Figure 1. Example board, obviously not meant to be final, but to demonstrate all of the brainstormed elements. Note that the plain arrows between spaces are just for direction clarity and have no greater purpose.

The Idea:

To avoid repeating CC by just having 1 long list of contracts, I propose we implement a game board to make it more interesting and implement a chance for small bits of strategy and relevant progression. Instead of stars being permanent, this campaign treats stars as currency that is earned over the course of a lap. It can then be spent at the upgrade station in exchange for medals/cosmetic/whatever-else-you-have rewards as well as items to customize the board itself. Any unspent stars are lost when you begin your next lap.

The Play:

Every player starts on the Upgrade Station and immediately does their first roll. For a board the size of my example I imagine something like 1-5 would be appropriate. Once they land on a space any actions associated with it take place (see Special Spaces) and then the player is

presented with a random choice of 3 contracts to activate (1 basic, 1 advanced, and 1 expert). The random selection should be weighted first to unattempted contracts and secondly to attempted but uncompleted contracts to limit consecutive repeats. The player activates one and plays their first mission. Every fully completed mission awards a new roll which can be taken when the player desires. At the time of the roll, all stars from completed contract objectives will be awarded and any unfinished contract progress will be lost. (To accomodate this, contracts should be balanced around taking one mission to complete.) Which objectives have been completed should be recorded for both lap completion stars (see Upgrade Station) and for appropriate wieghting of mission selection. Rinse and repeat.

Special Spaces:

777 (Casino Spaces) - Players can bet stars on a spinner that will return x0.5, x2, or (rarely) x3 stars.
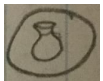
 (Item Spaces) - Players get a random item selected by a spinner (see Items).

x2, x3 (Multiplier Spaces) - Players get double or tripple as many stars for completing contract objectives on this space.

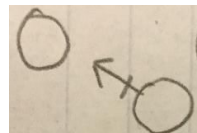- 2☆ (Penalty Spaces) - Players lose as many stars as are indicated on the space.

 (Snare Spaces) - Players can only roll 1s for the next two rolls.

 (Lottery Spaces) - Players can deposit stars (probably up to some limit) into the Jackpot Bag

 (Bonus Star Spaces) - Players that land on or pass over this space are awarded as many stars as are displayed on the space.

 (Flank Spaces) - If a player lands on a flank space and completes the expert contract, they are given the choice to take the alternate path marked by the arrow direction.
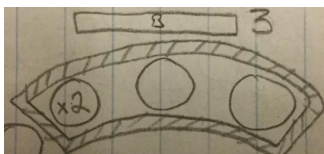
 (Capture Zones) - Once a player has fully completed the marked number of contracts while on the zoned spaces, the locked path becomes permanently available.

(Bank Space) - Players that land on or pass over this space are able to store up to a certain number of stars here so that they aren't lost on the next lap through. They can also be withdrawn at this location.
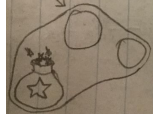
(Jackpot Spaces) - Players that land here are awarded double the stars that have been deposited via Lottery Spaces. If the player passes over these spaces and completes their current lap, all the stars are lost.

Items:

At any given time players are allowed to have up to 2 items. These are effectively spaces that you can place on the board yourself to override its current effect. They can be used at any time but only on spaces that the player has passed over so far during the current lap. Items can not be used on negative spaces (Penalty Spaces and any others that might be thought of), but blank spaces bought at the Upgrade Station can be used to remove them. Potentially other items could be thought of that have passive effects while in your inventory rather than being placeable, but I haven't come up with any yet.
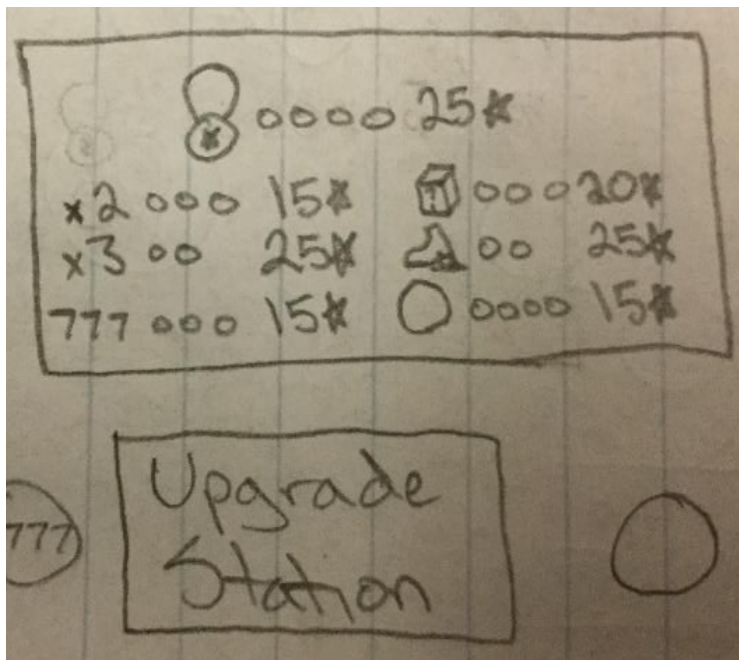

Figure 2. The upgrade station, where players are rewarded for completing one lap of the board. Prices and max number of available purchases are marked in the style of the MvM upgrade GUI.

Upgrade Station:
When the player makes their way back to the upgrade station, they are awarded bonus stars corresponding to how many total objectives and different missions they've completed so far in the campaign. They can then spend these stars on rewards and items. Items can be used immediately on any space they've passed in their just-completed lap of the board. They can also be stored for later like any other items. Each item/reward has a limit to how many times you can purchase it and the price goes up each time you do so. (eg. the first casino space may cost 25 stars while the second may cost 35). The medal symbol represents the in-game medals and are obviously the primary reward offered for collecting enough stars in a lap. Pricing should be balanced so that it takes genuine planning of routes and item placement to get the top badge.

Ending:
As with CC, players can stop at any time, most likely after collecting every badge or after finishing every contract objective, but they can keep playing for as long as they want to finish laps with the highest star count they can. You can display each player's record star count as their score, similarly to how star count in CC shows their completion. You could make a leaderboard if you want, although I know your opinion on competition and the human response.

* Please let me know your opinions, if you have any questions or other ideas, if you think of any issues, etc. **-theAgamer11**