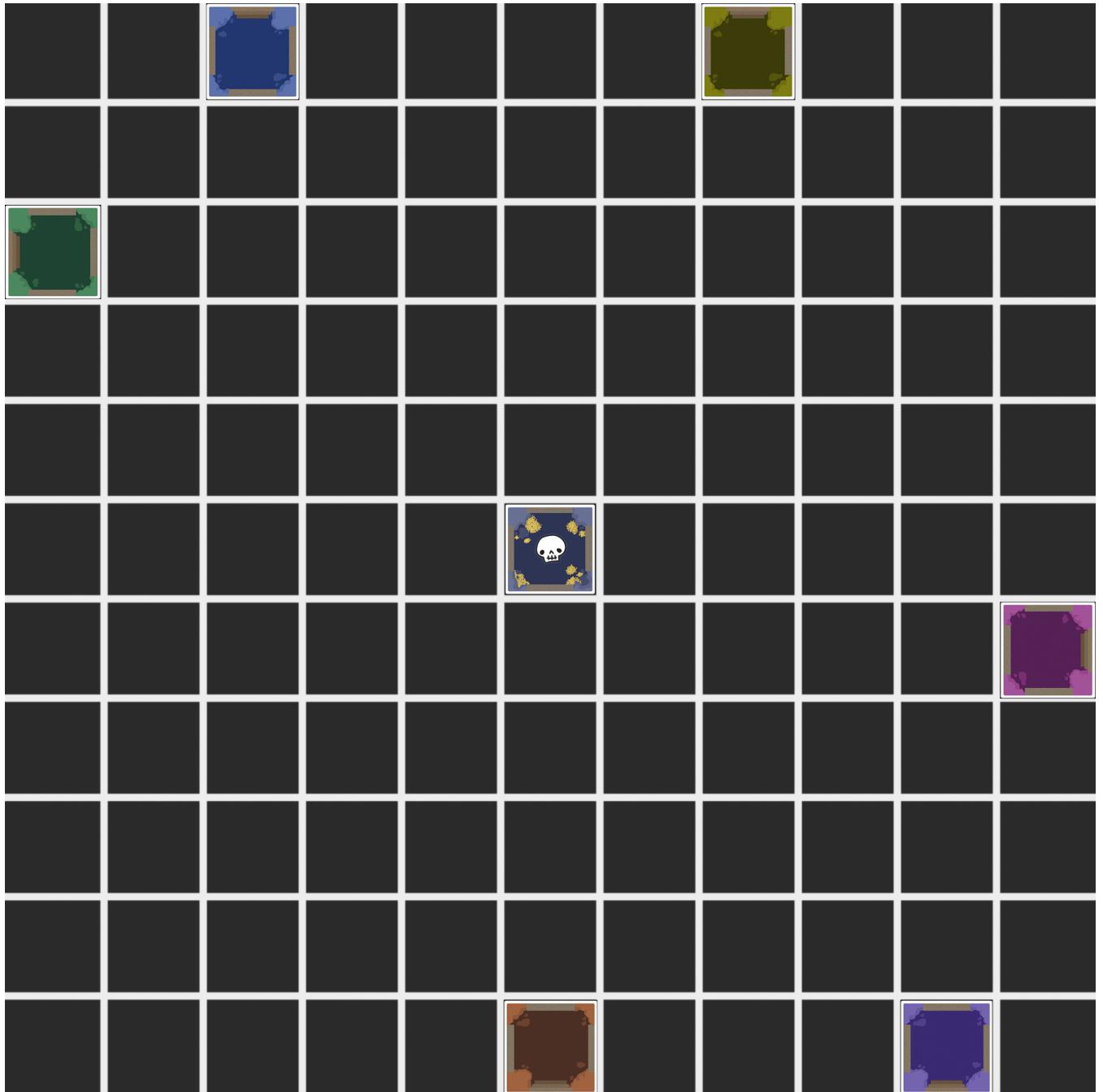
Mood Board



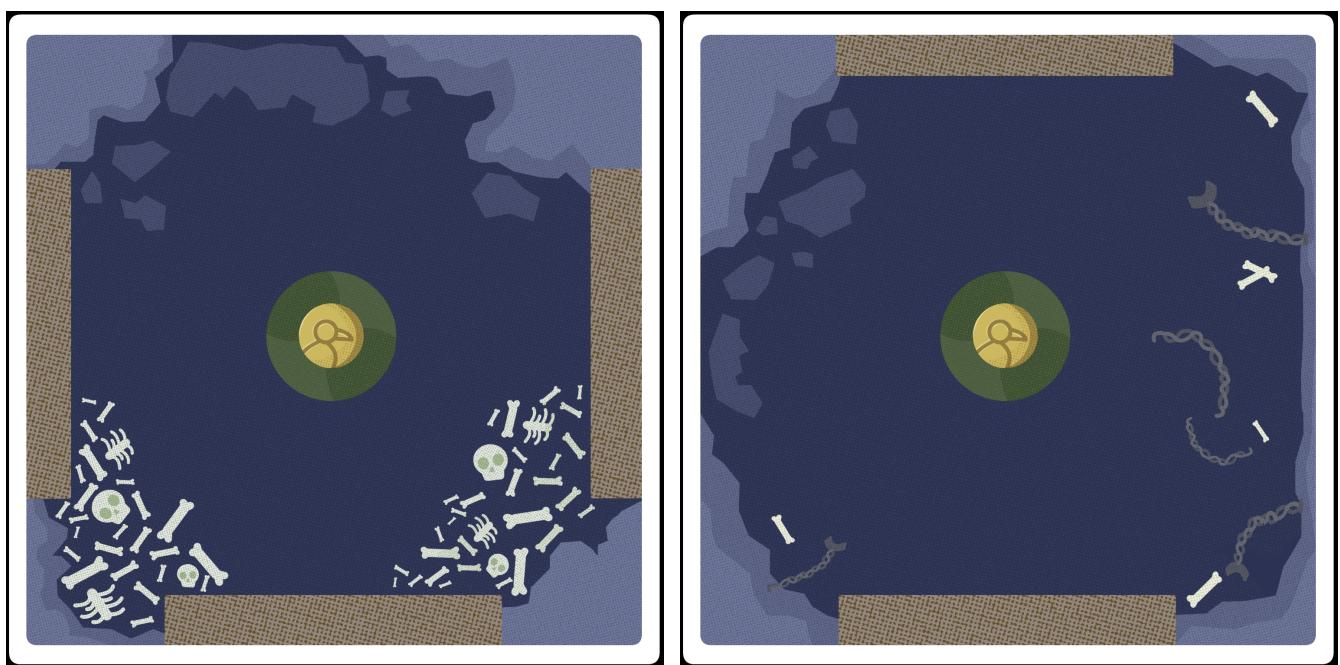
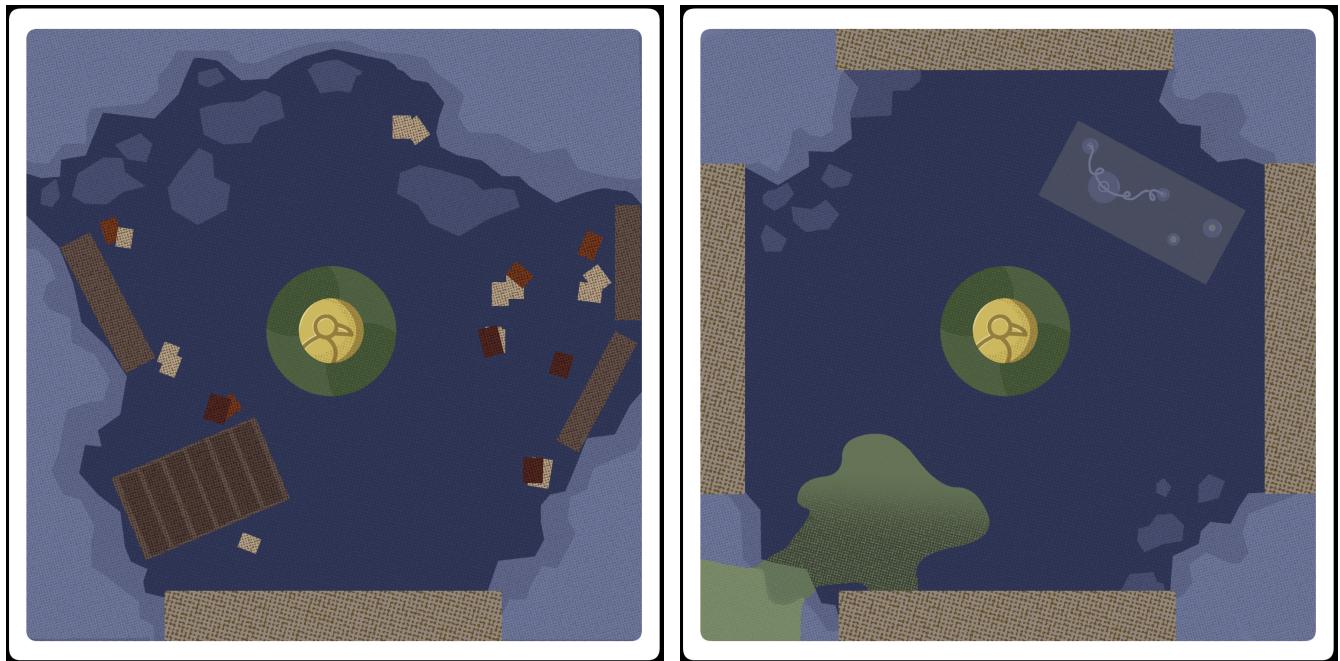
Setting

Post-apocalyptic 14th-century fantasy world (there must be werewolves and plague doctors). Set in a large, interconnected dungeon that has been abandoned long ago due to a magical apocalypse. Treasures and danger await inside.

Visual Style

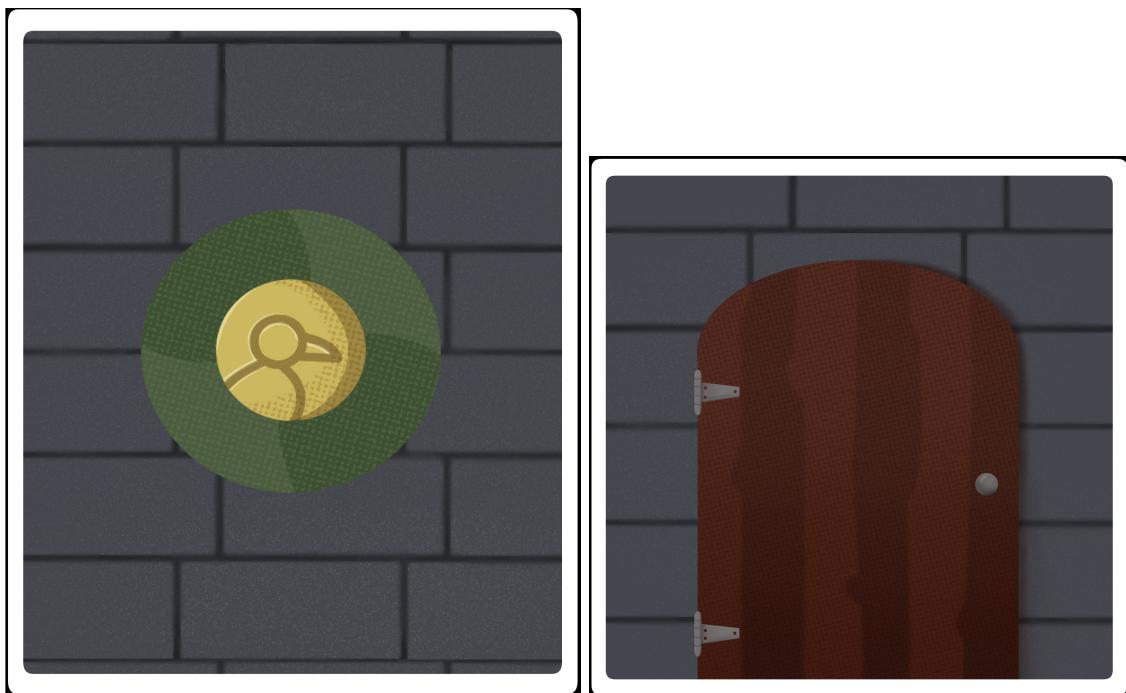


Example board set-up if you were playing with 6 people.





Card art for Event rooms

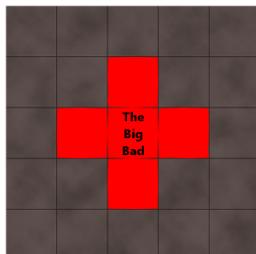


Card back art for event cards and room cards

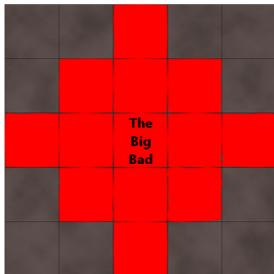
Concept Art



1 Round after activation



2 Rounds after activation



3 Rounds after activation

Color Palette



Apocalypta_Palettes

coolors

Game Flow

How to play the game:

1. Find a space to play and follow the set-up instructions from the rules

2. The current player then rolls a d6 and proceeds to move throughout the dungeon.
 - a. Tiles are drawn from the Room Deck, and if an event tile is drawn movement stops and the player follows the instructions on the event.
 - b. If the current player is in the same tile as another player, they may attempt to steal treasure from them with a competing roll skill check.
 - c. If the current player is at an entrance tile, they may move to another entrance tile
 - i. If a player is on their entrance tile they may escape the dungeon at the cost of one movement.
 - d. If the current player is on the Big Bad tile they may attempt to loot the room for a lot of treasure. Whether they succeed or fail, the dungeon collapse begins.
3. A player's turn is over when they are out of movement and have either finished the interaction on their tile or do not wish to perform any actions on their tile.
4. If the dungeon collapse was triggered on one of the current player's previous turns, the dungeon collapse advances now.
5. Repeat steps 2-4 until all players have either died or left the dungeon.
6. At the end of the game the winning player is the player with the most treasure that escaped the dungeon. If two players escaped with the same amount of treasure, the one who left first wins.

Development

Playtest Results

Round 1- Internal

Number of Tests

We played together twice (We had some confusion on whether the playtests were internal or external)

Feedback

We required a few on-the-fly changes, including rulings based on players getting trapped and moving between different player entrances. Game flow in general was good, with a few balance changes suggested regarding stat changes and treasure economics.

Round 2- External(Friends)

Number of Tests

Holly conducted three games with some external friends, some games were simply observed while others there were some developers participating,

Feedback

One player suggested that the board may be slightly too small. Some comments on how much chance was involved.

Round 3- External (Classmates)

Number of Tests

One game on Tuesday March 15th, two on Thursday March 17th

Feedback

Some comments on our current prototype, specifically that they didn't like that the room cards were not square. Some mention unclear rules, regarding room completion with big bad events.

Round 4- Blind Class Testing

Number of Tests

One game Tuesday April 5th, one game Thursday April 7th

Feedback

Some people were confused about how the doors work and some were confused about how the big bad tile works.

Round 4- External (Classmates)

Number of Tests

Two games Tuesday April 19th.

Feedback

We had forgotten to print off the updated rulesheet, so there were still a few minor issues related to understanding the rules that hopefully the newer version has fixed or improved. In the first game, players had some confusion about the doors, though they eventually figured it out, and did some unintended things like dealing out character cards randomly, forgetting to mark complete events, and passing through incomplete rooms (though this could be a house rule for experienced players). They did not steal at all during the first game. During the second game, the players seemed to have everything figured out, and began to test out new strategies, like moving to other players' parts of the dungeon and stealing, as well as going for the Big Bad tile. It was really great to see people use the strategies we planned out through our mechanics. Overall feedback was really good; the players had fun and complemented the quality of the tiles.

Playtest Summary

After our first few playtests, we were very happy with the results. Overall, people seemed to enjoy the game, despite feeling like it was a bit dependent on chance. Some things to note about the feedback we received was that some of the rules were a bit confusing or hard to understand, so we have since worked to better break up the rules into manageable sections, add highlights, and use consistent terminology. We also made a few changes to the amount of treasure rewarded from different events, so that it felt more in line with the difficulty of the event. We also added a way for players to move to other players' entrances so that they wouldn't get trapped.

In the later portions of the playtests, we continued to balance events while adding in a PvP mechanic that allows players to interact with each other more, offers an additional playstyle, and gives the player more agency. As playtests continued, we worked to balance this, and we feel that it currently is very fair. At this point, people really seemed to like the game, and the rules were becoming easier to follow. Many players indicated that after playing a round they felt they understood the rules very well. Players were able to employ a variety of different strategies. Overall, we are really pleased with the results of the later stage playtests as we polish up our game.

Changes

- Adding negative events & PVP to the deck.

- Making it so players can change entrances.
- Changes to how rules were worded for a better understanding of how events work.

Future Work

Our major takeaways from playtesting and our own analysis require we work on the following:

- Giving flavor text to events
- Giving flavor to the characters
- Creating character art
- Further balancing events
- Adding more box art
- Creating worldbuilding flavor text

Competitive Analysis

Some games that are similar to ours are *Betrayal at the House on the Hill*, *Incan Gold/Diamant*, and *Saboteur*. Looking at BoardGameGeek.com, 67,000 users own *Betrayal*, 23,000 own *Diamant*, and 46,000 own *Saboteur*. A conservative estimate of the rate of BGG users to total owners is one to eight. With that as our ratio, an estimate for the number of owners of *Betrayal* is 536,000, 184,000 for *Diamant*, and 368,000 for *Saboteur*. Next, we will look at both the Amazon seller rankings and the pricing. *Betrayal* has a Best Sellers Rank of #32,610 in Toys & Games and #872 in Board Games, with a price of \$42 on Amazon. *Diamant* has a Best Sellers Rank of #53,350 in Toys & Games and #1,422 in Board Games, with a price of \$26 on Amazon. *Saboteur* has a Best Sellers Rank of #28,196 in Toys & Games and #350 in Collectible Card Games, with a price of \$10 on Amazon. With these prices, *Betrayal* had revenue of roughly \$22,512,000, *Diamant* had revenue of roughly \$4,784,000, and *Saboteur* had revenue of roughly \$3,680,000. Based on these figures, we believe that *Apocalypta* would turn a profit, given the sales and revenue of similar products.

Development Cost

In the current state of the game, as a group we would need to refine and test our gameplay more before presenting it to a publisher. As a team, we'd need a publisher to help with marketing for the game as well as the printing. The game as it stands includes 146 room cards, 48 event cards, 6 unique player cards, 6 entrance cards, and 1 center Big Bad card. There are 10 unique room card designs and 38 unique event cards. There are 7 minis included in the game - one for each player and one for the Big Bad. Plastic minis require a higher number of parts produced per mini, which may not align with the number of game copies produced and sold. Printing with another material could be more expensive in the long run, but for a smaller number of games produced, would end up being cheaper. The game also requires 150 red chips for the collapse and 25 green chips for incomplete event rooms, as well as 50 treasure tokens. The game includes an ~27.5" square board. We need to consider how many games we need to print to balance out the cost of production and the possible demand for the game.

References:

- <http://nothingsacredgames.com/the-cost-of-a-board-game-money/>
- <https://www.gatekeepergaming.com/article-6-how-to-get-minis-made/>
- <http://planktongames.blogspot.com/2010/03/indie-game-publishing-costs-or-grim.html>

Appendix

Rules

APOCALYPTA

DIVE INTO THE DUNGEON!

Basic Info

- 3-6 players, ages 8+
- About 30min play time

Materials:

- Game mat: 9x A pieces, 6x B pieces, 1x C piece
- Game tiles: 28 x 4 door, 32 x 3 door, 16 x 2 door L rooms, 16 x 2 door straight rooms, 28 x 1 door rooms, 6 x entrances, 1 x boss room
- 40 x Event cards
- Event markers
- Player character minis
- 1 6-sided die (d6)

Narrative:

- Explore an ancient dungeon filled with lost riches, traps, and more. Avoid or steal from your fellow adventurers and escape the dungeon in one piece to be the winner in Apocalyppta!

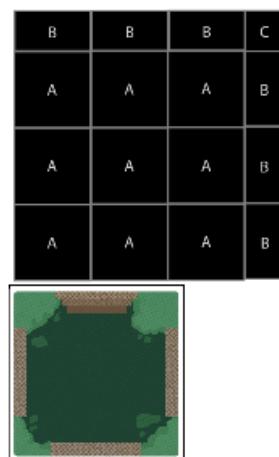
Goal:

- Leave the dungeon with the most treasure
- The winner is the player that leaves with the most treasure or the last player alive that leaves
- In the event of a tie, the player who left first wins
- There can be no winner if all players die



Setup:

1. Place down the 11x11 grid map to place tiles on. (As seen on right)
2. The Big Bad tile (has the symbol to the left) should be placed in the center of the board.
3. Shuffle and place the event cards face down next to the board.
4. Shuffle and place the room tiles face down next to the board.
5. Each player picks a character card that has two stats, Strength and Smarts, that affect how they do in challenges. Initial stats are determined by the character picked.
6. Each player should have an extra sheet of paper to keep track of treasure and stat changes.
7. Every player starts with one entrance tile (example on the right). The tile must be placed such that the stairs are touching the outermost



choose any location on the edge of the board so long as it is not directly next to another player's entrance.

Rules:

Movement:

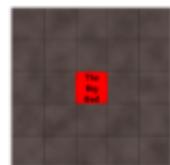
- At the start of each player's turn, they roll a d6 to determine the number of spaces they must move. **Players can only move into adjacent rooms if the doorways connect.**
- Players can move into adjacent spaces that do not have a room tile placed down yet.** This is called "uncovering" a room. When uncovering a room, the player draws a room tile and places it in a desired rotation. New rooms must be placed such that doors align and the new room is placed next to the room the turn player is in, and the player must move into this room.
- Players continue to move and uncover new rooms until running out of movement or encountering an event. If the player enters an event, their movement ends immediately.

Events:

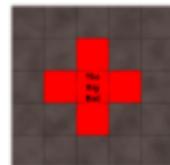
- Rooms marked with an  are **event spaces**. When a player moves onto an incomplete event space, they draw an event card.
- If an event is **failed**, all players may continue to enter the room and attempt the event until it is completed. A room with an incomplete event cannot be moved through or used to uncover new rooms. You can, however, steal from other players in that room. A **marker** is placed on the room to denote the event has not been completed, and the event card is set aside for reference until it is **passed**.
- If an event is **passed**, the player gets the reward on that event card, and the event card can be placed in the discard pile. The room with the event can now be moved through and used to uncover new rooms.
- When an incomplete event is **completed**, remove the marker and put the event card into a discard pile. The room with the event can now be moved through and used to uncover new rooms.

Big Bad:

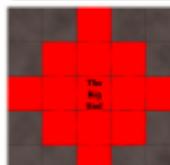
- The Big Bad tile has a unique event that rewards 5 treasure if a player rolls a six or more with one stat of their choice. **Pass or fail**, the dungeon collapse will start after the end of that player's next turn.
- The **dungeon collapse** triggered by the central tile destroys all spaces (with or without rooms) adjacent to collapsed tiles after all players have taken a turn, starting with the central tile.
- Collapsed rooms** kill any player inside of them, and cannot be moved through or entered. Place a **marker** on the room to show that it has collapsed.
- There are also **event cards** that can activate the Big Bad. Activating two of these cards before anyone



1 Round after activation



2 Rounds after activation



3 Rounds after activation

enters the central tile will trigger the dungeon collapse. If a player has already activated the Big Bad by entering the central tile, drawing these events will immediately advance the collapse by 1 turn.

Leaving the Dungeon / Entrance Tiles:

- Players can **leave** the dungeon by moving to any entrance tile and choosing to leave. Leaving the dungeon takes 1 movement.
- Players can **leave** at any time, and the player who leaves with the **most treasure wins**. In a tie, the player who left first wins.
- Players can move to any entrance tile and spend 1 movement to **move to another entrance tile**. This immediately ends the moving player's turn.

Stats:

- **Stats** are used in some events. Some require a certain level in a stat, and others add a player's stat value to a dice roll to improve their odds of passing the event.
- Some events reward stat increases. Stats are capped at a **maximum** of 4 and **minimum** of -2.

Stealing:

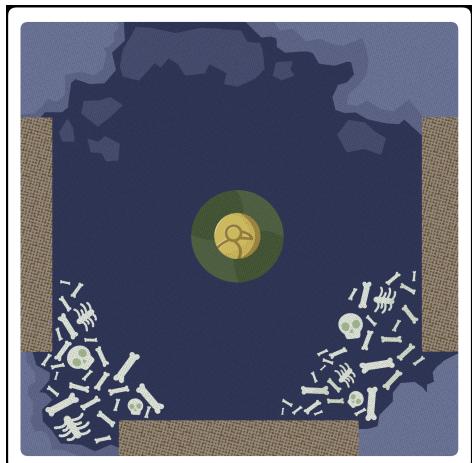
- If a player moves onto a tile occupied by another player, they may attempt to **steal** treasure from that player, **ending** the current player's turn
- The attacking player chooses a **stat**, and both players roll a die and add their **stat** to their roll
 - If the attacker wins, they steal treasure equal to the difference between the two values, capped at a maximum of 3 treasure
 - If the defending player wins, they do not have to give up any treasure
 - In the event of a tie, the defender wins

Prototype Appearance

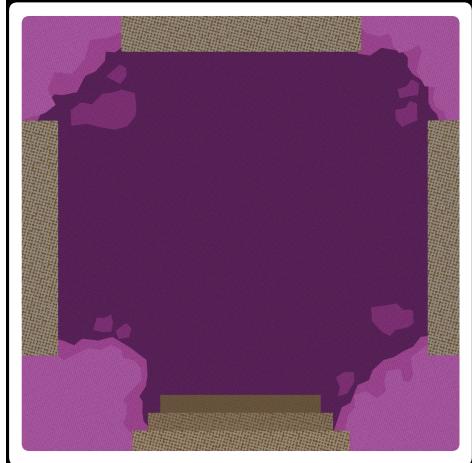




Sample Cards



Sample Event Room



Sample Entrance Tile

Balancing Spreadsheet

Event Cards

% Draw	
18.367	Skill
16.327	Flat Stat
40.816	Stat Modification
6.122	Boss
18.367	Free Treasure
34.694	Skill-based Total

Rooms

% Draw		
19.178	1 Room	
13.699	S Room	2 Room Total
13.699	L Room	27.397
32.877	3 Room	
20.548	4 Room	

Event Rooms

	1 Room		2 Room		3 Room		4 Room
Standard	14	S Standard	12	Standard	36	Standard	24
Event	14	S Event	8	Event	12	Event	6
	9.589	L Standard	12		8.219		4.11
		L Event	8				
			5.479				
			5.479				
Event Draw%							
	32.876						