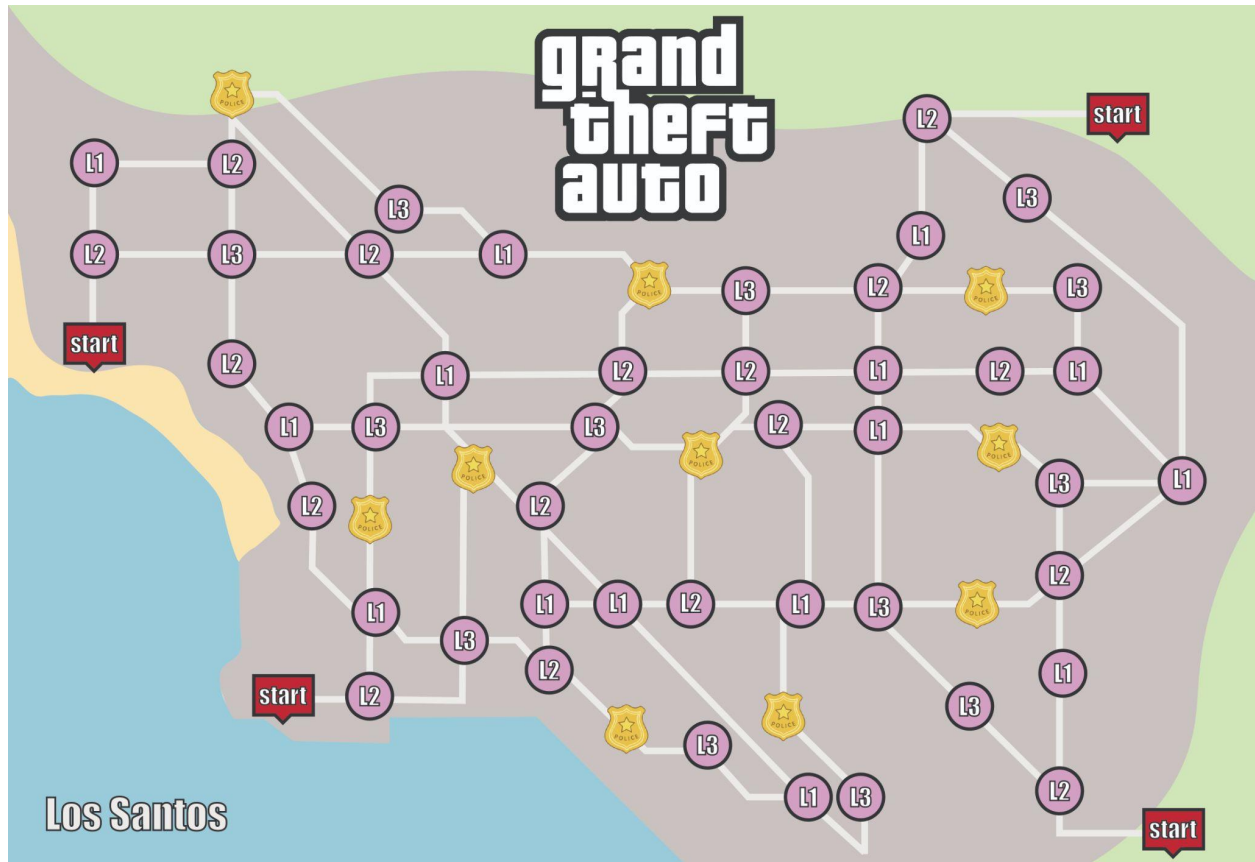


Game Board



Cards

LEVEL 1 MISSION Vandalize a High School SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Mug an old man SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Steal from a grocery store SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000
LEVEL 1 MISSION Break a window SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Use a fake identity SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Assault a woman SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000
LEVEL 1 MISSION Trespass on private property SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Resist arrest SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000	LEVEL 1 MISSION Schedule III drug trafficking SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5 +\$10,000

<p>LEVEL 1 MISSION</p> <p>Possession of Marijuana</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>	<p>LEVEL 1 MISSION</p> <p>Pirate a Movie</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>	<p>LEVEL 1 MISSION</p> <p>Obtain an unregistered gun</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>
<p>LEVEL 1 MISSION</p> <p>Drunk drive</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>	<p>LEVEL 1 MISSION</p> <p>Smoke at school</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>	<p>LEVEL 1 MISSION</p> <p>Illegal vehicle modifications</p> <p>SUCCESS: Rank 0: Must roll 1, 2, or 3 Rank 1: Must roll 1, 2, 3, or 4 Rank 2: Must roll 1, 2, 3, 4, or 5</p> <p>+\$10,000</p>
<p>LEVEL 2 MISSION</p> <p>Carjack a sports car</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Hit & Run</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Launder money</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>

<p>LEVEL 2 MISSION</p> <p>Bribe a police officer</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Commit tax fraud</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Schedule II drug trafficking</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>
<p>LEVEL 2 MISSION</p> <p>Solicit a prostitute</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Illegal weapon possession</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Distribute laced substances</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>
<p>LEVEL 2 MISSION</p> <p>Vandalize the Hollywood sign</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Breaking and entering</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Rob a bank</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>

<p>LEVEL 2 MISSION</p> <p>Kidnap an old woman</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Make a fake passport</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>	<p>LEVEL 2 MISSION</p> <p>Assault a police officer</p> <p>SUCCESS: Rank 0: Must roll 1 or 2 Rank 1: Must roll 1, 2, or 3 Rank 2: Must roll 1, 2, 3, or 4</p> <p>+\$20,000 + 1 Rank</p>
<p>LEVEL 3 MISSION</p> <p>Armed bank robbery</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Shoot a police officer</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Escape prison</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>
<p>LEVEL 3 MISSION</p> <p>Commit Arson</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Kidnap a child</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Vehicular manslaughter</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>

<p>LEVEL 3 MISSION</p> <p>Drive-by shooting</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Hijack an aircraft</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Murder a civilian</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>
<p>LEVEL 3 MISSION</p> <p>Blackmail the government</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Schedule I drug trafficking</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Hack into a bank's data</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>
<p>LEVEL 3 MISSION</p> <p>Start a gang war</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Flee the country</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>	<p>LEVEL 3 MISSION</p> <p>Cook meth</p> <p>SUCCESS: Rank 0: Must roll 1 Rank 1: Must roll 1, or 2 Rank 2: Must roll 1, 2, or 3</p> <p>+\$30,000 + 1 Rank</p> <p>FAILURE: Miss 1 turn</p>

Game Rules

Number of players: 3-4

Expected play time: 30 minutes

Required materials: Map (Board), Mission Level Cards (1, 2, 3), 1 die, 4 game pieces

Setup:

Place the game pieces on the start positions on the board.

Place each set of level cards in a different pile next to the board.

The Board:

Mission Spaces: Each mission space on the board is labeled with a "L1", "L2", or "L3," which correspond to the "1" "2" and "3" cards.

Police spaces: Each police space is represented by a police badge.

Objective: The first player to reach \$100,000 by completing missions wins the game.

Rules:

The first player rolls the die and moves that many spaces on the board.

If the player lands on the space of another player: they can steal from them by trading one of their own mission cards with one of their mission cards. This cannot happen if a player is sitting on a police space, where they are protected.

If the player lands on the police space: They have a chance to "snitch" to the police. Each player is assigned a number 1-4. The player who landed rolls the die. If another player's number is landed on, that player loses one mission card, and the snitch gains \$10,000 (one level 1 mission card). If the snitch is landed on, they lose one mission card. If a 5 or 6 is landed on, nothing happens.

If the player lands on a mission space: They will draw a mission card for the space's from the accompanied stack. The player will follow the instructions on the card they have drawn. Each card describes the mission with the conditions for success and failure.

If the mission is successfully completed:

- The player will hold onto the card as currency.
- If it is a level 3 mission, the player's rank will increase, thus making future missions easier to complete.

If the mission is failed:

- The player will place the card on the bottom of the pile of missions.
- If it is a level 3 mission, the player will lose their next turn.

Play continues counterclockwise until the objective is met.

Ending the Game: The game ends when a player reaches the objective, having \$100,000 total in the mission cards they have in their hand.

Summary of Changes:

When running our first playtest, we realized that the game was incredibly difficult to get started, and too easy to win once you finally completed a mission. The 20 point threshold for winning seemed unattainable to players and dimmed their excitement and interest in the game. We realized that because our missions had such severe penalties (even though they were scaled for level) and because each player started with nothing, it gave an unfair advantage to the first player to complete a mission. We decided to change our threshold to 15 points to win the game (termed \$150,000 as explained below).

We also realized during the playtest that our players were confused by the board. Initially, we had mission squares, police squares, and petty crime squares. The petty crime squares allowed a player to commit a crime with no penalty for failure, but since we altered our mission 1 and 2 cards to have no penalty, these squares became obsolete, so we got rid of them. One playtester suggested making separate squares for each level of mission because it would force more strategic planning on the players part, rather than every square being the same and pulling from a shuffled stack of various missions. It also forces the players to think more carefully about their movement on the open board. We also decided to increase the number of present police squares since players commented they were too easy to avoid entirely and therefore have no effect on the game.

Players also had a hard time keeping track of the three different systems in our game. Initially we had criminal rank, money, and points (the only condition for winning). We decided to completely wipe the money system and replace the points with an equivalent system labeled as money rather than points to preserve GTA's system. Money barely added anything to the game and was too much for players to manage.

Players were frustrated by how long the game took to get going. Everyone initially started at Rank 0, so it was difficult to win even a level 1 mission. We decided to start every player at Rank 1, with the ability to move down to Rank 0 if they fail a level 3 mission. This made the game much faster and intriguing to players. Below is our group's list of notes for changes made between the iterations:

1. Only lose one round and one rank if you lose a level 3 mission, instead of two rounds and a rank.
2. No penalty for losing level 1 or 2 mission
3. Landing on a Police square: -1 turn, -\$10,000

4. Winning level 2 AND 3: + 1 rank, + accompanied money
5. Adjust winning requirement to \$150,000 (\$10,000 for level 1, \$20,000 for level 2, \$30,000 for level 3)
6. Start everyone at Rank 1 instead of 0
7. More police squares
8. Get rid of petty crime squares
9. Get rid of money system (no bail/ paying off police)
10. Change mission squares to level specific squares with separate decks. (e.g., level 1 mission squares for level 1 missions, level 2 mission squares for level 2 missions)
11. Instead of earning points, earn money to keep the feel of gta. First to \$150,000 wins (earn \$10,000 for level 1, \$20,000 for level 2, \$30,000 for level 3)

2nd set of changes:

Main goal was to create the feel of "GTA Online" multiplayer gameplay by increasing interaction between players.

1. Adjusted winning value to \$100,000.
2. Landing on the space of another player means you can "rob" them by trading 1 card with them, not stealing. Only two players can be on a space at a time. A player sitting on a police space cannot be robbed.
3. Landing on a police space: Whoever lands on the space has a chance to "snitch". Each player is assigned a number 1-4. The player who landed rolls the die. If another player's number is landed on, that player loses one mission card, and the snitch gains \$10,000 (one level 1 mission card). If the snitch is landed on, they lose one mission card. If a 5 or 6 is landed on, nothing happens.

Gameplay

