



Header Picture

Abstract

Name of the game: Gold Digger

Creators: Alice, Eleanor, Nick, Veronica

Overview: Gold Digger is a 4-player game which is played by both rolling a D4 to control movement and placing action cards to fill the tiles as well as doing effects on other players, to collect “Gold” as victory points strategically. Ultimately, once all 25 tiles on the board are occupied, the one with the maximum amount of gold wins. A player can win if all the other players lose all their lives.

Design Process Statement

For the Abstract Game project, our group was assigned the structural mechanics of “one vs. many” and “shared ownership,” and the required material mechanics of “dice.” Our team decided to create a treasure hunt game once we were assigned our mechanics. Initially, we wanted to make the game memory-based by utilizing randomized spaces as the core mechanic. The board would create a situation of shared knowledge, where the cards placed on the board would be a shared resource. In order to achieve this goal, we attempted to make a circular board that consisted of two main parts: a top part with spaces that opened up, and a bottom portion where the gold, bombs, and lives were located. To simulate randomness, the players were supposed to place the game’s assets in random spaces on the board, and then turn the bottom part of the board into a different position, effectively changing which spaces those pieces occupied.

Upon realizing how hard it would be to create a two-piece board that rotates like the one we envisioned, our team decided to figure out different ways to simulate randomness for the spaces on the board. One of the first solutions we thought of was to make the board into a grid, and create bomb, life, chance, and gold cards for each space. This first iteration of the cards featured the card’s effect (bomb, gold, life, chance) on one side, and the board’s grid label (A1, A2, etc.) on the other side. The cards would be placed face-down on the board. In this version, three players had to survive long enough to find all of the gold before the one other player caught them. After running through several hypothetical situations, our group decided to eliminate the three versus one mechanic, eliminate the initial face-down cards, make the game into a true free-for-all, and keep the five face-up shared cards. Additionally, after discussing the issues of this initial concept, we ended up much closer to the final set of rules. We created the first iteration of Gold Digger!

During our playtest, we encountered a few more problems including:

- Players would move too fast with a D6. Because our board is of 5x5 size, rolling a 6 meant getting all the way across the board with one action. This over-empowered the players and diminished the exploration process. As a solution, we replace the D6 with a D4, making the moves more reasonable for our board’s size.
- Players could gain too many lives. We first planned to have each player start with 3 lives, and gave the option to collect more lives through the 25 action life cards. We picked this number for no specific reason, but soon found out we were having trouble knocking out players. To fix this problem, we decided to abandon life cards for odd grid spaces (A1, A3, A5...). Remaining with only 10 life cards. We also reduce initial lives from 3 to 2. In this case, lives became more precious than in our first version. The new iteration rendered

the game more tense, puts greater strategic pressure on the players, and increases the chance of dying.

- Players could play safe if there was no die roll restriction. Even though the die roll restricted the steps players made, it made it easy for players to avoid bombs. Hence, we noticed players could poke around in safe areas over and over again. Taking these problems into account, we added the following restriction: players could only move towards two selected directions for each moves and no more than two players can be or pass through a grid space occupied by a player.
- The game needed greater push. On our demo day we added push mechanics to make the game tenser and more dangerous. We applied a new poison token which forces players to roll the die. In the event a player does not roll on their turn, he or she gets a poison token. After five tokens are accumulated the player is out. We also added a displacement mechanic, which pushes players to an adjacent grid space. This makes the game more meaningful and gives players' moves strategic importance.

Our final iteration includes the shared resource and dice mechanic, includes five initial face-up cards on a grid-like board, a chance card deck, an action card deck, displacement and push mechanics, and various tokens (life, gold, poison) which affect the players throughout the game.

Ideas for Future Iterations:

- Reduce number of Chance cards to players to strategize around them. Keep cards that allow for the use of information and space as a resource. Eliminate negative chance cards. The potential chance card combination could be:
 - Redefine: Replace an occupied tile with a new card (Cost: 1 action)
 - Shield: This card gives 1 bomb protection at anytime. (No cost)
 - Spy: Look at any one player's hand now (No cost)
 - Thief: Get a gold from your nearest player on the board (Cost: 1 actions)
 - Teleport:
 - 2 cards - Move to an unoccupied grid space (Cost: 1 action)
 - 2 cards - Move to tile X now! (Cost: 1 action)
- Try iterations where grid spaces A1, A2, and B1 do not allow bomb cards to be placed when the first five cards are placed on the board.
- Brainstorm on more precise/better terminology for spaces, action and chance cards.
- Try out different player collision mechanics.

Design Process Photos:

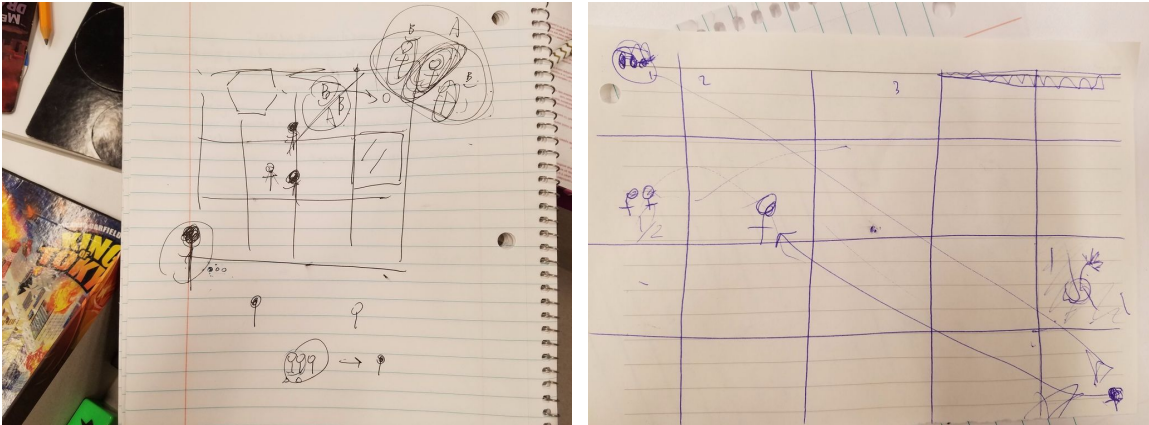


Figure 1.1, 1.2: The first brainstorming and iterations of the game featuring the shifting board

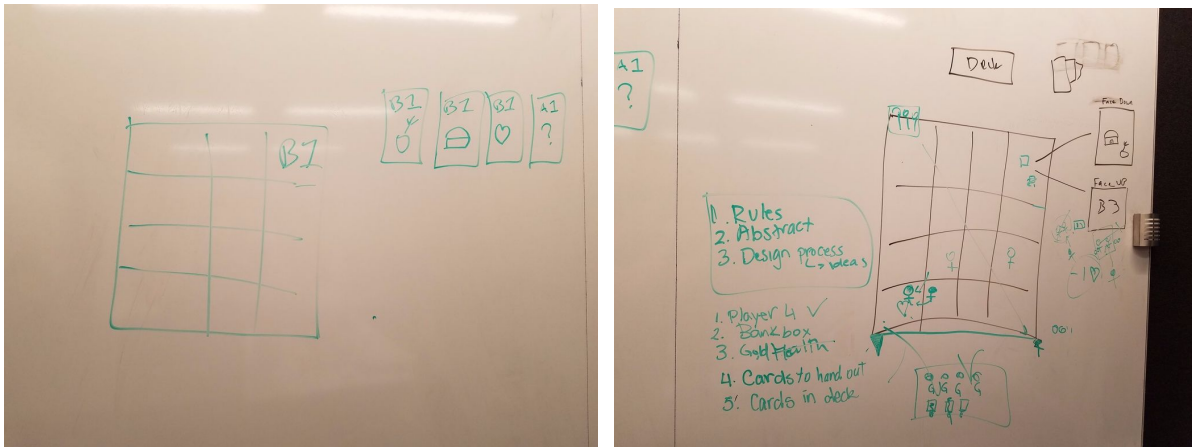


Figure 2.1, 2.2: The first revisions of the initial game concept, with no shifting board or opening spaces



Figure 3.1, 3.2: Photos of playtesting

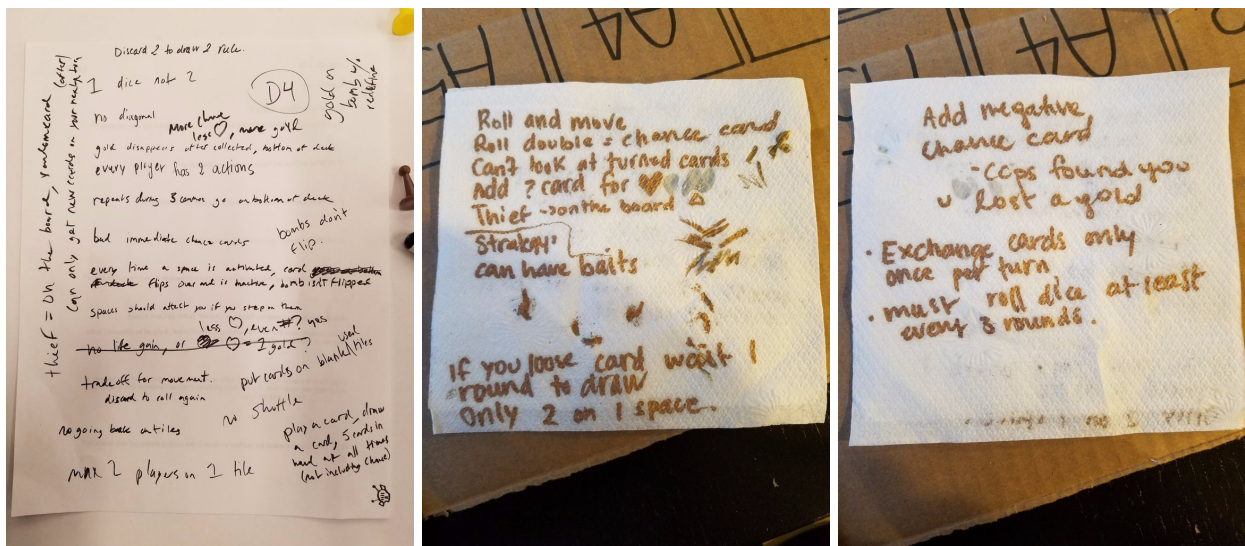


Figure 4.1, 4.2, 4.3: Various ideas for changes that resulted from both our initial and secondary playtest

Instructions

Goal:

1. Be the last one standing (everyone else lost all their lives or has 5 poison tokens)
2. Have the most gold when all the grid spaces are filled (with either face-down or face-up cards)

List of Components:

1. Player Set:
 - a. 4 player pieces
 - b. 1 four-sided die
2. Game board labeled from A1 - E5
3. 30 Red “life” tokens
4. 30 Yellow “gold” tokens
5. 20 Purple “poison” tokens
6. 85 Action cards (deck)
 - a. 1 bomb card per grid space (25), 1 life card per every even grid space (10), 1 chance card per grid space (25), 1 gold card per grid space (25)
7. Chance Cards (5 cards for each type unless specified)
 - a. Redefine: Replace an occupied tile with a new card (Cost: 1 action)
 - b. Teleport:
 - i. 2 cards - Move to an unoccupied tile (Cost: 1 action)
 - ii. 2 cards - Move to tile X now! (Cost: 1 action)
 - c. Life Exchange: Spend two gold for one life token (Cost: 1 action)
 - d. Fetter: Stay put for one round immediately. Actions are frozen
 - e. Key: Undo fetter effect
 - f. Shield: This card gives 1 bomb protection at anytime
 - g. Gold Exchange: Spend one life token for two gold (Cost: 1 action)
 - h. Justice Balloon: 2 - cards Cops appear from a hot air balloon to search for the gold diggers. All players lose one gold now
 - i. Spy: Look at any one player’s hand (Cost: 1 action)
 - j. Deck Sneak Peek: Look at the top 3 cards of the action deck (Cost: 1 action)
 - k. Viewer: Look at any one players full hand and show them 2 cards (Cost: 1 action)
 - l. Thief: Get and pick a card from your nearest player on the board, wait one turn to draw a new card (Cost: 1 action)
 - m. Trade Gold Pile: Exchange your gold pile tokens with one of the players immediately. Allow negotiation
 - n. The Cops Found You: Too bad ... the police found you! You lose one gold token now

Description of the Game Rules

- **Setup:**

- Place all the player pieces on “Go”
- Each player rolls the die. The player with the highest number starts. The game will continue clockwise
- Each player has 2 red life tokens
- Shuffle both decks of cards
- Draw 5 cards one at a time from the action card deck (if you draw a card that is already on a space put it at the bottom of the deck and draw another card)
- Place each card face-up on the board as indicated on the card. These grid spaces are now occupied.
- Deal 5 action cards from the deck to each player. You must have 5 cards at all times. *you may have double cards (i.e. two E5s)
- Chance cards do not count towards your hand
- Grid spaces with action cards on them either face-up or face-down are occupied

- **Every turn you take 2 actions including:**

- 1) **Move your player piece:**

- Roll a die and move your piece that number of spaces
- Once you roll the die you have to move immediately, then you can start your second action
- Player can only choose two directions per die roll (for example, right and down, up and left. Cannot be up-down and left-right)
- If you do not move on your turn, you get a purple poison token. If you collect 5 poison tokens, you die and lose the game.
- If you roll twice on your turn, and get the same number both times, you can draw a chance card.
- If you pass over a chance, gold, or life card you do not receive anything
- Only one player can occupy one space at a time. If you land on that tile, the other player moves to the next tile. The direction you came from is the same direction the displaced player moves to. If you are pushed against the edge of the board, you can choose the direction. Chain reaction displacement can occur.

2) Play a card

- Play an action card from your hand on a tile, then immediately draw another card from the action deck.
- You can play a new action card on top of a face-down card.
- You can play a gold card on an existing bomb card without using the redefine chance card (See *List of Component 7.a.* “Redefine”).
- You may play a card on the same space another player occupies. That card affects the player immediately and does not count as an action for them.

3) Sift

- Discard 2 cards, and draw 2 new cards from the action deck, place the discarded ones under the deck
- You can only sift your card once per turn

● Landing On Tiles:

- Once you land on a tile that is occupied by an action card face-up, you are affected by it immediately. You then flip the card face-down. This tile is now “occupied” but players can place new action cards on it without using redefine card.
- Landing on a chance tile means you must draw a chance card from the chance card deck
 - You must follow the rules on the chance card. You may be able to keep some cards and use them at the cost of 1 action later or must use them immediately
 - Landing on a heart tile gives you a life token. You can retrieve a new red life token. If you already have 2 life tokens you cannot get another red life token. The max is 2 lifes.
 - Landing on a gold tile = collect a gold token from the box
 - Landing/passing on a bomb tile = If you land or pass through a bomb tile you lose one life. You do not flip the bomb card over. Bomb cards always remain active.

● Winning:

1. Be the last one standing (everyone else lost all their lives or has 5 poison tokens)
2. Have the most gold when all the grid spaces are filled (with either face-down or face-up cards)

Illustrated Examples of Game Play:

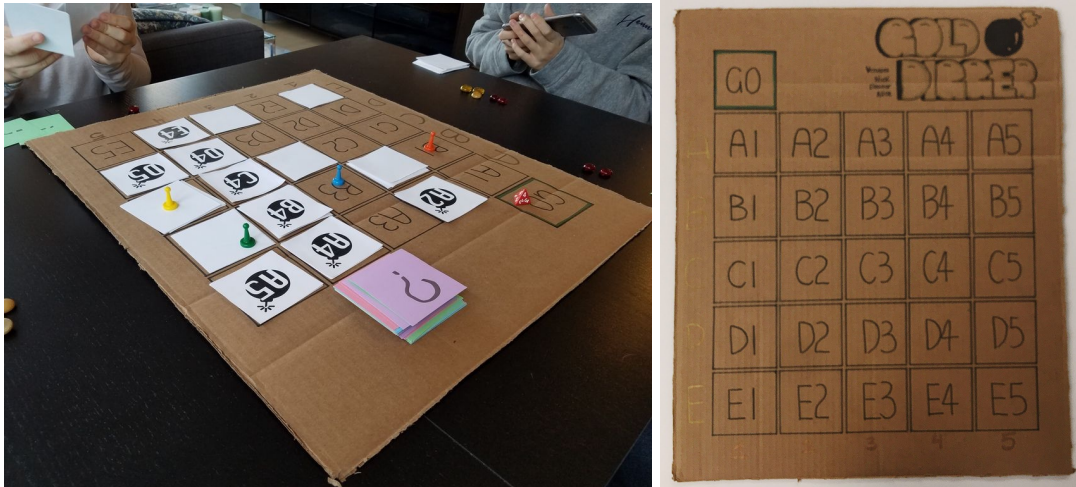


Figure 5.1, 5.2: Photo of game play and gameboard



Figure 6.1, 6.2: Photo of action cards



Figure 7.1, 7.2, 7.3: Photo of tokens

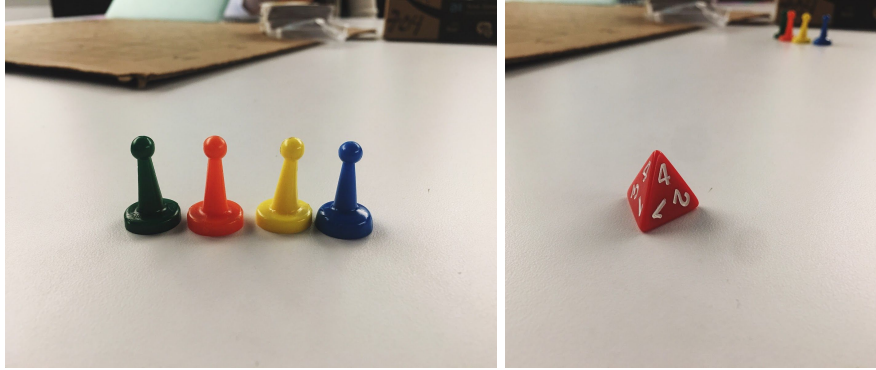


Figure 8.1, 8.2: Photo of player pieces and four-sided die



Figure 9.1, 9.2: Photo of game package and chance cards



Figure 10: Photo of game play