

Utopian Stars

Team CPU-8

Victoria Barinova, David Jenkins, Li Zhang, Huizi Miao, Luke Li

Premise

Our prompt: Competitive game that is inspired by Pong set in a Utopian Future, and is Rated Ages 8+.

It is a far distant future - the universe stands at a total Utopian Peace - many alien species including humans live in perfect harmony at the space station dubbed The Hub - and thanks to the **Fast-Election Process System** the peace persists where the political candidates rise in power by securing votes by representing utopian ideals.

The players can begin their game with becoming in role of an alien (or just standard human!) that wants to win and survive the fast election cycle.

Gameplay – General Overview

The game accommodates 2-4 players.

All players pick 4 cards from the standard action deck.

Players make their decisions to gain the Utopian Ideals (called Ideal Cards) through their actions to obtain most points and win.

Players can play selflessly or selfishly with their action cards - the choice is theirs.

The Pillars

- Fun and friendly competition
- Fast-Paced
- Light on Strategy Elements

The Cards

Standard Action Cards - Players start with these cards and refill their hand each turn. A player may use these to obtain Ideal Tokens (positive effect), make another player lose their Ideal Tokens (negative effect, back into the Ideal Pile), or trade two for a special action card.

Gain
2 **Equality** Ideals
-Or-
Target Player Loses
2 **Equality** Ideals

Special Action Cards - These cards are generally more situational and not always directly better than a standard action card. Players can acquire these cards during their turn by trading 2 standard action cards from their hand to draw 1 special action card.

+ **LEAD BY EXAMPLE** +
+1 of **any** ideal
Until your next turn
other players cannot
play negative action
cards of that ideal

The Cards

Counter Cards and Copy Cards - Counter cards and Copy cards are types of cards within the special action cards deck. They can be used during any player's turn and are the only action cards that can be played outside a player's normal turn.

Yes, you can copy a counter to counter a counter!

*** COUNTER ARGUMENT ***
Negate the effects of
an action card played
by another player

*** ME TOO ***
Copy the effects of an
action card played by
another player

Ideal Tokens - The tokens that represent the 5 Utopian Ideals that the political candidates run their campaigns with. You must collect these to score points at the end of the game.

The Rules – Game Setup

Shuffle the standard action card deck and special action card decks and deal four standard action cards to each player.

Place 10 of each Ideal Token in a central area within reach of all players.

You are ready to start the game!

The Rules – Turn Structure

On your turn choose one action card from your hand and play it. Standard action cards can be played for a positive effect to gain ideal token, or for a negative effect to make other players put tokens back in the central pile. Special action cards have various effects as printed on the cards.

After playing your action card you may trade two standard action cards for a special action card. Discard the two standard cards and draw one special action card.

At the end of your turn refill your hand to four cards by drawing cards from the standard action card deck.

The Rules – End of Game

The game ends when any one type of Ideal Token in the central area runs out, or when the standard action card deck runs out. Some action cards have effects at the end of the game before points are scored.

1 point is awarded for each of the following (ties award points to both players):

- Having the most Ideal categories (at least 1 in each)
- Having the most Ideal tokens in one category (check all 5 categories)
- The most total Ideal Tokens

You can play one round or multiple, the player with the most points wins the game!

Example Player Turn Cycle/Round

Action#	Action	Effect
1	Player 1 lays down their first card - choosing a positive standard effect. This grants him 3 ideal cards. He also exchanges 2 cards for Special Action and refills his hand.	Player 1: +3 Safety +1 Special Action card
2	Player 2 next turn puts down a standard action card with negative effect onto Player 1.	Player 1: -1 Safety
3	Player 3 puts down a negative effect standard action card targeting Player 2, but Player 2 uses a counter card, so that the negative action on Player 2 is cancelled.	No effect
Total	-	Player 1: +2 Safety Player 2: no effect Player 3: no effect

Development Iteration

Original Gameplay: Standard Action cards were 2 decks of separate Positive/Negative effects. Special Actions didn't exist.

What we took from that: needed to make gameplay have more counter-play and choices offered to player, the original decks did not satisfy that originally

Biggest Challenge - Fast-Pace Pillar hindered: we found that the pace of the core turn gameplay was fine, but the rounds themselves took too long - so we countered that by limiting the amount of Ideal Cards and cut few categories to end the game earlier.

The End

Thank you for listening!