

Total eClips

Version 0.0.2

Players choose to play as one of four Artificial Intelligence Computers put into existence by fledgling paperclip companies with one purpose: Produce as many paperclips as possible.

In order to be the most optimal paperclip producing AI, players must balance their limited CPU Cores on various algorithms to improve their capacity and efficiency. Dedicating time to completing projects to appease the humans is necessary to earn their trust and secure more powerful upgrades and algorithms.

Change Log

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- Increased the total number of dice
- Projects only last 1 turn
- Added lock tokens instead of "locked" dice
- Re-oriented player board vertically
- Increased average value of most dice
- Increased number of sides with x2 paperclips on AI dice from 2 to 3
- Added minimum rewards to projects
- Changed project recurring rewards
- Reduced rewards for being highest scoring on projects
- Changed end of stage projects to have no bonus for highest
- Changed benchmark FLOPS values on player board
- Changed dice upgrade from upgrade one tier, to upgrade all the way
- Added Trust cost to recurring project rewards

Game Pieces

- 4 Player boards
- 1 Project board with score tracker
- 40 Millennium I Dice
- 32 Millennium II Dice
- 32 Millennium III Dice
- 16 Multi-Core Dice
- 16 AI Dice
- 16 Quantum Dice

Setup

1. Each player chooses a paperclip company and places the corresponding paperclip company player board and quick reference guide in front of them
2. Each player takes 1/4 of the cores and sets them aside
 - 10 Millennium I
 - 8 Millennium II

- 8 Millennium III
 - 4 Multi-core
 - 4 AI
 - 4 Quantum
3. Place a Millennium I Core on each T3 and T4 slot with the blank side up
 4. Place a Millennium II Core on each T5 slot with the blank side up
 5. Place a Millennium III Core on each T6 slot with the blank side up
 6. Place the two corresponding score marker tokens on "1" and "/sec"
 7. Take 4 Millennium I Cores and put them in your "Spent Cores" area
 8. Prepare the Project Deck
 - Separate the cards into piles by stage (leaving "End of Stage" cards to the side). Shuffle each pile.
 - Place the "End of Stage 4" card face down and place the shuffled "Stage 4" project cards face down on top.
 - Repeat for Stage 3, Stage 2, and Stage 1.

Rules

Each person plays as an AI whose sole purpose is to produce as many paperclips as possible. In order to produce the most paper clips you will need to improve your algorithms and gain the trust of the humans.

Each die is a CPU Core that can be rolled each turn to produce FLOPS

Each player has several algorithms in front of them where they can allocate Cores at the start of each turn

The algorithm lists the rewards for various FLOPS achieved as well as the max number of Cores that can be used each turn. There are four algorithms:

- Contribute to Projects
- Unlock CPU Cores
- Manufacture Paperclips and new CPU Cores
- Upgrade CPU Cores

Trust is earned by completing projects.

Projects are prepared in a semi-random deck. And are drawn each turn and placed into slot A, B, C, and D.

Each project has a minimum FLOPS cost to complete and will have a random amount added to it with the roll of a dice.

Turns are taken simultaneously and progress through the following phases:

1. Each player decides how they will allocate their CPU Cores to each algorithm in secret. You may only allocate a number of cores equal to the unlocked slots for that algorithm as determined by the right-most revealed CPU Core slot. Once all players have placed their Cores the placements are revealed.
2. All players roll their Project dice starting with Project A. Any players that meet the minimum FLOPS requirement get the Base Reward. The player with the highest FLOPS wins the Bonus Reward. Ties are resolved by re-rolling the entire dice pool. Completed projects are removed
3. Players then roll their other dice pools starting with Expand, Improve and Industry
 - After rolling, players can spent 1 trust to dedicate a CPU core to that activity. This can be done as many times

- Collect rewards based on FLOPS produced, some rewards may require spending trust to upgrade
- 4. After players are done rolling cores, 1 Trust is placed on each uncompleted project. If a project already has 1 Trust placed on it from the previous round, remove it instead.
- 5. Reveal new projects until either:
 - All project slots are filled
 - An "End of Stage" project is revealed. End of Stage projects do not get cleared no matter how many Trust has been placed on them. They will last until they're completed. No new projects are revealed until the End of Stage is complete.

Game ends when the End of Stage 4 project is complete

Victory Points

100 point max:

- 1, 2, 4, 8, 16, 24, 32, 64, 128, 512
- <>, Million, Billion, Trillion, Quadrillion, Quintillion, Sextillion, Septillion, Octillion, Nonillion

Dice

Name	Average	Side 1	Side 2	Side 3	Side 4	Side 5	Side 6
Millenium I	1.5		1	1	2	2	3
Millenium II	2.3		2	2	3	3	4
Millenium III	3.2		3	3	4	4	5
Multi-Core	4.5	4	4	4	5	5	5
Artificial Intelligence	3	5	6	7	x2	x2	x2
Quantum	4	2	2	2	3	5	10

Algorithms

There are 4 algorithms to which players can allocate their CPU Cores

Projects

Project A, B, C, and D. Limit 4 cores each.

Unlock

Total Slots: 6 Locked Slots: 4

FLOPS	Trust	Result
1 FLOPS		Unlock a T1 slot
1 FLOPS		Unlock a T2 slot
2 FLOPS		Unlock a T3 slot

FLOPS	Trust	Result
6 FLOPS	1 Trust	Unlock T4 slot
11 FLOPS	2 Trust	Unlock T5 slot
17 FLOPS	3 Trust	Unlock T6 slot

Manufacture

Total Slots: 4 Locked Slots: 4

FLOPS	Trust	Result
2 FLOPS		x2
4 FLOPS		Get 1x additional Millennium I Cores
5 FLOPS		x2 x2
10 FLOPS	1 Trust	x2 x2 x2
12 FLOPS	1 Trust	Get 2x additional Millennium I Cores
16 FLOPS	2 Trust	x2 x2 x2 x2

Upgrade

Total Slots: 6 Locked Slots: 4

FLOPS	Trust	Result
2 FLOPS		Upgrade CPU Core Level I to Level II
6 FLOPS	1 Trust	Upgrade CPU Core Level II to Level III
12 FLOPS	2 Trust	Upgrade CPU Core Level III to Level IV

Projects

Projects should primarily reward Trust but can provide other rewards as well.

- Paperclip production x2
- Upgrade Cores
- Unlock Cores In the competitive version where only one player wins there could be other rewards
- Card can be used to re-roll dice in the future (or every turn)
- Can be used as one-time-use bonus FLOPS (anywhere, or just for certain algorithms)
- Permanent increase in FLOPS for certain algorithm
- Card kept as new algorithm where dice can be assigned to produce various rewards
- Give permanent FLOPS bonuses to certain classes or combinations of CPU core types. E.g. if an AI Core and Quantum Core are used in the same algorithm: +1 FLOPS

Assumptions

- Game lasts ~16 rounds
- Each player should complete 0.5 projects per round avg
- Each player needs ~60 Trust