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DÜME REALTORS

"A nefarious property management party game."

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Group 5

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Overview

Villains always seem to crop up in towns, cities, and neighborhoods... but how exactly do they settle in? I mean, they always seem to get a headquarters, but who is the person responsible for selling the property? Well, in short, you!

In this game, the players are competing real estate agents tasked with the experience of supplying villains from all walks of life with homes and headquarters. In order to do this, you must take these differences into consideration. The property that appeals to the Foot Clan Member will probably not make Cthulhu, for instance, very pleased with you and I wouldn't want to make him mad.

However, the clients are not your only problem. Throughout the course of the game, the other players will also be trying to clamor their way to the top of the sometimes metaphorical food chain. So watch your footing and be very careful to balance aggression and cooperation, for sometimes the enemy of your enemy is your friend. But remember, at the end of the day, only one player can be the very best.

Target Audience:

- 10+ (Mild Language, Cartoon Violence, Crude Humor)
- Comedy/Party game fans
- Fans of Munchkin or Boss Monster

Goal

To outsell the competition! You are vying for being the top real estate agent at the company and you can't let these *amateurs* get in your way!

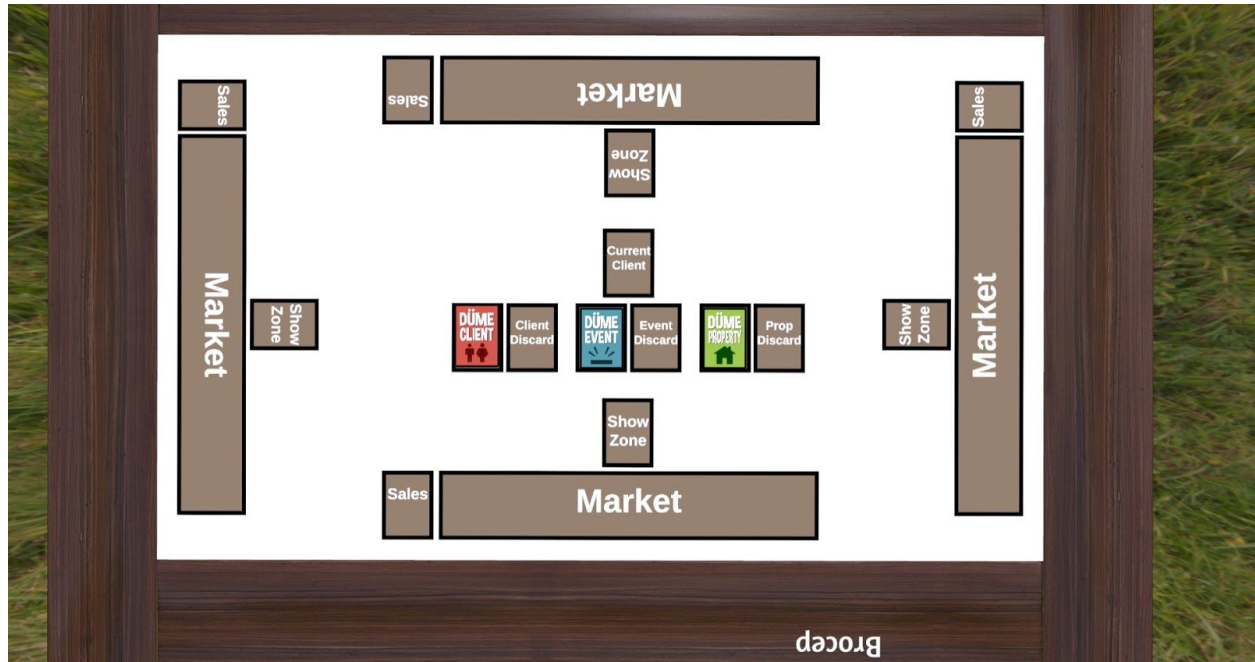
Similar Titles

1. Munchkin
 - a. Event cards
 - b. Cartoony aesthetics
 - c. "Tongue-in-cheek" parody style
 - d. Rapid fire playstyle

2. Boss Monster

- a. Has a mechanic in which you try to lure heros to your side of the board by building buildings that appeal to them which is not too far off from the way our properties function

Setup



1. There are 3 decks, the Client Deck, the Event Deck, and Property Deck; place each deck in the center of the play area.
2. Each player Draws 5 cards from the Event Deck and places them in their hand.
3. Each player then Draws 3 cards from the Property Deck and places them in the Market zone. You can choose 1 property to place face-down while putting the rest face-up in your Market Area.



Example Setup

4. The player who most recently bought or sold an item in real life starts with the Starting Player Token.
5. The first round now starts.

Event cards can now be played, and can be played at any time, unless otherwise stated on the card.

Gameplay

There are three decks:


Decks

Property Deck

This deck will contain properties that are available for “purchase” by the realtors. While there are some generic properties, many properties will have a special trait that affects the competing realtors or the owner.

Client Deck

Contains clients that the player will sell properties to. Every villain is not the same, however, and certain villains like certain locations or traits. Furthermore, after



selling a home to a villain they may have a recurring effect to a certain player or all the players.

Event Deck

The sabotage/interaction aspect of the game. This deck is the primary way players will be allowed to interact with each other. The deck contains cards that can affect other players properties, affect the current client, or protect themselves from nasty effects.

In the event that any deck runs out of cards to be drawn, the discard pile for that deck is reshuffled to form the new deck of that type.

Gameplay will take place on a round format as opposed to the common turn-based format. The five rounds currently are:

Phases of a Turn

Meet

At this point, the starting player flips the top 2 cards from the client deck. The starting player then chooses a client. This will be the client the players are competing for this round. The other card is put in the Client Discard Pile.

Show

Each player will choose which property from their available properties that they will attempt to sell to the client. If no property is available, be it they are all occupied or otherwise disabled, that player forgoes the showing part of the round. That player IS still allowed to play Event Cards.

Sell

During this phase, each player will attempt to win over the client to their property by acquiring the highest number of points on said client. Points are given based on favorable property selection and event card modifiers. These points can also be removed or stolen by event card modifiers as well. Each player can tamper with either their own or another player's points on a client at ANY point before the closing of the sale. Finally, any card placed is FINAL as soon as it hits the table. The only exception of this rule is if every player agrees to allow the player to return the card back to his/her hand in shame.

Close

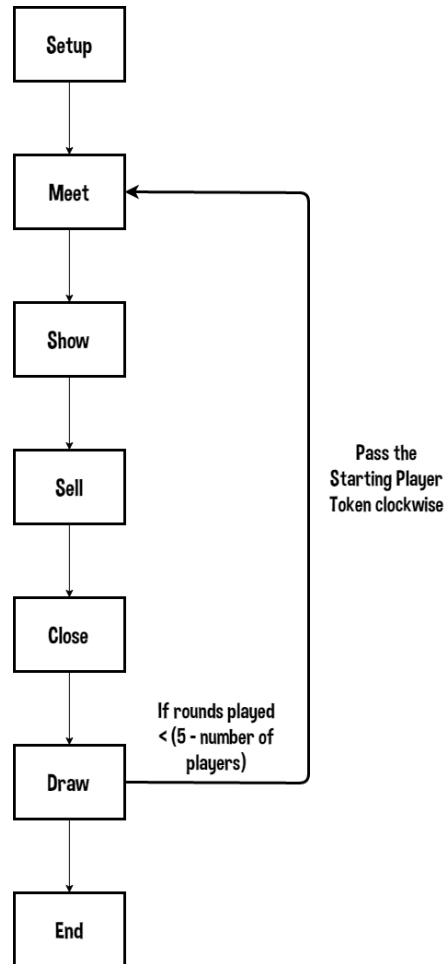
Once all players have agreed that they are finished with their plays for the round, each player totals their points and the player with the highest points sells the home to the client. The client card gets placed on top of the property card and returned to the player's property section. Before ending the round, the starting player token gets passed clockwise.

Draw

Each player, starting with the starting player and going clockwise, decides to draw from EITHER the property deck or the event deck. If a property is chosen, it is placed in front of the player face-up unless they reveal their currently hidden property or do not have a currently hidden property. If an event is chosen, unless the card states otherwise, the event goes into that player's hand.

Furthermore, much like Munchkin, table talk is encouraged. There are no set teams in the game, but players may bargain with each other to halt the advancement of a particularly imposing player or simply declare a ceasefire. All promises made between agreeing players must be kept, UNLESS they span past the round. In which case, the matter comes down to trust between the parties involved.

Game Flow




Mechanics

Luck vs. Skill

In any card game where decks are involved and players draw from said decks, there is inherently an element of luck. In our game the luck is focused around which cards are drawn and when.

However, the game is not entirely focused around luck and players have many opportunities to demonstrate skill. Each deck is focused around the idea of choice and with choice comes skill. Throughout play the player will regularly be confronted with the options



of choosing which client will be competed for, when the appropriate time to play an event card, which property to show, or whether to show a property at all.

Resource Management

Our game focuses on two primary manageable resources: Event Cards and Property Cards. These two resources are manipulated via choice of draw and play. Each player, at the end of each round, decides whether to draw from the Event Deck or the Property Deck and this choice defines their style of play.

A player that consistently chooses Event Deck cards will have more interaction with the other players, but have a weaker showing property on average. On the other hand, a player that chooses Property Deck cards is more likely to have the Selling Points of any given client, but will have to rely on the inherent power of their properties. Keeping a balance between the two results in a lesser extreme.

Link to Prototype Cards:

<https://docs.google.com/a/g.rit.edu/spreadsheets/d/1ya2LE17ikGw7NfdDAYTpKHOICpjuJcKJQx4mK7c5Jk4/edit?usp=sharing>

How to Win

The game ends when a player has a certain amount of Sales Points at the beginning of the round. That player is considered to be the best real estate agent and gets bragging rights of having populated the world with more villains.

Playtest Results

From very early on in playtesting, we knew that our game had a decent number of fun mechanics (largely being rated in the ballpark of a 3-5 in the fun factor when players were surveyed). As such, we didn't really have to focus too much on expanding on mechanics.

Actually, the opposite seemed to be the case. Due to having some very convoluted mechanics (Want Resistance on Clients up until 4/30/2017), writing a comprehensible rulesheet was extremely difficult. This is evidenced by some, sometimes, very pointed criticism of the understanding of the rules (some going as far as giving the rulesheet a 1 out of 5 in understandability). As a result, a large amount of time was spent revisiting mechanics and figuring out how to make them simpler to understand or outright removing them in favor of clarity and ease.

Future Work

Needed

- Revised Work Timeline
 - Setting up Milestones
 - Perhaps getting another artist so the workload isn't disproportionately on Stephan
- Finishing up Property and Event art
- Adding additional elements to property cards so they don't feel so boring
- Balancing out the Event cards in relation to how long the game is. (Looking at you Eviction Notice.)

Wanted

- Additional Expansions focusing on certain universe themes. (Lovecraftian, Comic Books, TV Shows, etc. etc.)

Game Viability

In terms of similar titles as ours, we will predominately look at [Munchkin](#) and [Battle the Boss](#).

Munchkin

- Accounted for over 75% of Steve Jackson Games sales in 2013 (130,000 units sold)
 - Steve Jackson Games had an \$8.8 million dollar gross income that year as a result
- Steve Jackson Games has only shown 1 year in decline in the past 10 years with Munchkin leading their line-up
- Has spawned numerous expansions and sequels because of it's popularity
- Won the 2001 *Origins Award* for *Best Traditional Card Game*
- Sources
 - <http://www.geeknative.com/48615/75-steve-jackson-games-business-generated-munchkin/>
 - <http://www.sjgames.com/general/stakeholders/>
 - <http://web.archive.org/web/20080202042430/http://www.originsgamefair.com/awards/2001/list-of-winners>
 - <http://www.sjgames.com/general/stakeholders/report08.html>

Boss Monster

- Raised \$215,056 on Kickstarter from 4,689 backers
- Sold ~\$450,000 dollars worth of retail sales in six months (July - December)
- Sources
 - <https://stonemaiergames.com/how-to-generate-450k-in-post-kickstarter-retail-sales-an-interview-with-the-creators-of-boss-monster/>

Development Cost

The Game Crafter

For the retailing and creation of our game, we will be using [The Game Crafter](#). The Game Crafter handles the creation of the cards, the packaging, and the distribution of the game.

Contents of the Game



Price

Remove	Quantity	Photo	Name	Retail Price	Discounted Price	Total
	1		Dune Realtors	\$18.99	\$16.09	\$16.09
Subtotal						\$16.09

Retail Price is subject to change

Presentation

<https://docs.google.com/presentation/d/1PVyoJx2dLDpuyGlr9QRrwLYroepb8mAPlizzPx-IGlU/edit?usp=sharing>

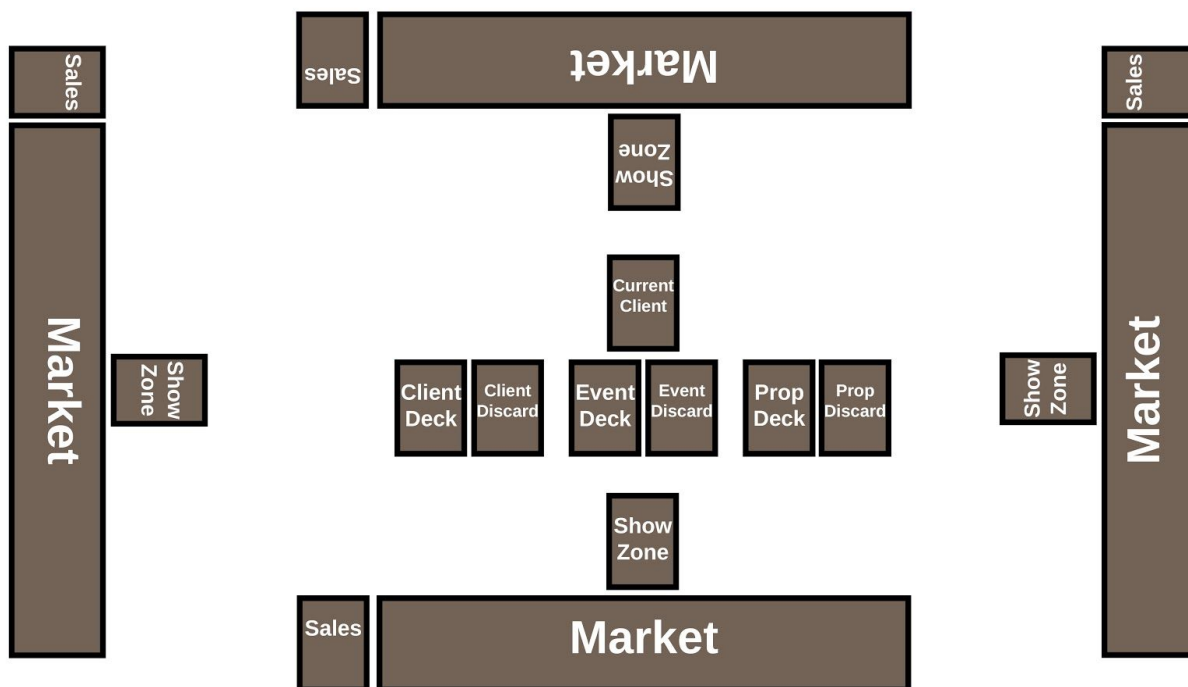
Appendices

Rulesheet

<https://docs.google.com/a/g.rit.edu/document/d/1Mcbr0fnP0KXhnVJCukQsSvsxMZRaY9fp3QuDOjtGlzQ/edit?usp=sharing>

Example Screenshots

Board



Board With Setup



Board With Player Setup



Walkthrough of a Turn

Meet Phase





Show Phase



Close Phase

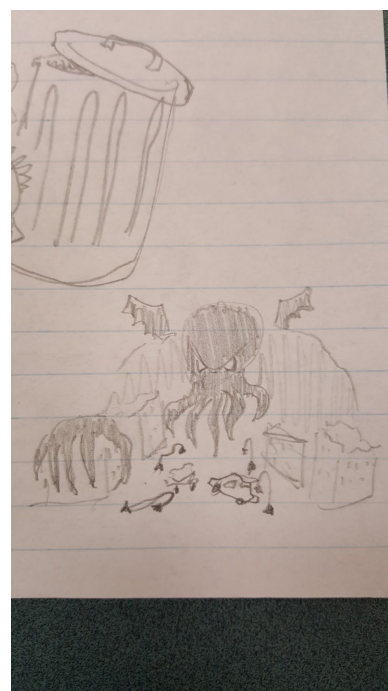
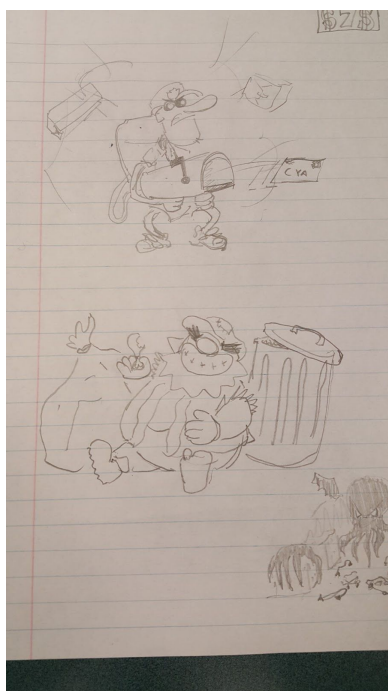
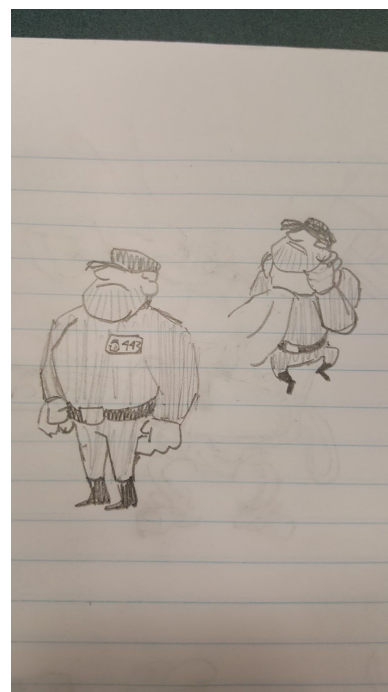
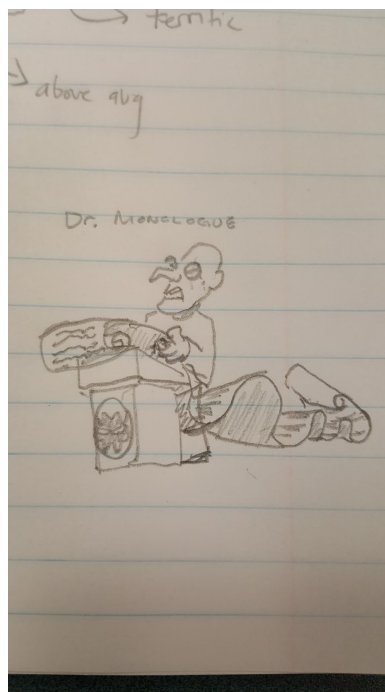
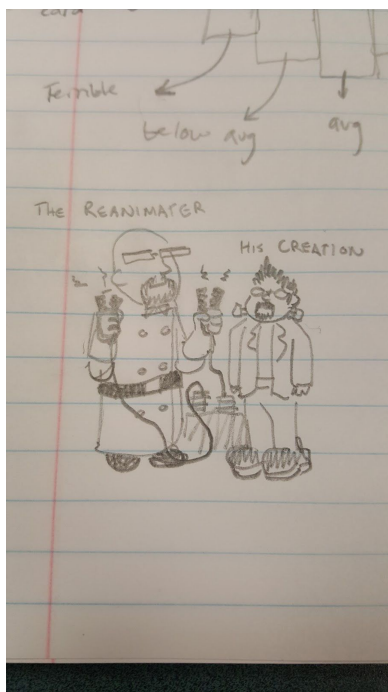


Draw Phase



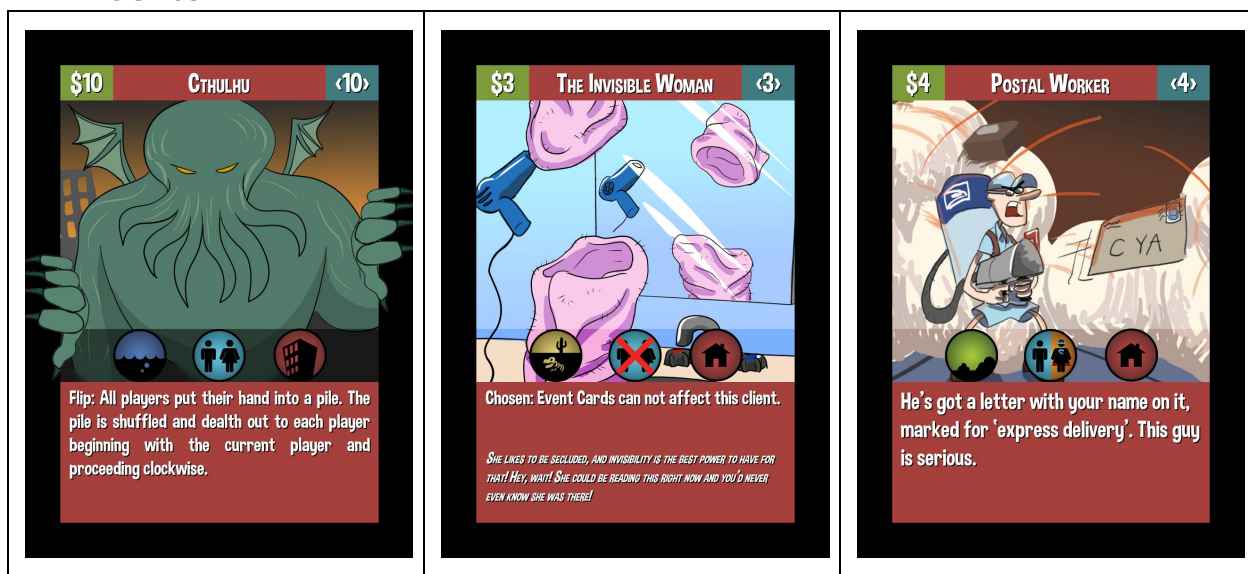
Look and Feel

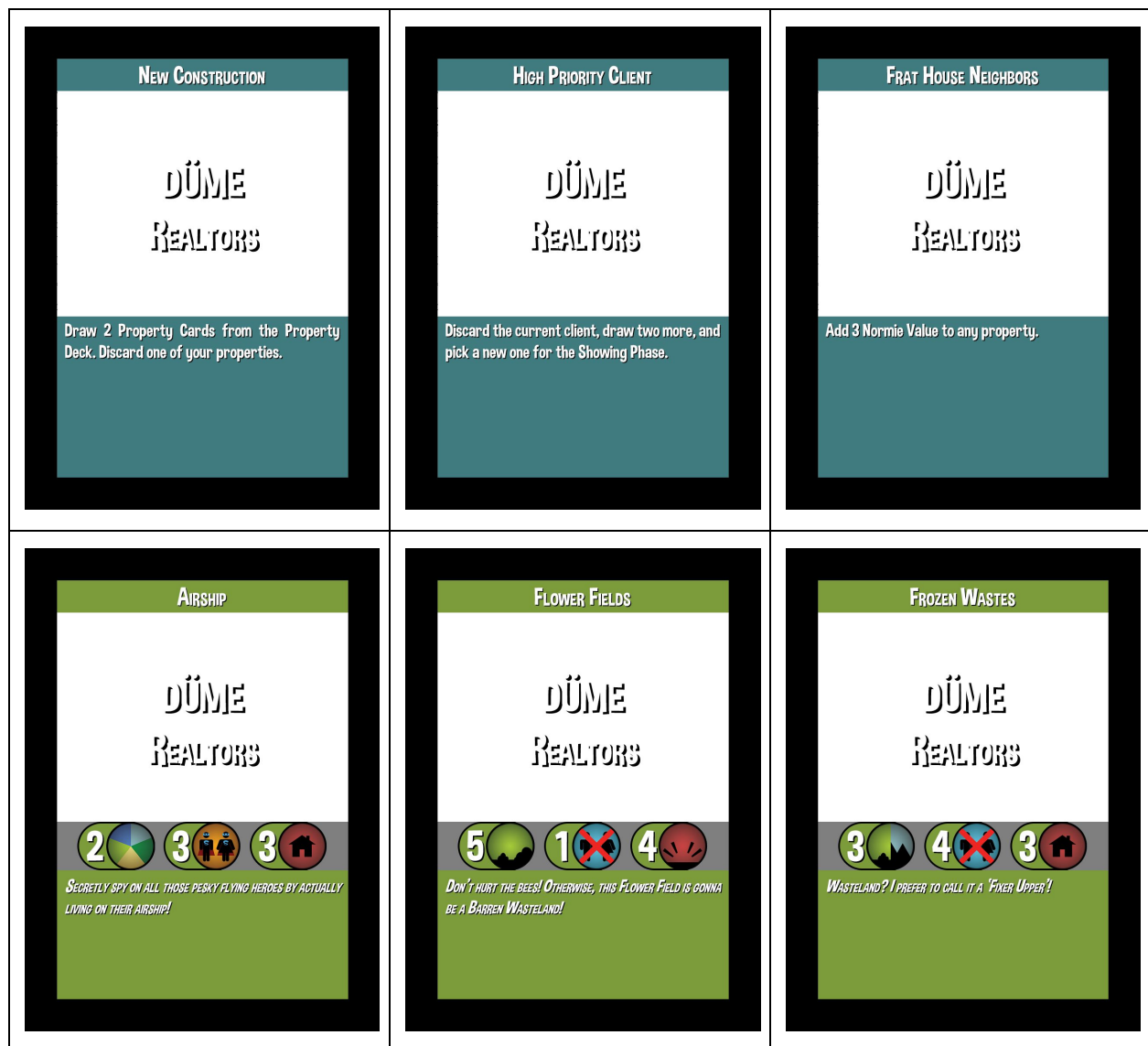
Concept Art





Final Cards





The rest of the finalized cards can be seen here:

https://drive.google.com/drive/folders/0B13JP0If_FYCamtuZEtPS2RTNWM?usp=sharing

Color Palette



This palette was created using the Paletton online color creation tool, and represents the general color scheme of the different cards we wish to create.

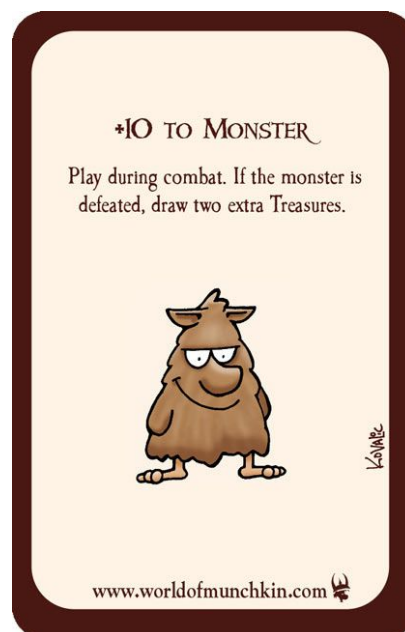
We utilized a shade of red as the background color of the villain deck, as villains are evil and red evokes bad guy status.

We utilized a shade of green as the background color of the property deck, as houses are built within nature. Nature is green

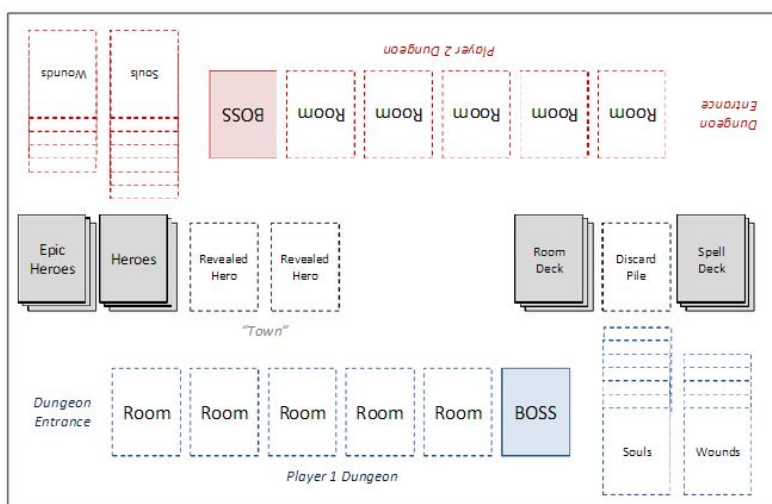
We utilized a shade of blue / blue-green as the background color of the event deck, because it is a good compliment to the selected reds and greens.

Reference Images

The following images were used for inspiration when thinking of game mechanics:



This card from Munchkin represents how we hope the event cards will function. Much like these cards manipulate the monster's combat level, our cards will manipulate how the sale is currently going by modifying clients and properties in various ways.



This layout from Boss Monster showcases closely to how we want our set-up to look like. Instead of Rooms and a BOSS card, however, will be the player's currently up-for-sale properties. The decks will also be replaced by the decks in our game (Client, Property, Event).

Spreadsheets and Balance Documents

Player Feedback Spreadsheet

- <https://docs.google.com/a/g.rit.edu/spreadsheets/d/1eni6iKoMiDZEBx0fVq0-PAGAz4Cu9qhDnjV9PDP4K0/edit?usp=sharing>

Client Balancing

- https://docs.google.com/a/g.rit.edu/spreadsheets/d/11RCpBb87sQ7tC_lvmHBdKwT8gjq47LO1vbyTi4lIK1o/edit?usp=sharing

Card Change Log

- <https://docs.google.com/document/d/1yFDLjXzqg0u49vj8UIntcOaA0oaD-9SqeMklG46Mf3E/edit?usp=sharing>

Deprecated Content

Pre-Sale - Each player discards down to X amount of cards if they have more than X cards in their hand. Each player, starting with the starting player and going clockwise, decides to draw from EITHER the property deck or the event deck. If a property is chosen, it is placed in front of the player face-up. If an event is chosen, unless the card states otherwise, the event goes into the current player's hand.