MECHANICS

Due to the time constraints rather than develop my own mechanics I think it would be more expedient to steal mechanics from other games. I’m unsure about the licensing regarding this but since this isn’t a for profit project I don’t anticipate many issues.

Friday by Friedemann Friese

I like a lot about this game mechanically for this project. At one point I thought about making this game a reskin of Friday using the slave travel narrative.

Instead of a single character Robinson the deck would represent a band of slaves seeking to escape freedom. Instead of the islands challenges those cards would become slave dogs of different breeds and temperaments. Given their number possibly even regional slave hunters (as opposed to slave hunters from their home region that are tracking them.

The main pirate ships would be changed to be primary slave hunters. Again with different temperaments representing their different abilities.

Aging cards would instead be injuries from along the road.

In Robinson you destroy cards which represents Robinson basically growing past that weakness (some of the cards are simply called [weak]). With this game if the deck represents a band of slaves it wouldn’t do to have the players dumping weak slaves. so instead the best I can come up with are the cards representing the whole band and the band can dump IT’s weaknesses. Aging cards from Robinson are supposed to show the weaknesses Robinson gets from age. The longer he’s on the island the slower he gets physically and mentally. In this game those would represent injuries.

*Issues with Friday*

It’s a single player game. My goal is to have a multiplayer game. In a dream world two on two if not more. Though I would settle for 1v1. It also doesn’t incorporate a map of Toronto which is an high priority element