(Original) Game Debrief Example 2:

Executive Summary:

The world of Arctophilia is harsh and unforgiving. Only the plushest, cutest and most creative teddy bear creators will survive in the competitive marketplace that is the great online marketplace Fuzz-Buzz. Players compete over limited resource pipelines to create the most adorable, memorable, squeezable or horrifying stuffed creations.

Theme	Running a Teddy Bear Shop
Goals	Collect, Create & Sell Teddy Bears
Opposition	Resource Shortages, Public Whimsy, Other Players
Decisions	Choice of Materials, Design, Colors and Market Placement
Rules	Players must spend limited resources to meet shifting market demands week-to-week while handling inconsistent supply chains
Interaction	Players spend money to acquire resources to build bears, peek at upcoming cards ‘market research’ or to place their teddy bears more prominently in the online store.

# of Players: 1-3

Goals:

- Have the highest rating in Fuzz-Buzz at the end of the season

Opposition:

- You must have enough parts (head, body, arms and decoration) to build a bear
- Other players can pay more to position their bear more prominently in the store
- Market demand for bears is unpredictable (determined by the demand-deck)
- Parts and materials become increasingly scarce as other players purchase the rights to a steady supply of parts

Decision:

- Actions Per Week:
    - Purchase Parts
    - Negotiate Supply Chain
    - Market Research (Peek at the upcoming deck)
    - Build a Bear
    - Bid for Placement
    - Disruption (Disrupt or force qualities into the demand deck)
- Purchases:
    - Type of bear (Traditional, Novel, Edgy)
    - Quality of material (Flimsy, Average, High Quality) - variable cost
    - One-Time purchase vs. Supply Chain
    - Bid for Marketplace Space

Rules:

- Actions
    - You can only perform 3 actions a round
    - You must pay the cost for any actions at cost
    - You can pass your turn at any time to save an action
- Demand Deck
    - At the end of each ‘week’, the top five cards from the demand deck will be flipped.
    - Bears which match the most cards will be purchased first. If two bears have the same features, the one placed closer to the ‘front’ of the marketplace will be bought first.
    - Players can keep 1 card from the demand deck (secretly) if none of their bears sold for future use.
- Supply Chain
    - Players can buy parts for one-time use or buy a steady (reusable) version of the same parts for 3x the cost.
    - Players can buy an exclusivity contract with a single supply chain for $40, preventing other players from buying before they do.
- Marketplace
    - At the end of each round, all players have the chance to build a bear.
    - If a bear is not sold, it remains in the shop until the next round.
    - In order to move a new bear

Rules:

- Start: Each player get $10 and 5 random bear parts
- Round consist of 5 phases:
    - Start of Round
    - Action Phase
    - Build-a-bear Phase
    - Sales Phase
    - End of Round Check
- Start of Round:
    - 4 suppliers with 3 bear parts each are restocked
    - Each bear part has a cost.
- Build-a-bear Phase:
    - players are required to build a bear if possible and stock in an empty slot in the marketplace.
    - Any bears in excess of 8 are pushed out of stock into the ‘backroom’.
- Sales Phase:
    - 5 ‘demand’ cards are flipped.
    - The bear with the most matches is sold first. Those demand cards are satisfied, then the process repeats until no demand cards remain or no bears matching any demand card remain.
    - Bears sold score points based on the value of the parts used to make the bear.
- End Game:
    - The game ends after 10 rounds.
- Victory:
    - Highest score wins.

Interaction:

- Stocking Phase: Players perform up to 3 actions on their turn.
    - Purchase Parts
    - Negotiate Supply Chain
    - Market Research (Peek at the upcoming demand deck)
    - Build a Bear
    - Bid for Placement
    - Disruption (Disrupt or force qualities into the demand deck)
- Build-a-Bear Phase: Players may additionally bid higher than the existing price of any bear’s square to steal that slot and push others down.
- Sale Phase: Players cannot interact during this phase.

Title: **Build-A-Bear Buzz (made up)**

