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**Design Document for:**

# WarChickens

**The best card / strategy game yet**

“The card game that tastes like chicken!”™

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Version # 1.10

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Premise:

WarChickens is a Turn-based strategy / Trading card game hybrid where players battle with origami-chickens as their game pieces on a grid using cards to outwit their opponents.

Player motivation:

A player wins when they defeat all of the chickens controlled by opposing player(s) by reducing their Hit Points (HP) to zero.

Unique Selling Proposition (USP):

* Customizable game pieces: both the chickens and the game board can be drawn on to make them your own!
* Extremely diverse cards: from basic pistols to rocket boosters to spike pits, each card brings it’s own type of fun to the battlefield!
* Punch-out cards: pictures on cards are more than just pretty pictures, they can be punched-out to become visually equipped on your chicken!
* Endless configurations: battles can be fought from small scale 1-on-1 duels on a 4x5 grid to large-scale 8-on-8 wars on 20x25 grids! With team battles, battle royals, and even objective-based game types, the possibilities are endless!

Target market:

The target market for WarChickens is boys ages 10+. The concept of battleing chickens would appeal to those young in mind or body. Small duels could last only 10 – 20 minutes while large battles could last about an hour or more

Goals:

I decided to make this game because I wanted to put a spin on the Card-battle game genre and add an extra layer of depth on the otherwise simplistic system of cards directly attacking each other every turn.

We want to offer an experience to bring people together to socialize and strategize. To give people a unique experience that no two battles play the same way.

Game overview:

WarChickens is a board game where players move their game piece and use cards in order to defeat their opponents.

After thinking of the original concept I realized this game is a simplified version of the PSP *Metal Gear Ac!d* games. Though the similarities were unintentional, I must make this point.

The game is designed to have very simplistic rules to allow players to create any number of situations and gametypes. For instance, with an addition of 2 “flag” gamepieces, you could play a “capture the flag” variant or a “defend the point” gametype. In addition, multiplayer of more than two (2) people can be achieved by literally letting one (1) or more extra people use their chicken(s) in the game. However, this will be explained more in-depth in the “rules” section

A basic starter pack would include two (2) decks of thirty (30) cards, two (2) chickens, one (1) “tree” piece, and one (1) five by five (5x5) playmat (fig 1). The chickens and playmate, aside from having markings for where to fold and gridlines, respectively, will be completely white, allowing players to design their own chickens and battlefield (fig 1). Also, playmats can be augmented with multiple playmats for increased playareas (fig 2)

One feature of this game is the punch-out cards. These punch-outs would be placed in a slit on the chicken themselves and add to the visualization of the game. However, players who are collectors and do not wish to devalue their cards/ people who fear loosing the small pieces/ have already lost them do not have this luxury. So their will be a system to allow the game to be played without using punch-outs. I am still debating whether to include the punch-out card system in the final product because of these possible problems.

A card can display the following information (fig 3):

1. The card’s name
2. The card’s “rarity” in the card set
3. A picture of the item/action the card is representing
4. The direct abilities of the card
5. The “type” of card it is (ex. equip, use, trap, ect.)
6. The description of the card, usually something witty or funny
7. The card’s area of effect (AoE). It can be either a 5x5 grid or “self”

Gameplay:

basic rules:

The starter pack includes (2) decks of thirty (30) cards, two (2) chickens, and one (1) five by five (5x5) playmate and the basic rules reflect these limitations.

The object of both players is to attack each other in order to bring the hit points (HP) of the opposing chicken from fifty (50) to zero (0).

Each turn, players can take the following actions IN THIS ORDER:

1. draw one (1) card
2. move their chicken(s)
3. play one (1) card
4. attack other chicken(s) (one attack per chicken)
5. end turn

keep in mind that some cards can temporarily alter what a player can do in a turn, such as drawing or playing more cards. Also, a player can choose not to perform any number of these actions in their turn

A player can only have three (3) cards in their hand at the end of a turn.

Chickens can be outfitted with only one (1) offensive and one (1) defensive equipment card for a total of two (2) equipment cards

Without any equipment, chickens can only move one (1) adjacent block per turn and can “peck” at one (1) adjacent panel for ten (10) damage

Players who do not wish to use the “punch-out” card system have can lay the card directly in front of them as displayed in (fig 2). Note how there is one card placed face-down and the object placed on (2,2), that is a trap card, in which normally the entire picture is punched-out and placed on the board face-down however, a token can be used in its place.

Game flow:

1. To start, the “tree” piece is placed on the center square (3,3) and cannot be attacked through. Players also shuffle their (or each other’s) decks at this time.
2. players then place their chickens directly across from each other at points (3,1) and (3,5) so that the tree centerpiece is obstructing a direct attack
3. Players then draw three (3) cards and decide who takes the first turn (either through a coin toss, paper-rock-scissors, ect.)
4. The first player takes their turn, then the second, and so-on.
5. This continues until all chickens controlled by one of the players have no HP left. Ties are possible if all chickens loose all of their remaining HP in the same attack

Advanced rules:

These rules are an extension of the basic rules and are designed for play with more than 2 players and/or more than two chickens.

Games can consist of more than just two (2) players and two (2) chickens. However, the limit on chickens in play is a ratio of two (2) chickens per every one (1) playmat.

In multi-mat play, the tree centerpieces can be placed anywhere on the playfield, and mats can be placed in any arrangement. However, chickens must be placed as close to opposite sides as possible

A player can only have three (3) cards in their hand at the end of a turn with one (1) extra card for each additional player-controlled chicken to a maximum of six (6) cards.

For every odd-number of chickens in control (1,3,5,ect.) a player can play one (1) extra card per turn to a maximum of three (3) cards per turn.

The tree piece can also be used a “flag” to play games of “capture the flag” or a strategic point for a game of “defend the point”, where players can win by either bringing the opponent’s flag back to their own or attack it until it is destroyed, respectively.

Credits:

Game design:

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Prototype:

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