Space Race Yahtzee

Objective:

-In Space Race Yahtzee, you compete with the other players to get the furthest in space. During the game you will build parts to your ship and then fly into space.

-The game is broken into two phases, the build and space phases. During the build phase, players roll for different resources to build their ship. Once 10 turns have passed, the game enters space phase. During the space phase, players will need to navigate space until their fuel reserves run out. Once all players run out of fuel, the one who flew the furthest wins.

Resources:

-There are currently 6 types of resources: Fuel, Hull parts, Electronics, Glass, Crew Members, and Chance. All will be explained within the building phase.

Gameplay:

-When the game starts, each player starts with nothing.

-Each of the dice correspond to a resource

-Whoever is first will roll their dice. Once they roll, they can choose which resources to keep and which to reroll.

-After three turns, or if the player chooses to keep all the dice, the player enters build phase.

-If the tenth turn has been reached, the players who have a complete rocket enter space phase.

-To be eligible for space phase, you must have a Mk1 variant of each rocket piece, a crew member, and at least 3 fuel. Only then is your rocket complete and you can enter space.

Build Phase:

-During the build phase, you create new parts for your ship.

-If you have a chance from your dice roll, it has the chance to be two to three of a resource or nothing. That roll will be shown during this phase.

-Each part costs different resources and combinations. You must have the correct resources to build the part.

-Each part of the ship can be upgraded up to three times. The more upgraded your ship is, the further you can fly.

-Each upgrade costs the same as the initial cost. Once you obtain an upgrade, put a tick in that upgrade’s box

Ship Part Costs:

-Cockpit: Hull Parts + Electronics + Glass + Crew Members

-Fuel Reserves: Hull Parts + Electronics + Fuel + Fuel

-Thrusters: Hull Parts + Electronics + Fuel

-Add Fuel: Fuel + Fuel + Fuel

-Add Crew: Crew Members + Crew Members + Crew Members

Space Phase:

-Players will pick actions during their turn of space phase.

-Players will take turns on space phase until their rocket has run out of fuel and they can no longer move.

-The amount of fuel and the rocket the player has at the end of build phase determines how far a player can go.

-Players will be presented with simple options while navigating space that can either get them additional distance or send them back.

End Of Game:

-Once every player has used all their fuel, the final winner is determined.

-Whoever won will have their score added to the high score list.

Score Card Mockup:

|  |  |  |  |
| --- | --- | --- | --- |
| Rocket pieces | | Essential items |  |
| Engine | (Check if obtained) |  | (Write tally per each) |
| Mk1 |  | Crew Members |  |
| Mk2 |  | Fuel |  |
| Mk3 |  | Rocket Complete |  |
| Fuel Reserves |  |  | |
| Mk1 |  |
| Mk2 |  |
| Mk3 |  |
| Cockpit |  |
| Mk1 |  |
| Mk2 |  |
| Mk3 |  |