Ross & Daniel

Ideas

* 5 resources
  + 6 too many in mobile, 3 and under too few (not interesting)
* Model on polynesian expansion in the pacific as well as seafarers in Catan
  + Like seafarers, there will be a central island where there are lots of resources
  + And a periphery of fog where people can explore for new islands
  + High risk high reward exploration (lots of nothing, consumes extra resources)
  + mitigate risk with new development cards
* We create thematic resources. So let’s say Polynesians had chickens, but no sheep, so that resource is now chickens
  + Ideas herein could totally be used for space exploration theme
* Minecraft element where you need to produce a certain amount of “food” every x turns?
* Diminishing nonrenewable resources
  + Like there’s a limited supply of wood/rock on the island (like would be expected)
  + Exploration and/or trade mandatory for these resources
* Cycling Renewable Resources
  + You need more chickens to get even more chickens next turn
  + i.e. chicken interest (You need 5 chickens this turn to have 8 total next turn)
  + Another idea: Maybe wood just has a slower renewal rate than chickens
  + Minimum of animal/resource where you can’t overfarm/kill off species
* Specialized settlements
  + when you build it, you specialize the settlement to give additional benefits
    - military: gives extra knight
    - research: extra development card
    - economy: extra resource
  + Maybe you get added bonuses based upon how many “military settlements” you have etc.
* “Building Rafts”
  + Rafts might be a specific combination of resources, just like a settlement
  + You could “sacrifice” any resource to appease the gods and increase your chances of finding a new colony
  + The more food you carry, the more spaces you can go before raft fizzles (i.e. 5 food will carry you 5 spaces in fog, 3 food carries you 3 spaces etc.)
  + Raft must carry resources required to build settlement (maybe)
* Victory conditions
  + Instead of getting 10 victory points, you instead have to colonize 8 islands
* If space theme: different alien species have certain boosts to gameplay. each player chooses a species at start of game.
  + If island theme, each race has a different pantheon that give boosts