

“MOUSE LORD” Game Design Document



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Game Type:

BOARD GAME

Design History

Version 1.1 - Archaeologists' finding their way through a treasured tomb, setting traps and avoiding others from the other players in order to get as much gold and team members to the end.

Version 1.2 - Roaches making their way to the fridge while setting traps for other players to stop them from progressing.

Version 1.3 - Mice making their way to the fridge while also given the choice to take food from other rat nests in order to accumulate the most food and become Mouse Lord.

Executive Summary

You play a mouse, trying to take your rightful place in the rodent kingdom as *Mouse Lord*. Many potential mice have fought for this place, but now only four remain. These four must prove their worth to the kingdom by showing they can obtain more food from the kitchen, than the other mice. With the help of your closest mice friends, you must make your way around obstacles and traps set in the kitchen, to bring as much food back to your nest to prove you are the true, *Mouse Lord*.

Using a trap system, players can set traps for other players to prevent them from reaching their goal. Players can use cards for positive reinforcement like progressing further and more quickly if conditions are met. Players are given more than one choice in order to reach their goals which creates both chaos and randomness. Players may choose to take the food directly from the fridge or to steal it from other mice nests, depending on the resources they have available. Each player has multiple pieces (mice friends) they can choose to move.

In this game, though there are shared resources that each player has access too, they are also given the option to steal resources from other players. Along with this unique concept, each player also has the option to lay traps if they are able.

Audience:

This game is intended for ages 10 and up. The direct subject of the game will appeal to children, while the more complex rules may appeal to both adults and older children.

Platform:

A Board game that can be considered a cross between checkers (because you can choose which space and which pieces to move to, provided you follow the game rules) and any other board game that may use resources as both defense and offense. We are not familiar with other board games like this, so we cannot provide examples.

Genre:

This game can be considered an Abstract Movement game as the primary goals are to move to and from specific locations, collecting resources and bringing them back to your nest for points.

Components:

Game Board - Shows hexagonal spaces for movement and the location of each player's nest, the fridge (and other special areas) and obstacles.

3 Player Pieces - Players can choose which piece and how many to move based on their options. (Players can have 1-5 pieces at a time, their "leader" piece cannot be removed from play, however the variable "follower" pieces can be.)

Trap Cards - List a trap that can be placed in front of another player's game piece.

Trap Tokens - A physical representation of the traps to be set, that can be placed on the board according to the rules.

Choice Cards - Cards that list choices the player can make either for movement or various other options listed on the card.

Food Tiles - Physical representation of the resources to be obtained from the fridge or stolen from opponents. A different value will also be placed on each tile. Lower valued food require only 1 mouse to transport, while higher valued food may require 2 or 3 mice to carry back to the nest.

Play Parameters:

2- 4 Players with an approximate game play time of 45 minutes.

Gameplay

Each player starts with 3 game pieces, the color of their choosing, and 3 Choice cards. Starting from their own respective "nests" They may play a card and decide between the 2 choices the card may display. (Ex. Move forward 3 spaces or draw a trap card) If the Player decides to move forward 3 spaces, they may divide the number of moves among their 3 pieces any way they choose. If the player decides to draw a trap card, they forfeit their move and may play the trap card if desired. The trap token stays on the board until used or the game ends. You must discard the choice card once it has been used. The turn continues clockwise to the next player. At the beginning of your next turn, you may pick another choice card (having only 3 cards at a time) **or** play a card already in your hand.

This turn by turn game play continues. Choice cards may have a variety of options including: Movement, Trap Card Draw, Trap Defense and in game bonuses (as specified and listed on the card). The board itself will also have value as you will find common obstacles in your way depending on your choice of movement to the fridge, or movement to another player's nest.

Once you have moved a player piece (or pieces) to the fridge or opposing nest, you then must decide which value you will attempt to take back to your nest. Higher values require more player pieces to take it back to your nest, while lower values require less respectively.

The game ends once the last food token has been removed from the fridge and taken back to a nest (or if a player amasses 10, 15, or 20 food tokens - goal value is decided based on amount of players playing)

Theme/Story/World

The game takes place in an unknown kitchen and in the walls surrounding that kitchen. (Repeated from Summary above) You play a mouse, trying to take your rightful place in the rodent kingdom as *Mouse Lord*. Many potential mice have fought for this place, but now only four remain. These four must prove their worth to the kingdom by showing they can obtain more food (*Food Tiles*) from the kitchen, than the other mice. With the help of your closest mice friends (*Player Pieces*), you must make your way (*Choice Cards*) around obstacles and traps (*Trap Cards and Tokens*) set in the kitchen, to bring as much food back to your nest to prove you are the true, *Mouse Lord*.

Game Design Principles

- a. **Goals/Objectives** - As an "Abstract Movement" game, the primary goal is to collect the most points at the end of the game by either collecting the most food tiles or the highest valued food tiles.
- b. **Choice/Decisions** - There are several choices that the player can make throughout the game. Players can choose whether to move/play/pick a card, which food tile to take, what player pieces to move and how many movements for each and also in which direction to go, whether to the fridge or to another players nest. Each decision can easily effect another players decisions and the game can be different each and every time.
- c. **Complexity**- The choices that can be made add to the level of complexity, however they are easily explained and simple to understand. With each choice there are clear consequences so that one choice is not necessarily better than the other.
- d. **Resources**- This game utilizes several different types of resources. The game begins with *symmetric resource distribution* as everyone has starts with the same amount of cards and player pieces and has equal access to the same resources. The Choice Cards can be considered both *Secret* and *Renewable* resources

since the discarded cards can be reshuffled in the deck once the stack has been depleted. This deck of cards is also a *closed economy*. The Food Tiles are both *Limited* and *Non-renewable* resources, as once they are taken, they cannot be replaced. Each colored player piece denotes *ownership* once a player has chosen their color.

- e. **Reward structure-** Not only are the valued Food Tiles a reward (Though clearly the MAIN reward for winning the game), but also the enjoyment out of setting a trap and watching a player “fall” for it. Gaining Food Tiles by stealing them from your opponents can also be considered a similar, though separate reward.
- f. **Randomness-** *Chaos* is created when players set traps for one another to slow their progress down and when they are able to successfully steal Food Tiles. *Randomness* occurs when each player makes their decisions on where to move and what choice to make from the Choice Cards.
- g. **Player interaction-** There is a high level of player interaction once a player decides to steal from another or set a trap for an opponent. Players race against and try to out maneuver one another in order to get the Food Tiles and highest points in order to win the game.
- h. **Balance** - This game offers considerable balance considering the amount of choices that each player can make. Since each choice may have a consequence, either immediately or further along the game, there is no clear advantage for any decision made. The game does not rely solely on luck and the level of Chaos and balanced with the level of randomness.