

## Design Doc

### Summary

Board game for 3-6 players. Co-operative experience centred around a group of crewmembers of a space station in orbit around Neptune's upper atmosphere.

### Objectives

To win the game, the team must complete one of these objectives:

1. Escape the station via ship
2. Repair communications and radio Earth for help.
3. Sort out the political/social situation aboard the station (internal solution).

### Board

Board is split into modules, each containing trackers for:

1. Useful resources available
  - a. Non permanent (affected by player action)
  - b. Once all used up, is gone (players have to move).
  - c. Each resource tracked separately
2. Factional stability
  - a. Affects likelihood of attack (higher is safer)
  - b. Effects difficulty of swaying control to other faction (lower is easier)
  - c. Modifies loot chance?

### Resources

1. Fuel (Helium-3)
  - a. Needed for ship escape
  - b. Key system for shortcuts
  - c. Access to fabricator
2. Food
  - a. Needed to not die from not eating food
  - b. Currency?
3. Scrap/parts
  - a. Needed to repair comm buoys
  - b. Crafting weapons
  - c. Currency?
4. Health
  - a. Needed to not die
  - b. Combat-specific
  - c. Heal to full health after combat

### On your turn

On their turn a player can:

1. Move to another module

2. Scavenge for resources
3. Pick a fight (destabilise - move faction control close to 0)
4. Aid faction (stabilise - move faction control towards maximum)
5. Play event card

#### *Contextual Actions*

- Use the fabricator
- Attempt to repair a comm buoy
- Eat food (not doing so incurs penalties)

#### **On the System/AI turn**

Once players have had their go, the following happens:

1. Fights happen
  - a. Dice roll threshold - station stability (under threshold = attack)
2. Draw event and play it.

#### **Resource Tracking**

##### *Fuel*

Tracked by no. canisters

Random loot OR obtained via mining station

##### *Food*

Tracked in ration bags

Random loot OR hydroponics

Players must consume 1 ration bag per turn or suffer consequences

Each skipped meal incurs combat and movement penalty

4 skipped meals = DEATH

##### *Scrap*

Tracked in arbitrary number

Random loot (v. common) OR maybe scavenge station?

#### **Looting**

Resources and event tracked via deck of cards

After combat, each

#### **Combat**

*Affecting variables:*

- Food
- Loot
- Stability
- Enemy Modifiers (insane, armoured, armed etc.)

### *How does combat work:*

1. Pick a fight/walk into a fight (either player specified or as a result of AI turn)
2. Size up your enemies (draw cards (*scrap facing up*), based on number of players present)
3. Each player fights against the enemy they drew. Once they defeat that enemy, they may choose to jump in on another players fight to help them out
4. Each player has a card with tactical options. Each option can only be used once, until they are all used, then they are wiped (see Tiny Epic Kingdoms for reference).
  - a. **Attack:** *Does 3 damage (assuming unarmed, well fed). +modifiers for weapon, -modifiers for starvation, if blocked/counterattacked/dodged.*
  - b. **Heavy Attack:** *Does 6 damage (assuming unarmed, well fed). +modifiers for weapons, -modifiers for starvation and dodge. Cannot be blocked/counterattacked).*
  - c. **Block:** *Negates all damage from a standard attack.*
  - d. **Counter:** *Negate half damage from standard attack, deals that damage in kind.*
  - e. **Dodge:** *Negates heavy attack damage. Does nothing to negate a standard attack.*
  - f. **Enemy Turn:** *The turn player rolls a D6 to choose what attack their opponent will perform. The enemies card will have a list of attacks numbered 1-6 with the dice roll choosing what action they will perform. Depending on the enemy type, their attacks will differ (aggressive enemies would have multiple attacks ect)*
  - g. *If a player is killed, if at least one other player was in the same fight and survives to the end of the fight, all killed players are revived. If not, we have two options: Permadeath and that player can take over the role of an AI during fights or they're stripped of some/all of their items and have to start from scratch (let the players choose which mode they want)*

### **STILL TO DO**

- Board design (Elliot)
  - Win conditions/locations
  - Stability map
  - Loot areas
  - etc
- Artwork (Doug)
- Lore and theming (additional) - 1 each (purple - Elliot, gold - Doug)
- Card decks - (Elliot & Doug)
- Ruleset (Elliot & Doug)