

Re:Build Nature

“Re:Build Nature” is a cooperative board game where players work together to restore a post-apocalyptic world. In this cozy and hopeful setting, players, through the power of friendship, transmute garbage into beautiful ecosystems. The game emphasizes ecosystem building and positive action, making sure optimism affects all the core gameplay mechanics. The goal is to have fun as a group and create a unique map as a reward for the players to look back upon.

1. High Concept Document

1.1. Key Details

A brief overview of the game

1.1.1. Game Title

Re:Build Nature

1.1.2. Author

Herschel Pawar

1.1.3. Target Hardware

Board Game (requirement)

1.1.4. Genre

Cooperative Board Game, Three Player Game

1.1.5. Theme

Nature restoration and optimism

1.1.5.1. Optimism

How is optimism used in the game?

Optimism is an important part of the gameplay; it influences nearly every game mechanic, and it's not merely a goal the players need to complete to 100%. The decisions made in the game are reflected in the real world, as the players need to draw on the map to perform actions. This acts as physical evidence for the time they spent together, and hopefully, in dire times, they will look back at the map they created and get hope.

1.1.6. Core Gameplay Idea

Three players come together to transform the garbage-filled map into scenic beauty by physically drawing on the map. They roll to gain action points, and the amount of action points is determined by the current optimism level.

1.2. High Concept/Synopsis

Short statement about the game

“Re:Build Nature” is a cozy cooperative board game set in a post-apocalyptic world. Three robots want to transmute garbage into a beautiful landscape. Specialize your robots to transmute tough garbage and end up with a beautiful map.

1.3. Features

"Hooks" for the game

- Cooperative Gameplay: Cooperative game with 3 players
- Nature Restoration: Transmute garbage into a beautiful ecosystem
- Post-Apocalyptic Setting: Set in a world where robots have gained sentience
- Create a Map: Draw on the tiles to transmute garbage
- Cats!

1.4. Player Motivation

Why is the player playing the game?

Players want to relax and play with their friends. Once the game finishes, they end up with a map as physical, everlasting proof of their gameplay.

1.5. Target Audience

Who is the game aimed at?

People interested in relaxing with their friends

1.6. Competition

Examples of similar products and comments on how it is different

1.6.1. Terra Nil

Terra Nil is an intricate environmental strategy game about transforming a barren wasteland into a thriving, balanced ecosystem. Bring life back to a lifeless world by purifying soil, cleaning oceans, planting trees, and reintroducing wildlife, then leave without a trace.

— Official Steam Page

“Re:Build Nature” differentiates itself from “Terra Nil” by offering a multiplayer experience with a strong emphasis on optimism. While “Re:Build Nature” also has animals and plants, ultimately it’s up to the player’s imagination on how they look. Also, due to the presence of action cards and cat tokens, the players need to strategize on what to do.

1.7. Unique Selling Points

What makes the game idea unique?

- Physical evidence of completed game
- Relaxing gameplay with friends

1.8. Design Goals

The important design aspects of your game that we want to instill

- Create a cooperative experience with positive vibes
- Relax with friends
- Have enough variety to be replayable
- Act as a team-building exercise
- Create a tangible sense of achievement with the completed map
- Encourage homebrew and customization through a modular design

1.9. Design non-goals

Design aspects which we are explicitly trying to avoid

- Mechanics which introduce competition between players
- Mentally intensive game that requires juggling resources
- Punishing gameplay
- Extremely random gameplay
- Long gameplay loops

2. Gameplay Loop

2.1. Pre-game

Players need to distribute 3 skill points (SPs) between the following skills.

- Water
- Plant
- Animal

Design Note: Starting with a weak and generalized skill set, and then eventually specializing.

Recommendation: The players can attach their player cards to the outside of the grid, and that would be their starting position

2.2. Action Point Generation

At the start of the round, all players roll a ten-sided dice (1D10) which generates action points (APs) according to the [formula below](#).

$$AP = 1 + \left\lceil \text{Optimism Bias} * \frac{\text{dice roll}}{10} \right\rceil$$

$$\text{Optimism Bias} = \begin{cases} \{0\} & \text{if Optimism} < 10\% \\ [0, 2] & \text{if } 10\% \leq \text{Optimism} < 20\% \\ [1, 2] & \text{if } 20\% \leq \text{Optimism} < 30\% \\ [1, 3] & \text{if } 30\% \leq \text{Optimism} < 40\% \\ [1, 4] & \text{if } 40\% \leq \text{Optimism} < 50\% \\ [2, 4] & \text{if } 50\% \leq \text{Optimism} < 75\% \\ [2, 4] & \text{if } 75\% \leq \text{Optimism} < 90\% \\ [3, 4] & \text{if } 90\% \leq \text{Optimism} < 95\% \\ \{4\} & \text{if } 95\% \leq \text{Optimism} \end{cases}$$

Design Note: The game-play accelerates towards the end as optimism is high. This feels similar to real life, where, without optimism, there's no hope, and without hope, the energy level is extremely low; thus, people are unable to perform actions and do stuff.

2.3. Players' Move

The players strategize, if they need to move to some tile, they move towards the tile, if they need to perform actions, they spend AP to either refine resources or draw action cards. If they want to trade SP, they can spend AP to do so.

Refer to rules [here](#) to see what players can do with AP.

Design Note: This gives freedom to the players. This way, if they get a negative action card and need to react to it, they are able to.

There is no fixed order that the players have to follow. The players are free to spend AP in any order they want. This phase ends once all the players have used their AP. APs do not carry over, use it, or lose it.

2.4. Cat Token Related Actions

The players have a chance to place a cat on the hex they're currently in. The players roll a six-sided dice, which will decide if they can place a cat. The chance is calculated with the [formula below](#). Only one roll per round.

$$\text{Success?} = \begin{cases} \text{Yes} & \text{if } \left\lfloor \frac{\text{dice roll}}{6} * 100 \right\rfloor \leq \text{Optimism} \\ \text{No} & \text{otherwise} \end{cases}$$

Design Note: I love cats; they make everything better for me. That's why cat tokens are being used to amplify the positive action cards.

Refer to the [table below](#) for values.

dice roll	1	2	3	4	5	6
minimum Optimism	16	33	50	66	83	100

2.5. Round Over

Players get 1 additional skill point at the following optimism thresholds

1. 25%
2. 50%
3. 75%
4. 100%

Go to [Action Point Generation](#)

2.6. Game Over

The game is over when

1. The players are satisfied with the map
2. All the garbage has been refined into resources

3. Rules of the game

3.1. Gaining Optimism

- 1% for movement
- 1% for trading
- 2% for transmute
- 3% for visiting hex with cat and placing cat

3.2. Using AP

- Draw an Action Card
- Travel to another hex
- Save the action card for later
- Transmute garbage into resources
- Trade skill points

3.3. Positive Action Cards

The player decides when and where to use the positive action card. The action card is applied to the hex they're currently standing on.

3.4. Negative Action Cards

The negative effects of the action card are immediately evoked on the hex the player is in. You can roll to avoid the negative effect. Success follows the same formula as the cat calculation [here](#).

Design Note: Rolling to avoid is being used to mimic the feeling that negative outcomes affect you less when you're hopeful and optimistic.

3.5. Trading Skill Points

The players can trade skill points if and only if they're in the same hex and the skill category is same.

E.g., if A has $\{1, 2, 2(x)\}$ and B has $\{0(y), 2, 3\}$, A cannot give x and turn it into y .

Illegal Trade A $\rightarrow \{1, 2, 1(-1)\}$ and B $\rightarrow \{1(+1), 2, 3\}$

Legal Trade A $\rightarrow \{1, 2, 1(-1)\}$ and B $\rightarrow \{1, 2, 4(+1)\}$

3.6. Cat Token

Cat tokens can only be placed in the current hex.

Cat tokens cannot be moved.

There is no max cat per hex; however, the maximum number of cats per board is calculated using the following formula.

$$\text{Max number of cats per board} = \lfloor \text{number of hexes in the map} * 1.5 \rfloor$$

Common values:

Length	3 (standard)	4	5
Hexes	8	23	46
Cats	12	34	69

Unless otherwise stated, the cat modifiers only apply if the action card is used in a hex with a cat token. The cat modifiers are applied for each cat token in the hex.

3.7. Corruption

The corruption level is randomized on each tile. Corruption level determines the minimum skill level required to transmute the garbage. Players need to roll a six-sided dice (1D6) for the corruption level for each resource (i.e., water, plant, and animal). E.g., Level three corruption requires a minimum of level three skill. Rolling to check for corruption level does not consume AP. Corruption does not spread.

Design Note: Corruption level exists as a skill level check; hopefully this will encourage players to specialize their AP and also increase optimism level.

The players can only check for corruption level on the hex they're standing on.

3.8. Garbage

There is three garbage per hex. Transmuting one garbage consumes one AP. The resources stack multiplicatively and can spill into other tiles depending on the stacking level.

1 stack can spill into 1 other hex, decided by player

2 stack can spill into 3 hex, decided by player

3 stack can spill into all neighbors

Some resources have requirements.

- Water: none
- Plant: require Water
- Animal: require Water and Plant

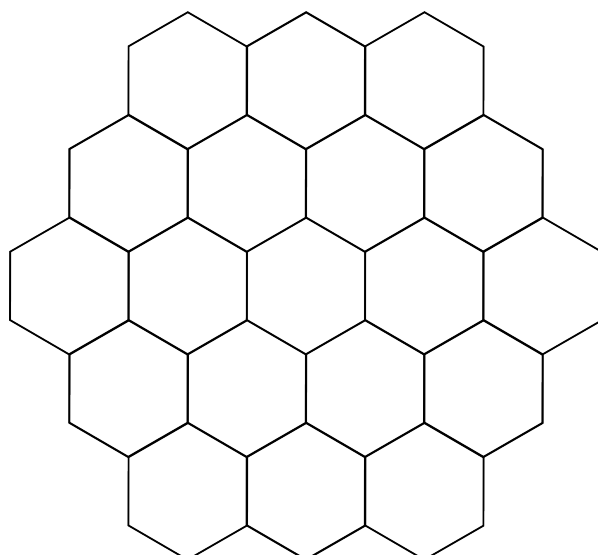
4. Visualizations

Items required:

1. Pencils
2. Crayons
3. Erasers
4. Glue
5. Anything to enhance the tiles!

Design Note: These are just suggestions; use your creativity!

4.1. Board



Design Note: Hexagons are bestagons! :3

Figure 1: Example Hex Grid of length 3 (standard)

4.2. Player Card

The players can draw whatever they want as their player character inside a hexagon.

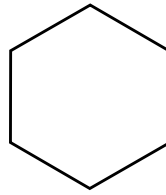


Figure 2: Outline for the hexagon where the players can create their character and write their final stats.

The hexagon can then be attached to the grid so all the player cards are in the same place.

4.3. Cat Token

Draw a cat and then cut around the cat, so there is minimal paper, and then glue it on the grid.

Design Note: Small fun moments to look back at and laugh.

4.4. Cards

4.4.1. Positive Action Cards

Effect	Cat Modifier
+1 Water to all	+1 Animal
+1 Plant to all	+1 Water
+1 Animal to all	+1 Plant
temporary +1 to all skills to all	temporary +1 skill point
+1 AP to spend in current round	+1 AP next round
temporary +10% optimism	permanent +1% optimism
skip the next negative card	permanent +5% optimism

4.4.2. Negative Action Cards

Effect	Cat Modifier
-1 Water	adds +1 garbage
-1 Plant	adds +1 garbage
-1 Animal	adds +1 garbage
temporary -1 to all skills	ignore one of the -1
-1 AP	+1% optimism
cannot participate next round	+1 AP
lose one of your stashed card	doubles cat token effectiveness this round

5. A report of testing the game

6. A description of an interesting and memorable moment

7. Analytic exercise