

Wap Nokel

Author

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Overview

Genre:

Party Game

Theme:

Treasure hunting on magic paths.

Player Format:

Player vs Player

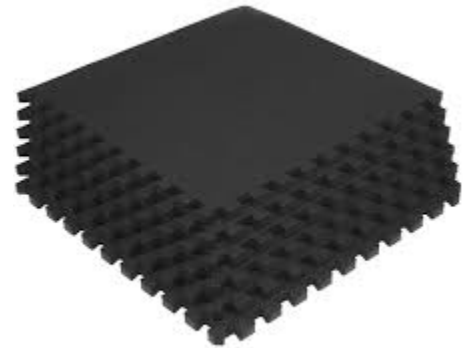
Primary Objective:

Achieving the destination with higher points than the other player.

Primary Action:

Place puzzle mats to create a path and move to the destination.

Primary Challenge: The tasks and events on the tiles to complete



Experience

Target Player

Socializers who love parties and physical games.

Play Value

A real-time party game with intense competition. Players must do many physical actions and interact with the other players frequently.

Game Design Pillars

1. Competition or Cooperation

- The competition between two players is usually intense. However, they also need to cooperate for their own advantages.

2. Physical actions & interactions

- There is no avatar in the game. The players need to do all the actions by themselves in a physical way.

3. Move & Build

- Players need to build paths for themselves to move.

Componentes

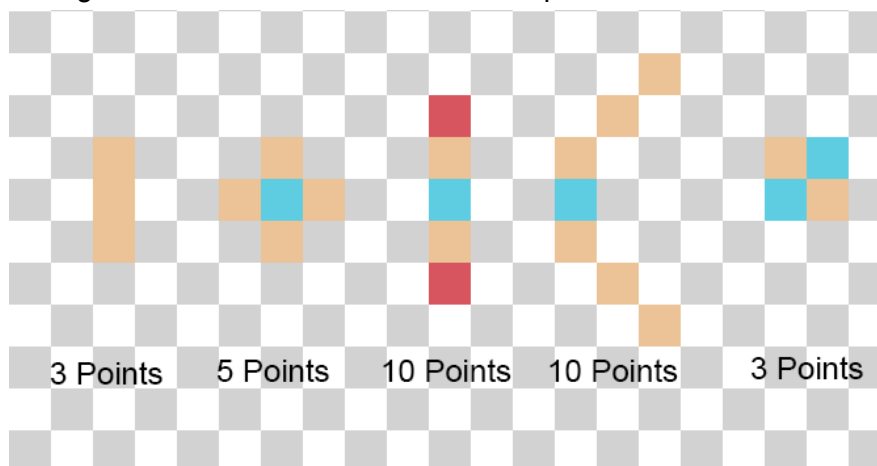
- 36 Tiles of puzzle mat with 3 different colors
- A ball which is the destination.

Objectives

Achieve the destination with more points

Players need to build a path to the destination. They can get extra points through different methods before achieving the destination:

- Completing the tasks or events on the tiles after stepping on them.
- Each tile placed on the floor gives the player one point
- Arrange the tiles with different colors and patterns, as shown in the picture below.



Procedures

Set-Up

- Place the ball at the destination point.
- Give each player 5 tiles.
- Players stand beside each other.
- Place a public pile of tiles at the start point.

Progression

The game progression is based on real-time. As a result, players can place tiles, move, and steal tiles at any time, depending on their choices.

Special Procedures

Events and tasks are essential for players to get more tiles and extra points. They trigger immediately when players step on the tile. Players could get extra points or tiles by completing them or lose some points by failing.

Tasks only involve the player who stepped on that tile. The player receives rewards after completing them. For example, steal three tiles from your opponent's path; the reward is 5 points.

Events involve both players. They could be cooperative or competitive. If players complete a cooperative affair, they both receive the same rewards. If a player wins a competitive event against the opponent, the player wins rewards. E.g., Throwing a tile at each other. Whoever hits the opponent gets 3 points and 2 tiles.

More tasks and events:

https://docs.google.com/document/d/1NK2w31uPVZrFJXF6c_gJAziNNDZLaxirJBJYyDVfUa4/edit?usp=sharing

Resolution

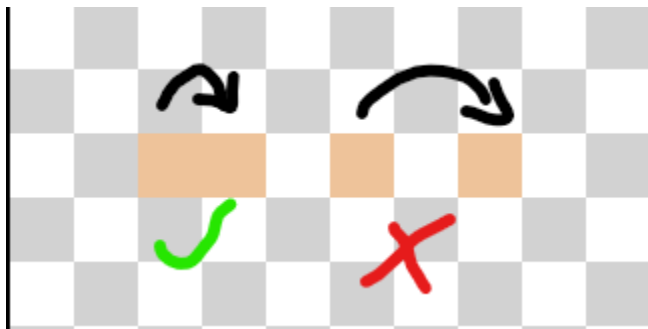
The player who achieves the destination with more points wins the game.

The players lose the game if they run out of tiles before achieving the destination.

Actions

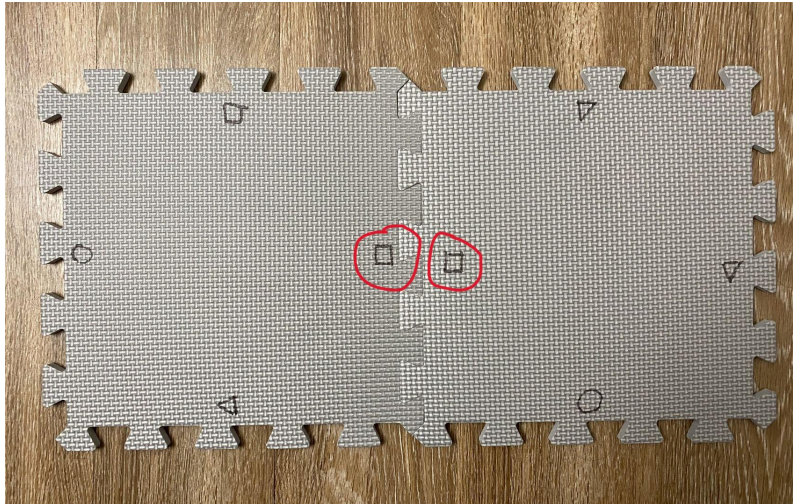
Movement

Because the game is real-time-based, players can move at any time depending on their decisions. However, they can only walk on tiles. Players need to place tiles on the floor before they move to another location without a path. Players cannot step on a tile that is not connected to the tile they currently stand on.



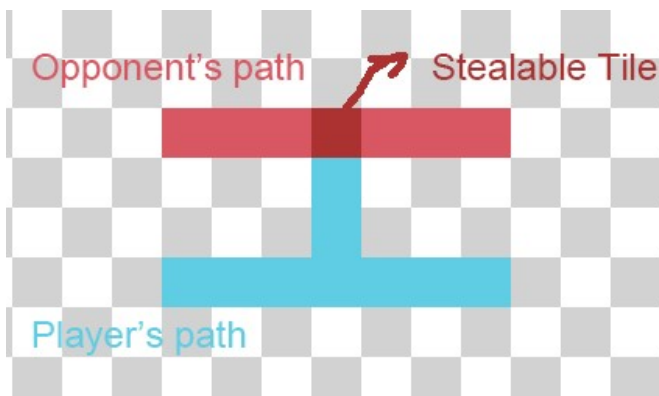
Placing and removing tiles

Players can connect a tile to another one if the connecting sides have the same shape. They can also remove the tiles placed by themselves or their opponent.



Collecting

Building a path and completing more tasks requires many tiles. However, the tiles players have are limited. Therefore, they need to replenish tiles in different ways. Players can get new tiles from the public pile if they return to the start point. They can only pick up more tiles once they use all the tiles they got from the pile when building their paths. Players can also get more tiles by stealing tiles from their opponent's path. However, they need to build a branch of path to connect the opponent's path.

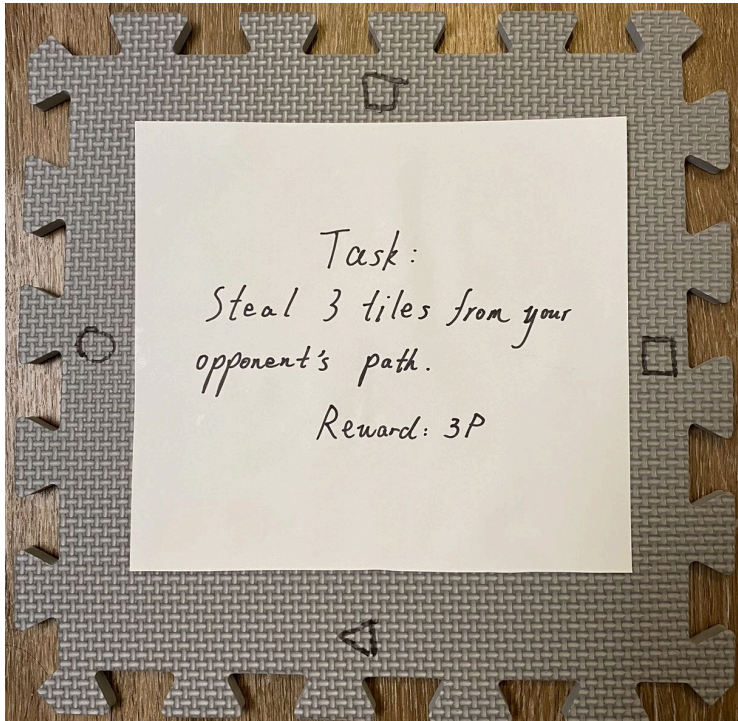


Resources

Tiles

Tiles are the most important, and the only resources players can use in the game. They allow players to build a path to the destination and get more points to win the game.

On each tile, there are 4 shapes on the sides, a task or event, and the rewards for completing it in the middle of the tile.



Players can get 3 new tiles from the public pile at the starting point each time. They cannot pick up more until they use all the tiles they got from the pile when building their paths.

Challenges

The tasks and events are the primary challenge in this game. The players can only walk on the tiles to reach their destination. However, the events task triggers immediately when they step on the tiles. Those challenges can significantly slow down players' progress. They may lose points if they fail to complete the tasks and events. As a result, they need to take these challenges seriously.

Tasks: These challenges only involve one player.

Events: These challenges involve both players. They can be cooperative or competitive.

Competitive events require players to perform better than opponents to win extra points and tiles.

Cooperative events require players to work together to win the same rewards.

See the task and events here:

https://docs.google.com/document/d/1NK2w31uPVZrFJXF6c_gJAziNNDZLaxirJBjYyDVfUa4/edit?usp=sharing

Boundary

The players stand on the 2 start points close to the public pile. Therefore, if players want to replenish tiles, they need to return to the start points. The location of the destination is far away from the start points. Players can build their paths freely. As a result, the paths to the destination could be various due to players' strategies. For example, one player may build a branch on the path to steal tiles from the opponent's path. Or if a player does not want to trigger a task, taking a detour may be a wise choice to avoid the tile of that task.

