Title: Mafiatopia

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Originality: From "Shadow Hunter" and "7 Wonders"

Innovation:

- Theme: The Gangs Theme gives the player a unique story background. Meanwhile, Shadow Hunter has a good faction and an evil faction, there is an additional neutral faction, and 7 Wonders is the theme of famous wonders worldwide.

- Multiple Winning Conditions: Mafiatopia has 2 different winning conditions: kill all other players and create recipes with ingredients. The winning condition of Shadow Hunter is that only one side wins (Hunter or Shadow), and Neutrals have their own missions on character cards. In 7 Wonders, the person with the most points wins by taking materials to collect points.

- Recipe Cards: Players are required to collect the ingredients contained in the card, and they must have a strategy to enter the rooms with those ingredients. Neither Shadow Hunter nor 7 Wonders have this mechanic.

Influences:

- Dice-Based Movement and Combat: Mafiatopia is based on rolling 2 dice (large number minus small number) to attack from the board game Shadow Hunter. But in Shadow Hunter, players still have to use 2 dice to move, while Mafiatopia only needs 1 6-sided dice to move.

- Character Cards: similar to Shadow Hunter in that they have HP, similar to 7 Wonders in that each city creates its own materials. Mafiatopia has combined both of these mechanics to create character cards

- Resource Management: players collect ingredients and buy ingredients with tokens similar to 7 Wonders.

- Ability Cards: similar to the mechanic of stacking White and Black cards in Shadow Hunter.

- Game Board: HP column and zones perform the same actions as Shadow Hunter, but Mafiatopia has added zones that sell materials.

Target Audience: 16+

Genre: Card Crafting, Party Game, Dice.

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Concept:

In Mafiatopia, there are many different gangs, they are all suppliers of necessary ingredients and unique formulas. And, of course, the gangs want to exclude each other to become the only supplier to make a lot of money.

Components:

Game Board: There is an HP column for all gangs and different zones - where gangs need to go to buy materials.

Recipe cards: In 1 of the 2 winning conditions of the game, the player must collect the ingredients in the card.

Ingredient cards: players must collect the necessary ingredients

Ability cards: equipment cards to buff players

Action zone cards: placed on the board so players can perform actions

Character Cards: will have HP and symbols of materials that the gang can create themselves

Tokens: buy and sell materials

6-sided dice: enter zone

4-sided dice: (combined with 6-sided dice) large numbers minus small numbers to attack opponents

Gameplay:

Game Loop:The player rolls the dice into the zone -> goes to that zone -> and has 2 choices: buy materials or perform actions -> kill people (same zone).

Players will take turns clockwise. First, roll a 6-sided dice to choose the zone to place your color icon in that zone. Next, use the ability card if you have one. Take action or use tokens to buy materials in that zone/other players. Can only do 1 of 2. If there is someone in the same zone, the decision can be made to fight or not. If you attack, use 6-sided dice and 4-sided dice. Subtract the small number from the higher number to determine how much HP the attacked person loses. The turn is over, and it's the next player's turn.

Set up:

Place the action cards on the board in the right place, take the pile of ingredients, shuffle them, and take 3 cards from each zone. That will be the material that that zone sells. The remaining pile of ingredient cards and the pile of abilities cards are set aside.

Deal character cards, recipe cards (must-reveal cards), and tokens to each player.

Place the color icons the player has chosen, one in the HP column and one in front of the zones.

Winning:

1. Craft the recipe with all the correct ingredients.
2. Kill all other gangs.