Traders

Design Document

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Vision

Game Logline

Make the medicine... Save the World.

Game play synopsis

Traders is a game about economy, to create a coalition of trade centers that will exceed the other players. You start of at earth with very little resources and your goal is to be the one creating your own special medicine (very special). You will have a spaceship at your disposal throughout the game and will sail beyond the stars to find the extraordinary resources that are needed for creating this medicine. What is also necessary is to trade your resources for MCr (Mega Credits) and with money comes power.

What makes our game unique? We have taken lot of ideas through out the board game genre and nothing does stand out except for one thing, the humor. We wanted this game not to be serious but funny, so that when you play you will try to have more fun then beating your opponents. This "funny" experience are created through the cool and awesome coalition that are available for play, and also the ridiculous event- and action cards will create this feeling.

The game is taken place in outer space where traders of different companies try making a run for it to be the first to create their valuable medicine. The humor of the game symbolizes some sort of parody of the sci-fi genre but also the companies.

The game starts when each player has chosen a company to play as, and will roll a dice to see who will start. Then player takes turns and will try to fly their spaceships to planets and build stations on them. Then after the first station is built, the resources are beginning to produce; this is bound to the starting player that will draw planet cards to see which planets that produces. Then the resources may be traded for money and the money used to gain more power.

The goal is to create the sacred medicine that with automatically be produced when you bring to earth the right amount of resources. That player wins immediately

Marketing

Target Audience

The audience we want to target is mostly family and casual gamers, we want the game to be easy to learn and harder to master because of the playtime of about one hour. Almost anyone can find time in their busy lives to sit down with a couple of friends or family and play our game. Because of some smaller parts needed to play we recommend an age of 7+ to 99. We are aiming for both sexes, and we are aiming for a bit of a humorous side to it, so that is another reason why this game will fit the whole family. Because of the game being in English we are aiming for every English talking country, so there for we are aiming for an international market.
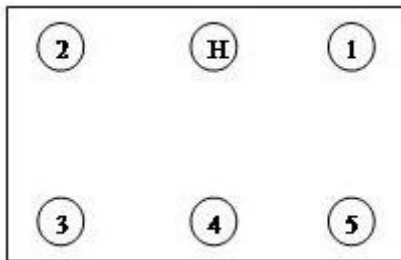
Platform

This game will purely be a board-game and that is because we wanted to keep it simple and having a social side to the game that you never get when sitting for an example at a computer. Also making this kind of game felt natural and easy to do on a board-game because of the fast feedback in the play-tests we have had.

Gameplay

Overview

*The game is played on a board consisting of x * x hexagons. There is a home planet and 5 other planets on the board. The home planet is located on the long side of the board at the halfway mark. The other 5 planets are symmetrically dispersed over the board;*

There is money and three kinds of resources. The money is represented in Mega Credits (MCr), and the resources are metal, food, and gems.

The resources are always located somewhere, on a station, or on the ship. Money however is nowhere in particular, it is assumed to be on the ship.

Before the game starts the players will distribute the resources in a way so that every resource is available on at least one planet, and with planet one and two having only one available resource. Planets 3, 4 and 5 will have two available resources.

The game starts out with all the players having their ships standing on a hexagon adjacent to the home planet. With the help of the dice the players determine who starts. The turns then go clockwise from the starting player. Every time it is the starting players turn he draws a planet card to determine who gets resources. The players who have stations on the planets shown on the card gets to choose which of the resources available on the planets to be produced; only 1 unit of resources per station is produced. The produced resources end up on the stations that produced them.

The first thing a player does on his turn is to pick up an event card. During the course of the game players may buy and use action cards that might aid them in their game.

The movement is decided by throwing 1d3 + 1, meaning that if a player for instance gets a 4 he then may move 2 + 1 hexagons.

Whenever a player reaches a planet square that does not already have a station on it he may choose to build one there, as long as he does not already have two stations on that planet.

The first station a player builds is free, the ones thereafter costs 2 MCr. A second station on one planet costs 6 MCr.

The ship may carry two units of resources at any time. Should a player get a resource from an event card or a mercenary action card when his ship is fully loaded he may choose to not take the given resource or disband one resource currently on the ship in favour of the new resource.

A player may trade in resources that are on one of his station for MCr, the rate 1 for 1, meaning one resource can be traded in for 1 MCr. On the home planet however the trade rate is 1 for 4, meaning 1 resource gives 4 MCr.

The goal of the game is to be the first to have 2 of every resource on the home planet together with 10 MCr.

Game play description

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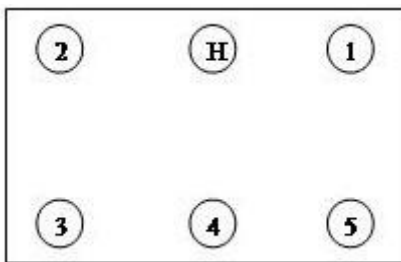
All decimal numbers are rounded downwards, for instance 1.5=1.

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their ships standing on the home planet. With the help of the dice the players determine who starts. The turns then go clockwise from the starting player. Every time it is the starting players turn he draws a planet card to determine who gets resources. The players who have stations on the planets shown on the card gets to choose which of the resources available on the planets to be produced; only 1 unit of resources per station is produced. The produced resources end up on the stations that produced them.

The order in which a player does things on his turn is the following:

1. *Pick up planet card(if player is starting player)*
2. *Pick up Event card.*
3. *Action: build station move resource between ship/station (if ship is on the station), use action card.*
4. *Move.*

5. Action: build station move resource between ship/station (if ship is on the station), use action card.
6. Trade resources for money, buy action cards.

A player may have at most 3 action card, he may discard an action card should he need to in order to make room for another one.

A player may use all of his action cards at once should he want to.

A player may only buy one action card per turn.

If a player runs into pirates when his ship is empty he will automatically lose half his money. Should the player have resources on the ship but only has one or less MCr he automatically loses the resources that are on his ship. Should the player have no money and no resources on the ship nothing happens.

An action card costs 2 MCr.

A player may use an action card to get an advantage for himself by using for instance an action card that gives him an extra turn. A player may also use an action card to give another player a disadvantage, such as missing a turn or halting production on a planet amongst other things. A player may also do both by using a Merc to steal a resource for him from another players ship.

If the starting player uses an action card to get another turn he does not draw another planet card on his extra turn.

The movement is decided by throwing 1d3 + 1, meaning that if a player for instance gets a 4 he then may move 2 + 1 hexagons.

Whenever a player reaches a planet square that does not already have a station on it he may choose to build one there, as long as he does not already have two stations on that planet.

The first station a player builds is free, the ones thereafter costs 2 MCr. A second station on one planet costs 6 MCr.

If a player has two stations on a planet they share the resources, meaning the player may pick up the resources that are produced from either station. Furthermore if a planet with two resources on which a player has two station produces, the player may choose to take one of each of the resources available on the planet or two of one kind of resource available on the planet.

Any planet may only hold up to six stations.

The player has stand on one of his own stations in order to load/unload resources.

A player may not end his movement on another players station. !!!

The home planet does not need stations, any ship is able dock at any adjacent square of the home planet.

The players may not stand directly on the home planet (or any other planet) other than at the very beginning of the game.

A player may not end his movement on a hexagon on which there already is a ship. !!!

A player may move on a hexagon on which there is another ship.

The ship may carry two units of resources at any time. Should a player get a resource from an event card or a mercenary action card when his ship is fully loaded he may choose to not take the given resource or discard one resource currently on the ship in favour of the new resource.

A player may trade in resources that are on one of his stations for MCr, the rate is 1 for 1 on stations, meaning one resource can be traded in for 1 MCr. On the home planet however the trade rate is 1 for 4, meaning 1 resource gives 4 MCr. There is no limit to how many resources that may be traded in, nor is there a limit for how many stations the resources that are being traded in may be on.

The goal of the game is to be the first to have 2 of every resource on the home planet together with 10 MCr.

Rules

Event cards are taken at the beginning of each player's turns and the actions are effected immediately, the player affected may play the action card "Counter" and does not take the effect of the event card.

COUNTER ABLE; stands for being able to play "Counter" to negate the effect of the card.

Get Action Card: This Card will give you a free action card, take this card immediately.

Pirate: This card will steal both of your resources or half of the gold, this for the player effected to choose. If no resources are available half the gold is taken and if there are no gold the resources are taken. COUNTER ABLE

Get Credits: You will gain 2 MGc by getting this event cards, take your profit at once.

Engine Failure: You are not able to move this turn, but every other action is available. COUNTER ABLE

Engine Boost: This turn you will roll a extra 1D3 for your movement, you will roll 2 dice for your movement, thus be able to move further.

Get resource: You will gain resource as the same as the card says, this resource will go directly to your ship so if you don't have enough space you have to jettison it or change it with another resource that you have, If you ship is docked with a station you may leave it directly there even if your ship is full.

Action card are bought at the same time when you trade resources and COST 2MGc you are only able to buy 1 at each turn. You can also only have 3 cards at your hand, so you will have to use or discard the card before buying more of them. There is no rule for how many action card you may play at one turn so you are able to play 3 extra turns at once. COST stands for the amount of credits you will have to pay for playing this card.

Counter: This card may be used to cancel out the negative effects action cards or event cards may bring, but nothing else. COST: 2MGc

Trade: Change 2 of the same type resource to gain one resource of your choice. COST: free

Rebellion on planet: Stop the production on a planet for three rounds; no resources on that planet are produced for either player, even the one playing the card. COUNTER ABLE COST: 2MGc

Mercenaries: Take one resource from another player's ship and bring it to your ship, if you have no room for this resource you will have to jettison it or change it with another in your ship and jettison that. COUNTER ABLE COST: 1MGc

Immobilise: This card will give the player owning a possibility to take away a turn for a player of his choice, this player will neither be able to move nor will he take an event card. His whole turn is destroyed; this may be countered by the counter card. COUNTER ABLE COST: 2MGc

Extra Turn: This will give the player that used it a free turn directly after he is finished with the first one, this will not give any more resources for that player but he will be able to use action cards he buy on the first turn to use in his second. COST: 4MGc

Steal: When you play this you will be able to steal a random card from a chosen player, the counter card must be chosen to be played immediately after the stealing player has chosen which player to steal from. COUNTER ABLE COST 2MGc

Ship: Each player gets a ship in the beginning and will have that ship throughout the whole game, every ship are the other alike so no differences exist.

You gain a ship card which will have a name and three spaces where you will have your money and your resources. All the money is at all time on the ship.

Every ship has the same movement; 1 start movement and roll a 1d3. You may move all of the steps you have rolled or none, to dock at a station you will have to stop the ship thus losing the rest of the movement. You are not able to stop at the same place as another ship but you are able to move trough that space. The ship may move to any other hexagon adjacent to the one it stand at, though you are not able to go through planets.

Every ship can at maximum have 2 resources in their cargo bay, and if the ship will gain more when not standing on one of the player's stations, that player will need to change resources and jettison one of his choice. This resource is lost.

Station: Stations produce resources when they are built on a planet, Players will start with no stations and will build the first one for free, the others will cost 2MGc if that is the first station built by the player on a planet or 6MGc if it is the second. There may only be 2 stations for each player at one planet, if no places are left no more stations can be built.

Every round a planet card will be drawn and this card shows witch planets that will produce and every player with a station on that planet will gain one free resource to be placed at the station, each station produce a resource so if you have 2 you will gain 2 resources.

If a player has two stations on a planet they share the resources, meaning the player may pick up the resources that are produced from either station. Furthermore if a planet with two resources on which

a player has two station produces, the player may choose to take one of each of the resources available on the planet or two of one kind of resource available on the planet.

Trade: A player may trade in resources that are on one of his stations for MCr, the rate is 1 for 1 on stations, meaning one resource can be traded in for 1 MCr. On the home planet however the trade rate is 1 for 4, meaning 1 resource gives 4 MCr. There is no limit to how many resources that may be traded in, nor is there a limit for how many stations the resources that are being traded in may be on.

The goal of the game is to be the first to have 2 of every resource on the home planet together with 10 MCr.

Winning Conditions

The first player who collect two resources of each kind and transport them to the earth along with 10 MCr wins the game.

Story

The year is 2666 and a deadly virus had spread across the earth which has laid the planet in chaos with people getting sick and they are all trying to get to their nearest hospital for treatment. But there is only one problem; there is no known cure to the virus.

One day, six companies get a mysterious phone call from someone on a very bad connection who tells them there is one and only one way to cure all the sick people of planet earth. He tells them there are three resources, one metal that can only be mined on certain planets, one kind of animal that cannot be found on planet earth and one type of jewellery that is so expensive that no one on planet earth can buy one, but it can be found in the wild on some planets in the universe. If they collect two full cargo bays of each resource, then there is hope for humanity as we know it, but there is a price to it. They have to rent a machine from the mysterious man that can combine all of the three resources and produce THE special medicine that will save mankind.

The companies sends away one ship each, though they couldn't find more pilots that wasn't sick, to search for the three resources and to save mankind.

Factions

Player Factions

Bio Corp.

Bio Corporated is a company specialized at biomechanics. One of their biggest successes was the Biomechanical Potatobomber®. Having struggling for months trying to sell their new veggie burgers they found a golden opportunity with the mysterious phone call, they will incorporate the medicine in their burger. And so they will force people to buy them and thus the veggie burger sales will go through the roof!
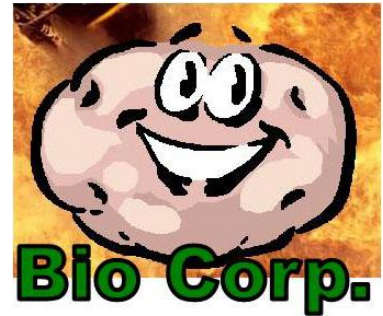
Mechanics

The Mechanics is a high tech company led by Wilfred Rench, they were one of the most growing companies in the known universe until the Mechanic Monster Mayhem when common vacuum cleaners manufactured by the company got infected by a virus and started kicking puppies and filling the other household appliances e-mails with screwdriver enhancement advertising. Being on the brink of destruction the Mechanics now see the manufacturing of the medicine as their last chance to mend their tarnished reputation.

Moneymakers ltd.

When the CEO of Moneymakers Limited, ChiChing Dinero, heard of the possibility to get a monopoly of a medicine against the terrible virus that caused their profits to plummet due to loss of customers he immediately launched project "$$" and started calculating how much money he could squeeze from the people. However he had to stop counting due to his friends forcing him to go see a doctor because $ signs had replaced his pupils.

Sumo Zaibatsu

Sumo Zaibatsu was created by Zhuzhinteychon, who among his affiliates is better known as "Pete". Sumo Zaibatsu is one of the biggest corporations in the universe. Having had huge growth due to their spectacular success with "Vanilla Yoghurt®" they are now planning to expand not only to doorknobs, but also to selling medicine cereal with strawberry flavour that will go great with the Vanilla Yoghurt®. When asked about this business strategy in an interview Zhuzhinteychon simply said "what are the two things everyone has in their home? …Yoghurt and Doors."


Eskimo Enterprise

Eskimo Enterprise is a company with dance clubs all over the solar system, led by a gang called Chilly Willy & Co, they have a reputation to be the wildest and coolest places to be. However they recently found out that the Universal Drug Control Authority is planning to make simultaneous raids against the Eskimo Enterprise clubs that are on earth. Seeing as they still have some time Chilly Willy kept his head cold and came up with an idea to not get busted. The idea is to manufacture the medicine in order to replace the illegal substances with it and thus make it seem as the drugs they are dealing with actually is just for the peoples well being.


Global Terrorist Coalition

For Global Terrorist Coalition, GTC, the medicine is a major step in their plans for Operation "Funfair". They will include tickets to their new huge funfair when people buy the medicine. Then the massive income from the funfair will be used to fund future operations such as operation "Happiness", operation "Help the poor" and their mastodont project: Operation "Save the Pandas!"
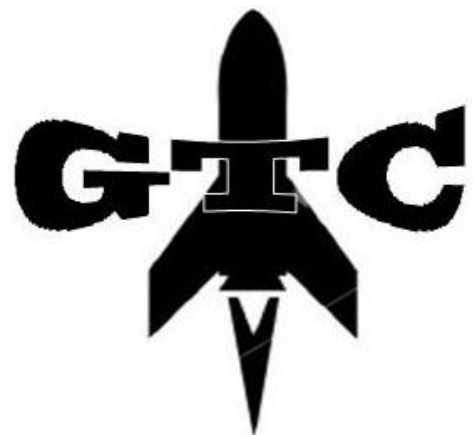
Other Factions

Scurvy Dogs Inc.

 Scurvy Dogs incorporated are keeping space travellers on their toes with their piracy. The Scurvy Dogs leader, Blue Beard, is not only known for the characteristic facial hear and leading the biggest Pirate faction in the universe. She is also known for her bribability, you may bribe her with half of all your Credits for her not to take all your cargo, or you can bribe her with all your cargo in order for her not to take half your Credits.
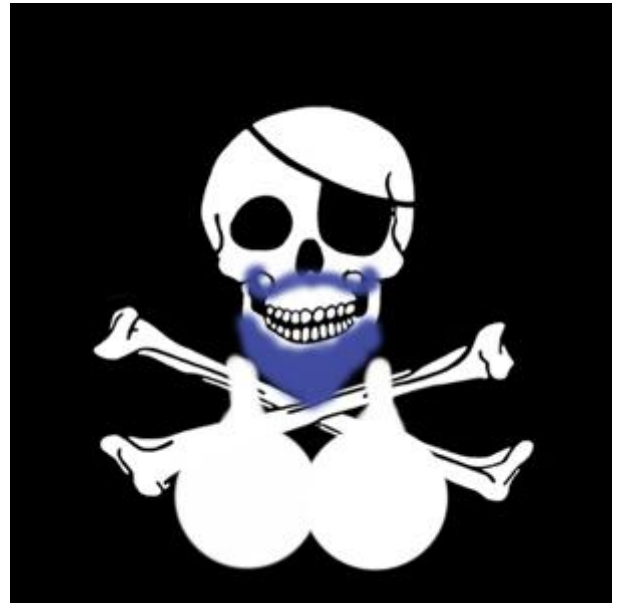
We R Mercs

We R Mercs, formerly known as Mercs R Us had to change their name due to a conflict with the Asssociacion off Gramatiks an Speling off the Unniverse a.k.a L.O.B.O. We R Mercs is lead by Mi.B Merc. We R Mercs perform "resource relocation" for the small sum of one MCr.

The World

With Traders we create a new world that is based on six planets which you have to travel between and gather resources to win the game.

Overview

The game takes place in space which will be represented on a game board that is build up with hexagons and with six planets on the map and they are placed on two rows with three planets on each side. Here is an early image of what it might look like.

[Picture]

Preferably the hexagons will go all the way out on the sides, but that is just an early image from the prototype. Five of the planets will be planets where you can get resources and the sixth will be the home planet or earth as it will be called where you are going to collect the resources you need to win the game.

Key Locations

There will be five planets which you can land and build stations on and they will be placed around earth. The different planets have different names which will be shown on the planets cards so you know where you have stations and what resources you have on each planet. Every planet has six spots open for building stations on, all placed around the planet in each hexagon. They will be placed so that there is one planet one the left and one on the right side of planet earth. Then there will be three more planets further away from planet earth.

The planets names are;

- Gobi
- Bob
- Inti
- Seranide
- Supay

Planet earth will be placed in the middle on one of the sides with four open spots to land your ship on. Planet earth won't have any resources though it works like the central planet and where you have to ship all the needed resources for reaching the goal of the game.

Gobi is a desert planet which is surprisingly rich on resources that the players needs. Although it is a desert planet and not that much people live in the desert which reduces the resources to only one resource being produced.

Bob is a planet inhabited and created by humans for a long time ago and is today quite mechanical. But there are resources to be found and a lot of the environment is artificial, their woods are under

big bowls of glass which is to protect it from the pollution in the air which have come up after their industrial revolution.

Inti is a very hot planet, due to all the magma on it but people have adapt to the climate and think that the rest of the universe is to cold. Due to all the magma there is a lot of gems and metals to be found but also a special breed of animals that works perfect with the medicine.

Seranide is a green, growing planet with rich natural resources and a huge wildlife. The people here lives in the trees and are very good friends with the animals which they can tame.

Supay is a dead planet after centuries of war, today there is some metal and gems to be found on it and there is a few people still living there who lives on agriculture and farm animals.

Travel

You travel in Traders by moving your unit in the hexagon grid. There are six different directions to move;

- North
- Northeast
- Southeast
- South
- Southwest
- Northwest

These six directions come from the hexagon which has six sides and the directions will be defined on the game board through a compass picture.

Movement is based on a dice roll, you have one base movement on one space and then you roll a dice which gives you this chart over the movement;

Dice	Movement
1	1
2	1
3	2
4	2
5	3
6	3

So if you roll a 4 you get to move 3 steps, one base step and two dice steps.

Movement will be done in turns of the players when it is their turn.

Media

Gamecards

Traders come with different stacks of card and here are what different card types that will be in the game.

Event Cards

Event cards are drawn by every player at his or hers turn. There will be 35 event cards divided on 6 different types. The different types are:
- One extra D3 movement
- Stand still
- Encounter a Pirate ship
- Get a resource
- Gain credits
- Get a free action card

On the left is one example of how the front side of the event card could look like, the Traders logo on the top and with the text Event Card at the bottom. The left picture shows the backside which is where the information about the specific event card is with a picture that shows something that has to do with the card. This specific Event card is one extra D3 movement card which gives the player a dice roll for movement.

Action Cards

Action cards are bought by the players and are on a stack with the information downwards so you don't see what you card you buy. Action cards can also be achieved from some Event cards. There will be 28 action cards to buy and they are divided into seven types:

- Mercenaries
- Stop production on planet
- Counter attack
- Trade
- Steal
- Miss a turn
- Get an extra turn

This is how the action cards will look, on the right the front side is displayed with the Traders logo at the top and the Action card text at the bottom. On the left is what they will look like on the back, at the top a picture that show something that has to do with the specific card, in this case a mercenary ship. Then under the picture to the left is the price to use the card and then the text that tells what the card does and how it is played.

Spaceship cards

Each player gets one spaceship card which is used to show the players credits, what s/he has in the cargo bays on the ship and the name of the ship which relates to which faction you play. There will be 6 of these cards with predefined names.

Station cards

Each player gets one station card which shows what planets s/he have stations on and what resources there is on each station that have been received. The earth part is where you store up your resources so that you in the end can build the medicine.

Planet Cards

Planet cards are drawn once every round by the first player, the one who starts the first round of the game, and shows what planets that are producing resources. There will be 10 planet cards and they are made so that every planet produces the same amount of times so there isn't any planet that's better to build a station on then any other. The planet cards will look like following:

The left picture show the front of the card and the right the back side of it. The backside contains a map over the game board with all the planets on it. In top middle we have planet earth as the blue planet, and then from left to right, counter clockwise we have Gobi, Bob, Inti, Seranide and Supay. The planets that are lightened up are the planets that are producing for this round and under the map are a text which tells what planets that are producing also.