

Bear Mafia: Territory Showdown

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Game Overview

Pitch

A rivalry like no other is reignited between the Fuoco and Corpo mafia families, when prohibition brings the opportunity to take over *New Bear City*. Gain more territory in strategic investments and take down your rival to become the “capo dei capi”.

Game Experience

Players experience the power struggle of a (bear) mafia boss during prohibition, strategizing how to increase territory and profit. Use chips to strategically invest in territory, each territory coming with its own perk. Pay close attention to what territories are available. Make matches to monopolize the market and own the territory. Pay off politicians and police each round for your illegal dealings and take hits out on enemy territory. Use your resources wisely to gain the most territory and send your rival to sleep with the fishes.

Number of Players

2-4 players, 1v1 or 2v2.

Game Concept

The aim of *Bear Mafia: Territory Showdown* is to create a fun, replayable, memory and strategy-based card game, where players invest in potential opportunities and make matches to gain abilities and profits.

Game Theme

1920's, Prohibition-era Italian-American Mafia. Strategy and memorization.

Target Audience

Bear Mafia: Territory Showdown is targeted towards the 18-24 year olds. Adult references and strategic gameplay makes the game inappropriate for younger audiences.

Story

After leaving Mussolini-occupied Italy, two rival Sicilian families (the Fuoco and Corpo) meet face to face again, starting a new life in *New Bear City*. The rivalry is reignited with the opportunity to take over the city and the timing is perfect with prohibition in effect. Gain resources to own territory and build a family empire. Pay “upkeep” in the form of taxes and bribes and use your territory to your advantage.

Art

Aesthetics



FONT INSPO

Josephin Sans Regular
Agrandir Grand B

ALTA
Amsterdam One

Batangas

Beth Ellen

Bio Rhyme Ex

Bio Rhyme Ex

BOBBY JONES SOFT

Brice Regular SemiE

Brixton Outline

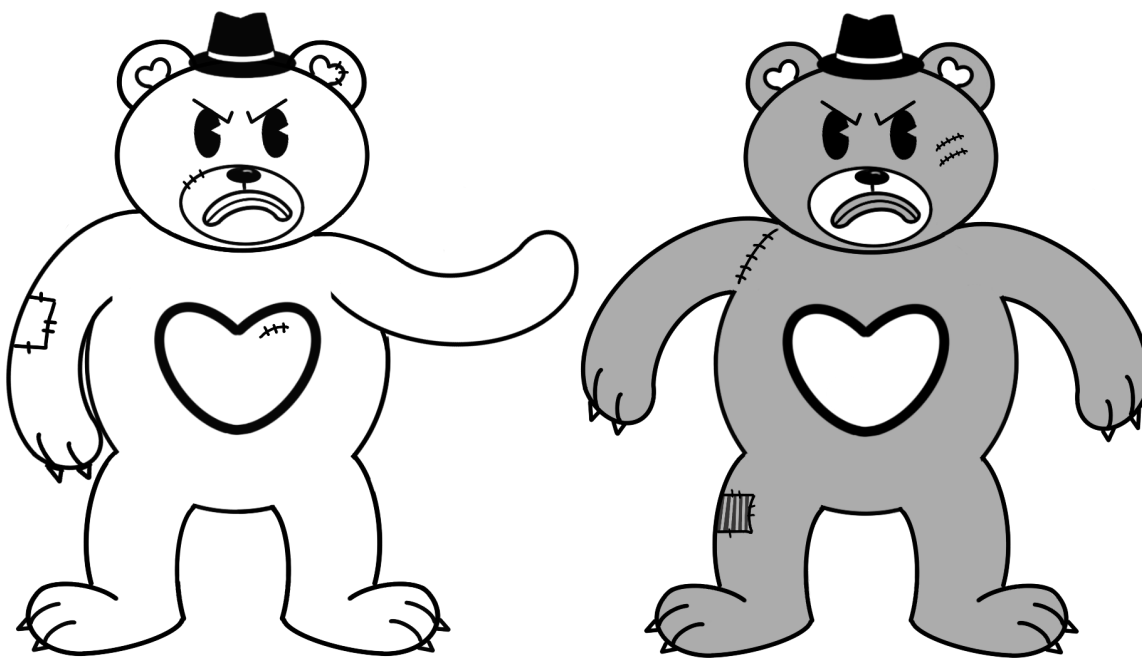
CANTER 3D

Contrail One

CUBANO NARROW

Concept Art

Bears

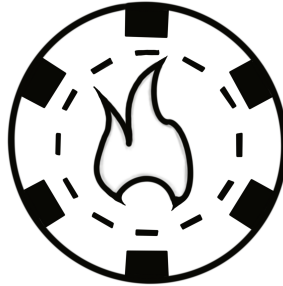


Game Pieces

Chips:



Corpo Side



Fuoco Side

- 50 chips
- .5" in circumference
- double-sided

Cards:

Speakeasy



Territory name

Upkeep: 3 Chips



Upkeep cost

Hush Hush - This booming "business" creates competition. Steal 2 chips from your opponent. This ability is locked if your opponent also has this match.



Description of ability

- 3 x 2" each

Gameplay and Mechanics

Components:

- **36 Territory Cards**
- **A play space that can fit up to a 6x6 grid of said cards.**
- **Chips**
- **You and one other player**

Setup:

1. Shuffle the 36 **Territory Cards**.
2. Clear a space and visualize a **6x6** grid of cards.
3. Set cards face-down in a **6x6** grid formation.
4. You are now ready to begin play.

Objective:

Find matching **Territory Cards** to take control of Blocks (represented by grid spaces) throughout the City (represented by the grid). When there aren't any more matches available, the player who controls more Territory Cards wins.

Turn Structure

Phase One - Collection Phase

During this phase, the active player will receive two chips, and may choose to pay (or not pay) any upkeep costs associated with their controlled territory.

1. Income
 - a. The active player collects income at the beginning of each turn in the form of 2 chips.
2. Upkeep Costs
 - a. For each matching pair of territory cards the active player controls, they may choose to pay 1 chip each turn in upkeep costs or risk their opponent destroying it.

Phase Two - Action Phase

During this phase, the active player will choose to either invest in territory, make a match, or destroy opposing territory. The active player may choose only **ONE** of these actions.

Investing in Territory

If the active player chooses to Invest in Territory during their Action Phase:

1. They may select up to one Territory Card for each chip currently in their bank.
2. They must place at least one chip on each selected block.
3. After chips have been placed, the active player may look at the selected territory cards and return them to their respective Blocks, face down (even if they see a match).

Making a Match

If the active player chooses to Make a Match during their Action Phase:

1. That player selects two city blocks on which they have placed chips.
2. If the selected city blocks contain matching territory cards:
 - a. The active player places the matching territory cards face up in those city blocks.
 - b. The player with the most combined chips on those city blocks may add all of the chips on those blocks to their bank.
3. If the selected city blocks do not contain matching territory cards, the opposing player adds all of the chips on those city blocks to their bank regardless of which player has more combined chips on those blocks.

Destroying Opposing Territory

If the active player chooses to destroy opposing territory during their Action Phase:

1. The active player selects a matching pair of territory cards, which the opposing player did not pay upkeep costs for on their previous turn.
2. The active player must deduct 6 chips from their bank.
3. The selected territory cards are removed from play permanently.

Phase Three - Ability Phase

During this phase, the active player may choose ONE territory's ability to use. If the active player controls no territory, this phase is skipped.

Territory Cards

The game contains 36 territory cards in total, or 18 matches. Each matched pair has a specific ability, usable during the ability phase.

Card Layout

Cards should be instantly recognizable as matches. Card abilities should be readable. Cards are single sided and **NOT** split cards.

Individual Cards and Abilities

Version 1

Territory Name	Upkeep Cost	Territory Ability
Speakeasy (2 pairs)	2 Chips	<i>Talk of the Town</i> - steal 2 chips from your opponent. This ability is locked if your opponent also has this match.
Weapons Stockpile	8 Chips	<i>Salt and Prepper</i> - Lose 4 Chips. On the following turn upkeep costs are 0.
Newspaper	1 Chip	<i>Advertising Campaign</i> - Lose 1 chip. On the following turn, look at 1 extra territory card
Theater	2 Chips	<i>Lazy Sunday</i> - Every time you don't pay for upkeep, add 1 chip to your bank.
Cafe	1 Chip	<i>Gossip</i> - Pick any adjacent territory card and look at it without investing. This ability is unable to be used if ANY adjacent card is matched.
Office Building	1 Chip	NO ABILITY
Police Station / "Cop Shop"	3 Chips	<i>Blind Eye</i> - Next destruction costs 50%. Can only be used once.
Country Club	3 Chips	<i>Silver Spoon</i> - Lose 4 chips. The next time you make a match, you win any chips on top of the associated matched pair regardless of which player has more combined chips on them.
Underground Casino	2 Chips	<i>Crapshoot</i> - Both teams flip All their chips. Whichever team that the chip lands on gets to

		keep the chip.
Abandoned Building	1 Chip	<i>City Mandate</i> - Pick any of your matched Territories. No other Territories of yours can be destroyed while that one stands.
Empty Lot (2 Pairs)	1 Chip	<i>Infrastructure</i> - Force opposing teams to invest on a card of your choosing. You are the only person who can look at it.
Train Station	1 Chip	NO ABILITY
Barber Shop	0 Chips	NO ABILITY
Deli	1 Chip	NO ABILITY
PI Agency	3 Chips	<i>Sleuthing</i> - This matched pair gains the ability of one of your opponent's matched pairs.
Bank	3 Chips	<i>Extortion Racket</i> - Every other turn, add two chips to your bank for each matched pair of territory cards you control.

Version 2

Territory Name	"Upkeep"	Territory Ability
Speakeasy (2 pairs)	3 Chips	<i>Hush Hush</i> - This booming "business" creates competition. Steal 2 chips from your opponent. This ability is locked if your opponent also has this match.
Weapons Warehouse	5 Chips	<i>Packing Heat</i> - Illegal weapon dealings are high-risk. Pay off politicians with 5 chips and make 3 chips each round, for the next three rounds.
Newspaper	2 Chips	<i>Yellow Journalism</i> - This will cost you financially, but you now control the media and the rhetoric. Lose 3 chips. Double the upkeep of one enemy territory for 1 turn.
Theater	1 Chip	
Cafe	1 Chip	
Brewery	4 Chips	<i>Próst</i> - A cop gets a tip and discovers your brewery. Lose 4 Chips bribing him. On the following turn, upkeep costs are 0 for all territory.
Police Station / "Cop Shop"	6 Chips	<i>Pig Party</i> - Policemen now on the payroll help take down the rival family. Next destruction cost is reduced by 50%. Can only be used once.
Horse Racing Track	3 Chips	<i>Off To the Races</i> - When you own the track, you control the race. Wager 4 chips on a horse. The next time you make a match, your horse wins. Take all chips on both cards (including enemy chips)
Underground Casino	2 Chips	<i>Crapshoot</i> - The boss loves to gamble. Both teams flip All the chips in their respective banks. Depending on which side it lands on, it goes to that mafia family.

"Beary Good Investors"	2 Chips	<i>Eggs in One Basket</i> - The investors work for you now. Pick any of your matched Territories and write it down. No other Territories of yours can be destroyed while that one stands.
Empty Lot (2 Pairs)	2 Chips	<i>For Ransom</i> - Use the lot to hold a rival member hostage, Forcing the rival family to blindly invest on a card of your choosing.
Brothel	3 Chips	<i>Through the Grapevine</i> - Women gain intel from customers of the rival family. Peek at one territory card without investing.
Barber Shop	0 Chips	NO ABILITY
Deli	0 Chips	NO ABILITY
Associates Group	3 Chips	<i>Extortion Racket</i> - You let your associates do the dirty work. On your next turn, add two chips per territory match.
Office Building	4 Chips	<i>Sleuthing</i> - A group of your soldatos infiltrates the rival family and steals one of their abilities. (gain one ability from rival's matches)

Production Timeline

Week 8:

- Monday, October 26th: Complete Initial Prototype Ruleset
- Tuesday, October 27th: Prepare a Printable Version of the Initial Prototype
- Wednesday, October 28th: Attempt to Playtest Initial Prototype and Collect Feedback
- Thursday, October 29th: Finish Preparations for GDD Resubmission
- Friday, October 30th: Resubmit Revised GDD to Dr. DeAnda
- Saturday, October 31st: Eat Candy, Tweak Territory Abilities
- Sunday, November 1st: Consider How to Proceed with Playtesting (Find Playtesters?)

Week 9 Onward:

- Revise Print Layout
- Playtest!!!
- Make Additional Revisions as Needed
- Create Card Art
- Polish and Finalize Product
- Wednesday, November 18th: Turn in Final Product

Marketing

This game is marketed towards young adults and above, 18-24. We chose this demographic because some of the systems of the game are too complex for children. Our game reflects this choice in demographic by having some mature themes and elements, while having a charming, cartoony aesthetic to offset the darker tones. With our marketing budget, we will spend money on digital ad campaigns and also sponsorship of influencers and content creators to play and spread the word regarding our product. Some competitors for our game include:

- Hive
- Ca\$h N' Guns
- The Godfather: Corleone's Empire

The game *Hive* is similar to our game in that it is also about strategic moves and gaining ground over your opponent. Unlike *Hive*, we have added more mechanics and allow the player to remove pieces of the board, if certain requirements are met. Ca\$h N' Guns and The Godfather: Corleone's Empire are also similar, both having mafia inspired aesthetics and mechanics that are about collecting as much capital and control over the game.