

Planet Panic Rules

GAME OBJECTIVE

Build wealth and sustainability through alternating phases of company management and high-stakes poker. Win by being the last player with resources OR having the highest combined score when the final phase ends.

PLAYERS & STARTING POINTS

- **2–4 players**
- Each starts with: **20 Profit + 20 Eco**
- **Dealt 4 cards each in Phase A rounds**
- **No round limit**→ play until one player dominates

GAME FLOW

Play in repeating 2-phase cycles:

PHASE A: COMPANIES (2 rounds)

- Each player takes **2 turns** and plays a card each from their hand
- Track your Profit/Eco changes
- After 2 rounds, **draw two new cards for the poker round**

PHASE B: ECO POKER (2 hands)

Play ECO POKER for exactly 2 complete poker hands.

- Play normal poker: ante → betting → flop → betting → showdown
- After 2 hands, **switch back to original game**
- Dealer rotates left each hand

THEN ALTERNATE BETWEEN BOTH PHASES

Game continues until:

1. Only **one player has resources left**, OR
2. Players agree to end after current phase

POKER RULES (Simplified)

Each Poker Hand:

1. **Ante:** All players start betting before the flop, or they fold
2. **Betting Rounds:** Check, bet, raise, or fold
3. **Max Bet = Your Profit/Eco value depending on the round**
4. **Community Cards:** Deal 3 cards face up (shared by all)
5. **More Betting**
6. **Showdown:** Best 5-card hand wins pot

Hand Rankings:

1. **Eco Flush** (5 Eco cards)
2. **Profit Flush**(5 Profit cards)
3. Four of a kind
4. **Full House** (3+2 same type)
5. **Three of a Kind**
6. **Two Pair**
7. **One Pair**
8. **High Card**

Tie Breakers are the same number on Eco/Profit cards that beat different numbers, and bigger numbers beat smaller numbers. If everything is the same then the pot splits.

WINNING

Game can end two ways:

- A. Sudden Death:** Only one player survives, all others eliminated
- B. Final Tally:** When the game stops, calculate:

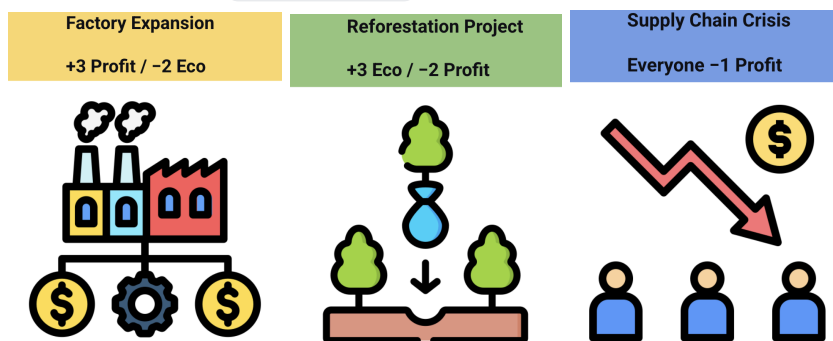
Total Score = Final Profit + Final Eco

- **Highest Total Score wins**
- **Tiebreaker:** Player with most eco wins

Specifics to Look Out For:

- If Event card played in the community cards for poker, that event card's actions would be played and then be replaced with another card to be used for the poker game
- Track points using eco/profit chips that would be provide

[Game card links:](#)  game cards **Example of our Profit/Eco/Profit:**



PLAYTEST

Player Feedback Highlights

- “I liked the exchange between different rounds”
- “Profit seems too less for me to gamble in the second round”
- “It would be better if there were chips to be used to track profit and eco.”
- “Your 5 Profit/ 5 Eco start will most likely get to the same place of +1 higher or - 2 and everyone would have the same amount at the end of the game”
- “It’s too repetitive, need some change to the game”

Changes We Made to Enhance Player Experience

(Summarized Feedback highlights)

When classmates played our game for the first time, we realized it had become repetitive quickly. As mentioned above, to win, you must either be the last player standing or have the

highest Profit + Eco score at the end. Because everyone starts at a low Profit and Eco of 5, players tend to end the game with very similar total scores. This happens because most Profit cards follow a pattern like “+3 Profit, -2 Eco” or “+2 Profit, -1 Eco,” and the Eco cards follow the same structure in reverse.

To address this, the first change we made was to increasing the starting Profit and Eco to 20 points each. This isn’t too high as we still wanted a short game, but it gives players more room to strategize without instantly losing if they happen to draw multiple negative cards in a row.

We also noticed during our initial five-minute class playtest that the gameplay loop felt repetitive. Even though we had event cards, they didn’t function as interesting power-ups or game-changing mechanics. We wanted something more dynamic.

Since we already had a point system, we brainstormed how to expand it and eventually came up with a poker-inspired mechanic. Poker reflects real-world business situations where companies take calculated risks to grow. This idea became our inspiration because we didn’t want the game to just be “draw a card, gain X Profit, lose Y Eco” until someone hits zero. The poker element adds tension, unpredictability, and new ways to grow your company. We changed the structure, so players complete two regular rounds followed by two poker rounds, and then repeat.

Finally, we reconsidered how players track their stats. At first, we just wrote Profit and Eco values on our phones or paper, but this felt too generic and didn’t add anything to the experience. Our peers suggested using a better tracking system. So, drawing inspiration from casinos and betting environments, we introduced chips(which are just chips from a regular poker set). Red chips represent Profit, and green chips represent Eco. While it functions similarly to a normal tracker, the physical pieces enhance the tactile experience and make the game feel more engaging.

Design Approach

Our game design from the course is built into our game-making.

Profit, Eco, and Event cards are constantly played. When you try to grow Profit too aggressively, it often lowers your Eco score, which in turn reflects the real-world idea that risky business decisions can create environmental consequences. Players don’t see sustainability as a whole new factor, but as incorporated. You have to manage it as a whole system, similar to real companies. Multiple types of cards are direct examples of corporate decisions that directly impact profit and the environment, which brings realism into the game. This would also be a method to spread awareness about different corporate decisions that would bring about harm or

benefit to the environment, which strengthens the ecological standpoint of our game.

Almost every turn forces you to decide between taking a quick Profit boost or protecting your long-term Eco health. Some of the strongest Profit cards come with environmental costs, just like in real companies. Additionally, maintaining a strong Eco score actually matters, because if your Eco is low, you become much more vulnerable to negative events later on and go bankrupt. This shows why companies can't ignore environmental responsibility.

Playtest Photos:

