Tania Soutonglang

HUM 371-01

Sept. 15, 2022

<center>Exercise #1: Race to the End</center>

Inheritance

Grandpa Howard just died and he left his inheritance to whoever reaches the vault in the attic first! Race against your family members to claim his inheritance!

Players

2 to 8 players

Components

- Game board of the map of the mansion
- 8 family members with corresponding shoes and movable tokens
  - Descriptions of each member's abilities is available at the end and through the character cards
- 1 6-sided die
- 24 chance cards
  - 8 Sabotage cards
    - The player will choose someone to move backwards.
  - 8 Self-Sabotage cards
    - The player will move backwards.
  - 8 Rose cards
    - The player can move forward extra steps.
- Grandpa Howard's will tied up like a scroll

Preparation

Place the board on a flat surface, the will inside the vault space, and put the chance cards on the side of the board. Each player will randomly choose one family member to play as.

Grandpa Howard's Rules

"So you've decided to risk your life for the money, eh? Well there's a couple of things you need to know before you can even bother trying." - Grandpa Howard.

1. Each family member shall start outside the front entrance of the house. To determine the order each member goes inside, roll the die and go in the order of highest to lowest rolled. In the case of two family members rolling the same number, both members shall roll the die again and redetermine the order. Each member should take off their shoes at the front door as they go inside, this will be a placeholder to remember the order of each player's turn.

2. Each family member shall roll the die and move in the direction of the arrow the number of spaces indicated by the die. In the case of multiple arrows stemming from a space, move your token towards the preferred path. Multiple members can stand at the same space at once.

3. Certain spaces will allow the family member to draw a chance card. Drawing one of these cards will provide a chance to move forward more spaces, sabotage another member, or cause you to backtrack. After completing the task on the card, put the card at the bottom of the deck.

4. The winner will be whoever goes inside the attic vault first. You'll get the money, the houses, *everything.*

The Family

Lana

The Mother

Orange

Lover's Oath

Lana is not allowed to sabotage Bruce.

Bruce

The Father

Black

Lover's Oath

Bruce is not allowed to sabotage Lana.

Allie

The Oldest Child

Purple

Brainiac

Allie will be able to turn a sabotage card into a rose card once during the game.

Jason

The Only Son

Red

Revenge Plot

Jason can only sabotage the same person the entire game.

Sam

The Older Twin

Green

Twin Connection

When Sam gets a rose card, Maia moves forward the same number of spaces. Sam is not allowed to sabotage Maia.

Maia

The Younger Twin

Yellow

Twin Connection

When Maia gets a rose, Sam moves forward the same number of spaces. Maia is not allowed to sabotage Sam.

Bacon

The Family Dog

Brown

Best Friend

When Bacon gets a rose card, one person will move the same number of steps with Bacon for the entirety of the game.

Marius

The Butler

White

Butler's Duty

For every sabotage card, Marius can choose to put the card back in the deck or sabotage another family member. Each family member can only be sabotaged once during the game.

Picrew Used

こあくまめーかー😈2nd (Family Members): https://picrew.me/image_maker/1446612

Doberman Maker: https://picrew.me/image_maker/1742887

Post Mortem

When I first started designing my game, I wanted to base it around crime solving and you would have to race to the end to find the killer. But, I couldn't think of how to really make that fit into the game style for this exercise, so I morphed it into getting the will of a dead relative so you can get all of their money. I only had the basic rules of roll the die and move forward, and that there would be at most eight characters for players to choose from. As I started writing down the rules I began to think of other ways to make each character their own person rather than something you move around. In *Tokaido*, you need to randomly choose who you will play and each character included a special ability for when they stop at a certain spot on the board, which inspired me to add skills to each character in my game so that there were limits to what they can do to other people. I felt like adding these abilities on top of randomly choosing a character to play as would make the game different each time it is played since there are so many combinations of who you can play as.

What Went Well

I enjoyed being able to design the characters and give them special abilities. I think since you have to randomly choose who you will play it added a level of strategy since there are limitations about who you can sabotage or whatever advantages you get could also affect another player.

What Went Poorly

I definitely could have managed my time better with this assignment. Although I have thought of how I want the board to look throughout the week, I was putting off actually designing the board since I also needed to share my attention with labs from my other classes and because of that, I kept telling myself that making the board wouldn't take that long.

What Could Be Improved

I think I could have improved on making more of the rules a little more interesting besides just rolling the die and moving forward. It would be pretty interesting to add a second set of cards that are specific to where the person lands, such as a card relating to the pool table on the third floor or the spiderwebs in the attic. I think I could have also made the board more interesting in the sense of adding more spots for chance cards and more paths that branched out from a space.