

## Project 15

### Topic: Shape-only “Associated Link”

用「純色多邊形」創作遊戲，盡情揮灑創意。

## Prototyping a board game under 3 hours.

### 【Background Story】

- You and other players are taking on **one of** the roles of running several **associated** supply chain companies that reduce waste in a place, **where public utility service is incomplete and disjoint**.

### 【Topic Discussion / Add some Diversifiers】

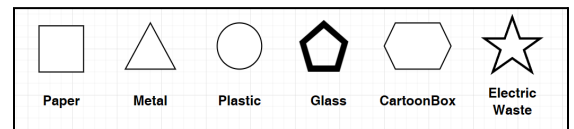
- It is a **contradicted project** apart from Project 13 -- “Roots of our needs”, **the crafting tree in this project is linear, not branched**.
- It is a **diversifier** from GGJ 2024, “**to use the previous GGJ topic**”, it is just the two things to make the game.
  - “Duality” 2022 (**contradicted**) and
  - “Repair” 2020 (**linking-up incomplete become associate**)

### 【Object】

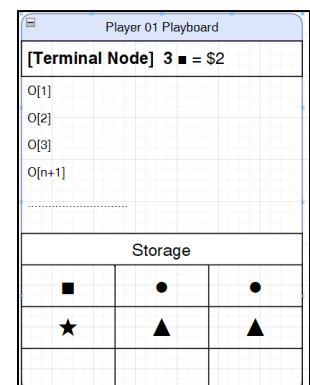
- The objective is to collaborate, to manage the landfill (discard pit) not to be full, the chain should smoothly run, optimize efficiency and achieve goals.

### 【Steps】

- We have declared an array of waste. They are denoted as following images:

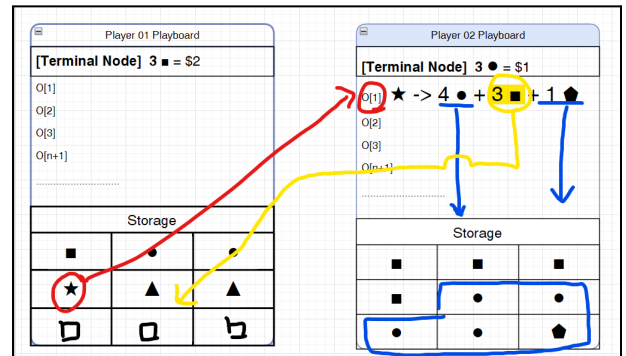


- Step I -- The players will distribute an empty playbook (**with terminal node stated**) at first, and **each** player should get 10 \* \$1 tokens.
- Step II -- The game will initiate (*next round*) a random generation of a queue of resources,
  - ROUNDS** resources are given in a **queue**.
  - 10 units are generated per player.
- Step III -- **The right-most player; Roll a D6 to determine how many** random resources will be distributed to players, and go into their storage.
  - For example, a “6” is cast.



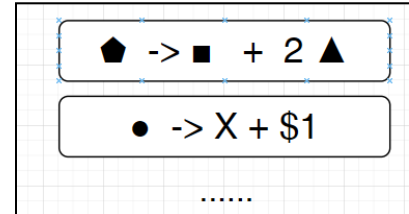
- Step IV -- **Under the First-in-First-out rule**, the first 6 items will go to storage; if storage is full, it won't accept new resources.

- Step V -- The Player should foresee your **AND** your neighbourhood manufactory, who have your ideal crafting recipes.



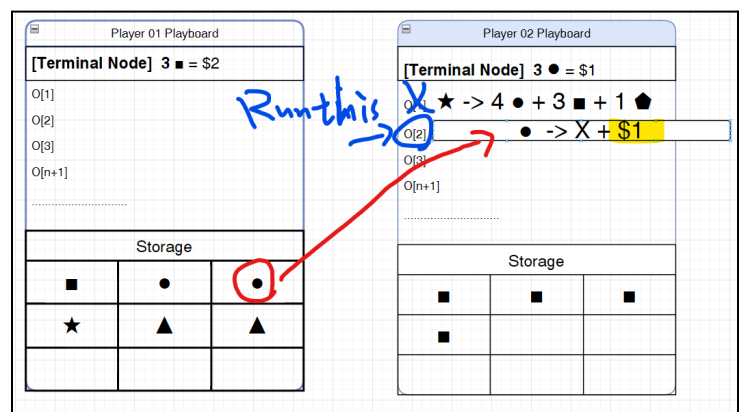
- In neighbourhood manufactory:
  - If you find that, trade a certain amount of resources to them; and they exchange all those resources from the bank.
  - Then, let the trade requester select **ONLY ONE type** of resource in exchanged resources.
  - In this case: player01 got 3 ■ for trading a ★ to player02; and player02 got benefit, freely 4 ● and ◆ from trading reward.
- In Your manufactory:
  - Trade with the bank; and get **ALL** those resources at once.

- Step VI -- The Player should **neither buy ONE** manufactory card for \$1 from the bank; **nor resell TWO** manufactory cards for \$1 to the bank in their round, only trade once in a round.

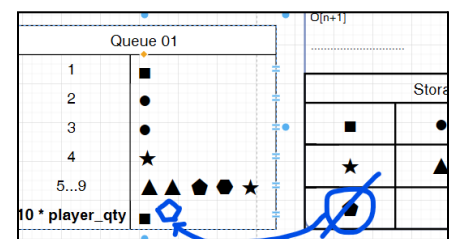


- Step VII -- The Player can play manufactory cards on their playboard by **stacking** the cards on top.

- If Once stacked, the manufacture is altered.
- If in the above (step V) example, under **Stack (Last-in-first-out) rules**, it becomes...








- Step VIII -- You can discard any unwanted material to the **LAST** of the **LASTEST** queue.









## 【Game Looping】

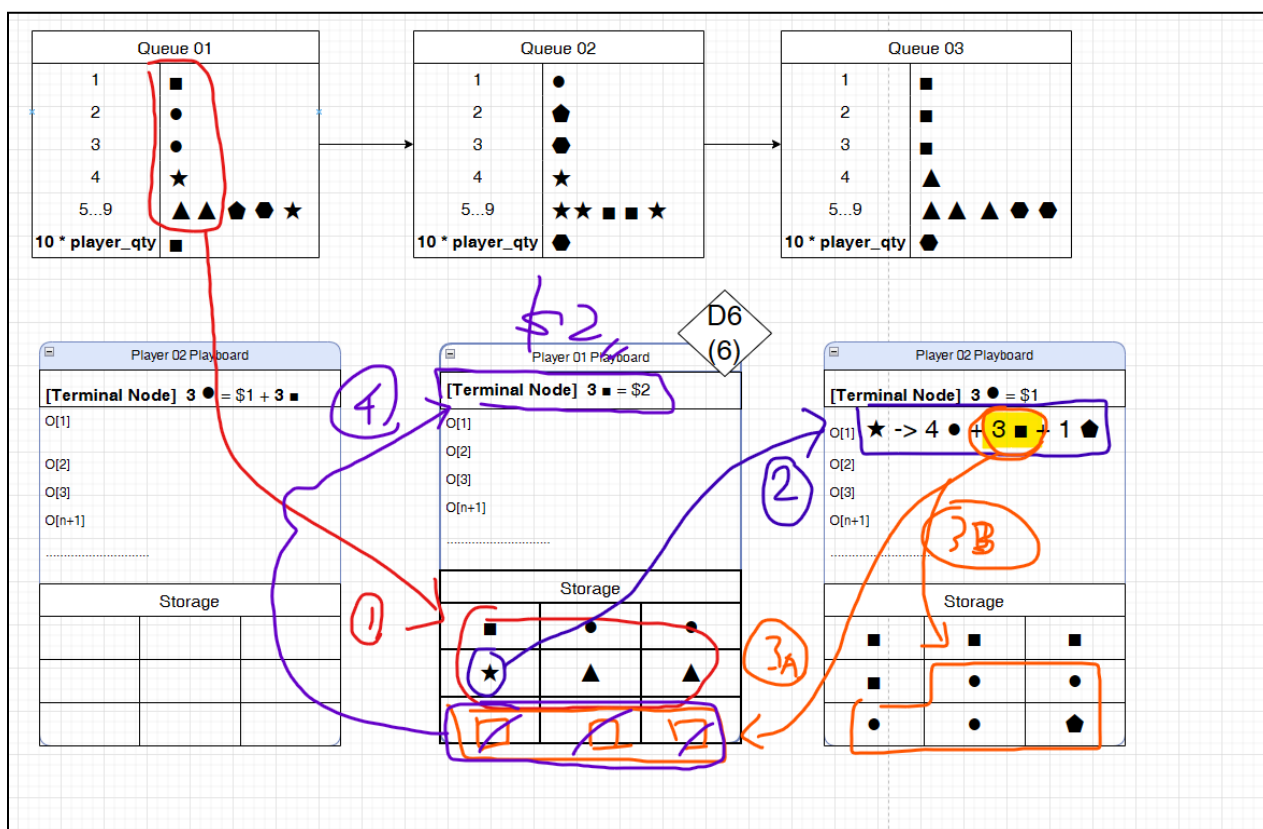
- Once a player has ended their move; **move to the next player to the left** and start over from **Step III**.
- Once ALL of the players have ended their rounds, **start over from the right-most player** from **Step II**.

## 【End Game】

- You can earn as much money as you can solo;
  - OR, set an aim for **building up a team**, on the topic “**associate**”, like \$500 for a group!
  - Be careful, don't let any of your resources fall into landfill (except the “**X**” items).
  - Any contain different penalties when falling into the discard pit. Over, 100 points of penalty, the whole game will lose.
  - Remember that all resources that unpicked up a player from the right-hand side; throughout the game will shift to the left (discard pool), so be picked up as quickly.
- |                                    |  |  |  |  |  |
|------------------------------------|--|---|---|---|---|
|                                    | Paper  | Metal   | Plastic   | Glass   | CartoonBox  |
| Penalty when fall into discard pit | 1  | 2   | 2   | 8   | 5   |

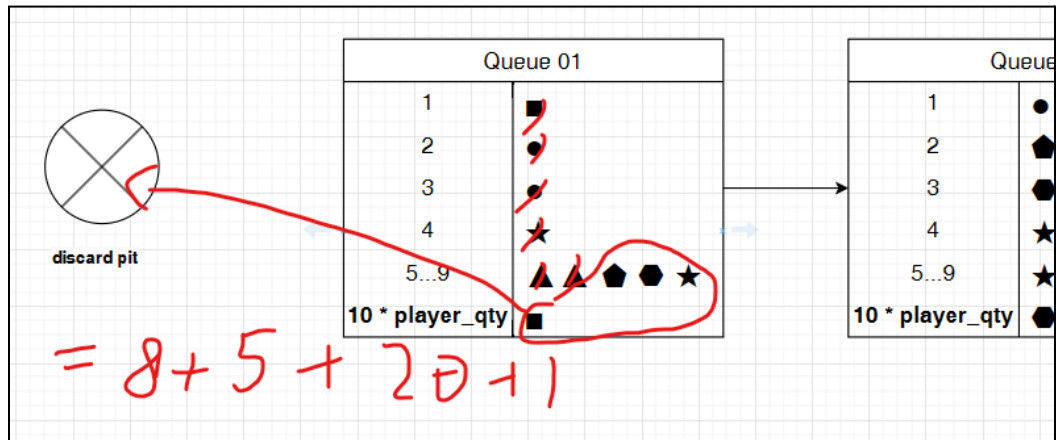
						
	Paper	Metal	Plastic	Glass	CartoonBox	Electric Waste
Penalty when fall into discard pit	1	2	2	8	5	20

**【Simple Run 1 (The Actual Associate Interlinks between manufactories)】**



### 【Simple Run 2 (Discard Pit Shifting)】

- Throughout the game resources will shift to the left (discard pool), if no one picks up, it will count as a penalty.



- END -