

Operational Concept

Featuring 3 different cards class!

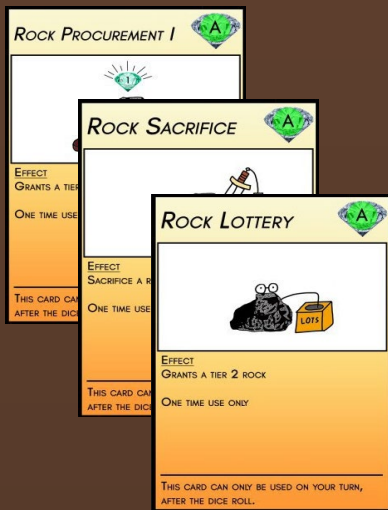
Rock Cards:

- Visually appealing
- Feel of TGC cards
- Informative
 - Valuation Tier
 - Hardness
 - Toughness
 - Melting Point
 - Solubility to HCL
 - Uses & Origin
- Certain rocks have certain property that only some action cards works



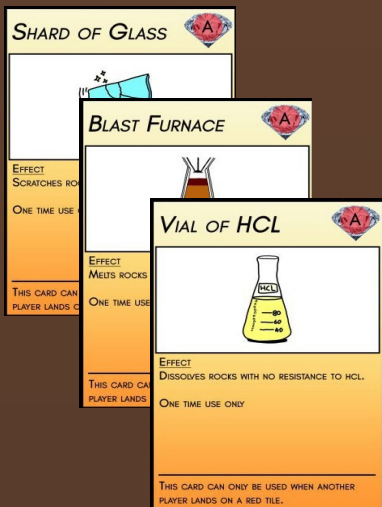
Green Action Cards:

- Benefits the player
- Protect and upgrade your rock
- Get more rocks for yourself



Red Action Cards:

- Use to attack the opponent
- Melt & scratch enemy's rock
- Dissolve & destroy enemy's rock

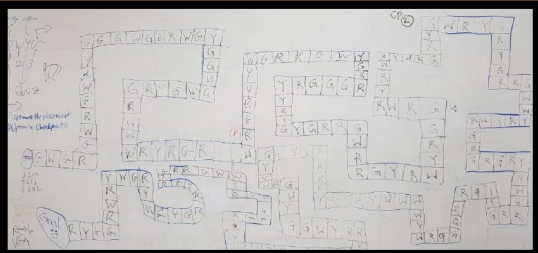


History and Iterations:

- From Integrated Concept 6.
- Combined with better measures of Integrated Concept 1 & 2.
- Simplify and added more tiles
- Replace specific tiles with red, green, yellow and white tiles.
- Implemented action cards to diversify the possible outcomes instead of through the tiles previously.



IC 6, the highest weighted score



Iterations while attempting on whiteboard

Yacht to Monaco Museum
You Rock

Prototype trial with audience:

- 11: Reduce red tiles at front (Speed up gameplay)
- 12: Increase rock attainment cards (Balancing gameplay)
- 13: Yellow tiles front is green not red (Reward balancing)
- 14: Remove white tiles (Speed up gameplay)
- 15: Add Tier 3 rock requirement at end (Increase fun/excitement)
- 16: Remove tier symbol behind card (Increase suspense + balance)

Final Game Map



Somalia pirates will steal a Tier 3 rock! You will be chased back to the previous checkpoint if don't have

How to play:

1. Start at Big Hole mine (1)
2. Each player gets 1 random rock card.
3. First player roll a dice
4. Moves the number of tiles shown on dice.
 - Green tile:** Get an action card and may choose 1 action to use on yourself. Hide action cards from opponents.
 - Red Tile:** Use a red action card on the person who lands on it to sabotage them. Pick randomly a rock card to use on.
 - Yellow Tile:** Land on a quiz, draw a quiz card, get correct and advance 2 steps, else move back 2 steps.
5. Travel on the railroads passing by the checkpoints.
6. Encounter the Somalian Pirate who you must surrender a Tier 3 rock to pass. If not, you will go back to the previous checkpoint.
7. If someone attacks your rock and you have no rocks left, you automatically returns to the previous checkpoint with 2 random Tier 1 rocks.
8. Reach the "You Rock" tile with one Tier 3 rock to bring back to Monaco to win the game!



Storyline:

Starting at the Big Hole Mine in South Africa, travel along the railway and visit other mines to collect more rocks. Encounter volcanoes and other hazards along the way and protect yourself from other players who want to destroy your rock. Bypass the Somalia Pirate whom will steal a Tier 3 rock and find another valuable Tier 3 rock to bring back to Europe!

Learning Objectives:

- Strategize your action cards and gameplay.
- Learn more about the rocks through the cards.
- Adaptable and knowledgeable on geology quizzes.
- Appreciation of Africa's key landmarks and landscape
- Appreciation of the mining and pirate industry in Africa.

THIS GAME ROCKS

Travel through Africa bringing a rare gem to Europe.
Learn about rocks and natural geology landscapes.