

***Bok Bok Build & Battle* — Initial Prototype**

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CS 247G Spring 2022



Figure 1. Initial prototype of *Bok Bok Build & Battle*.

Objective

Gain the most *Farms* by the end of the game.

Benchmarks

- Platform: tabletop (can be adapted to online)?
- Type: social/negotiation
- Time: ~30 min
- Number of players: 2-6
- Multilateral competition

Resources

Resource	Quantity
<i>Farms</i> (tokens)	50
<i>Farm Ideology Boards</i>	6
<i>FDA Cards</i>	8
<i>Action Cards</i>	32

<i>Evolution Cards</i>	64
<i>Chicken Cards</i>	64
<i>Player Cards</i>	42
<i>Rule Reference Sheets</i>	6

Procedures & Rules

Setup Phase

- Distribute 3 *Farms* to each player initially.
- Each player selects 1 *Farm Ideology Board*, which gives a bonus throughout the game.

Farm Ideology	Bonus
<i>Attack Production</i>	Attacks get one additional chicken .
<i>Defense Production</i>	Defense gets one additional chicken .
<i>Attack Steal</i>	Remove one chicken from the opponent's attack.
<i>Defense Steal</i>	Remove one chicken from the opponent's defense.
<i>Attack Buff</i>	All attacking chickens +1 attack .
<i>Defense Buff</i>	All defending chickens +1 defense .

- Play 3 rounds of:
 - *Build Phase*
 1. Collectively draw 1 *FDA Card*, which affects only the current round.

FDA Card	Description + Effect
<i>Good Year</i>	It was a good year. Nothing happens.
<i>Peace Destroyer</i>	The FDA thinks it's too quiet. No one can make <i>Truces</i> for the round.
<i>Cheap and Cheerful</i>	The FDA has lowered the cost for farm production. Instead of trading 3 <i>Cards</i> for a <i>Farm</i> , anyone can trade 1 <i>Card</i> for a <i>Farm</i> .
<i>Sneak Peek</i>	The FDA decides to give out telescopes. Between steps 2 and 3 of the <i>Battle Phase</i> , every player can check one player's attack target.

2. Each player draws 3 *Evolution Cards* and 1 *Action Card*.
3. For 1 minute, players can negotiate and trade *Evolution Cards*.

Evolution Card	Set Name	Bonus
<i>Sleek Beak</i>	<i>Flight</i>	+1 attack
<i>Streamlined Wings</i>	<i>Flight</i>	+1 defense
<i>Landing Claws</i>	<i>Flight</i>	+1 attack

<i>Airy Feathers</i>	<i>Flight</i>	+1 defense
<i>Snout</i>	<i>Dinosaur</i>	+1 defense
<i>Tiny Arms</i>	<i>Dinosaur</i>	+1 attack
<i>Sharper Claws... but Tiny</i>	<i>Dinosaur</i>	+1 attack
<i>Scales</i>	<i>Dinosaur</i>	+1 defense
<i>Barbeque Beak</i>	<i>Nugget</i>	+1 attack
<i>"Wings"</i>	<i>Nugget</i>	+1 defense
<i>Crispy Claws</i>	<i>Nugget</i>	+1 attack
<i>Breeding</i>	<i>Nugget</i>	+1 defense
<i>Bill</i>	<i>Duck</i>	+1 attack
<i>Wings... but Fluffy!</i>	<i>Duck</i>	+1 defense
<i>Webbed... Claws?</i>	<i>Duck</i>	+1 attack
<i>Puffy Down</i>	<i>Duck</i>	+1 defense

4. If a player collects 4 *Evolution Cards* in a set, they gain the set's bonus.

Set	Set Bonus
<i>Flight</i>	When attacking, the defender has a 20% chance to forget they were defending.
<i>Dinosaur</i>	When attacking, the defender has a 50% chance to lose 2 chickens in their <i>Defense Army</i> before their <i>Combat Score</i> is calculated.
<i>Nugget</i>	When defending, the attacker has a 50% chance to lose 2 chickens in their <i>Attack Army</i> before their <i>Combat Score</i> is calculated.
<i>Duck</i>	When defending, the attacker has a 20% chance to forget they were attacking.

5. Players take turns playing *Action Cards* if they wish.

Action Card	Effect
<i>Super Sneaky Spies</i>	Immediately steal an <i>Evolution Card</i> from any player.
<i>Bomb Squad</i>	Immediately destroy a <i>Farm</i> belonging to any player.
<i>Green Thumb</i>	Immediately gain a <i>Farm</i> .
<i>Truce</i>	You and another player of your choice cannot attack each other in the next <i>Battle Phase</i> .
<i>Productivity in This Economy?</i>	Immediately draw an <i>Evolution Card</i> .

<i>Charge!</i>	Gain a temporary bonus of +1 attack for the next <i>Battle Phase</i> only.
<i>Superior Nest Construction</i>	Gain a temporary bonus of +1 defense for the next <i>Battle Phase</i> only
<i>FDA Satellite Hack</i>	Pick another player. You may look at who they intend to attack in the next <i>Battle Phase</i> .

6. Players can trade any 3 *Cards* for a *Farm*.

○ *Battle Phase:*

1. *Farms* produce armies of chickens. Each player gets one *Chicken Card* for every *Farm* they have, plus any chickens from their ideology bonus.
2. Each player secretly chooses one other player to attack and places the desired *Player Card* face down in front of them.

Player Card	Attack Target
	The player with the <i>Attack Production</i> ideology.
	The player with the <i>Defense Production</i> ideology.
	The player with the <i>Attack Steal</i> ideology.
	The player with the <i>Defense Steal</i> ideology.
	The player with the <i>Attack Buff</i> ideology.
	The player with the <i>Defense Buff</i> ideology.
<i>"I'm not attacking anyone this round..."</i>	No one. Engage in pacifism.

3. Each player divides their *Chicken Cards* into an *Attack Army* and a *Defense Army*. The *Attack Army* will attack the player that they chose, and the *Defense Army* will defend the player from any attack.
4. Counting down from 3, all players simultaneously reveal their *Attack Army* and *Defense Army*.
5. Counting down from 3, all players flip over the *Player Card* of the player that they intended to attack.
6. Activate any *Set Bonuses*, add or subtract *Chicken Cards* to attacking or defending armies from ideology bonuses, and calculate *Combat Scores*:
 - *Combat Score (Attack)* = number of *Chicken Cards* in the *Attack Army* * attack bonuses from *Evolution Cards*, *Farm Ideologies*, and/or *Action Cards*.
 - *Combat Score (Defense)* = number of *Chicken Cards* in the *Defense Army* * defense bonuses from *Evolution Cards*, *Farm Ideologies*, and/or *Action Cards*.
7. Each player gains a *Farm* for every battle won and loses a *Farm* for every battle lost. Ties result in no *Farm* changes.
8. Return all *Chicken Cards* to the deck.

- After 3 rounds of building and battling, the player with the most *Farms* at the end wins.

Comment one or two specific questions or concerns you have

1. Is the game too complicated to understand? Does it require too much thinking and math? Is it even fun?
2. Is there enough “social” aspect to this game through the negotiation and trading?

Appendix

- Checkpoint 1:
https://docs.google.com/document/d/1qTHYMugGwj9mFBp6lxRkCEFEj-PuF4LIdVOQP_D4r-hQ/edit?usp=sharing
- Resources printed for Checkpoint 2:
https://docs.google.com/document/d/1BNlitJ2xKGGduwzQBpEL_6KzRhUb5cPBod72xxupaB8/edit?usp=sharing