

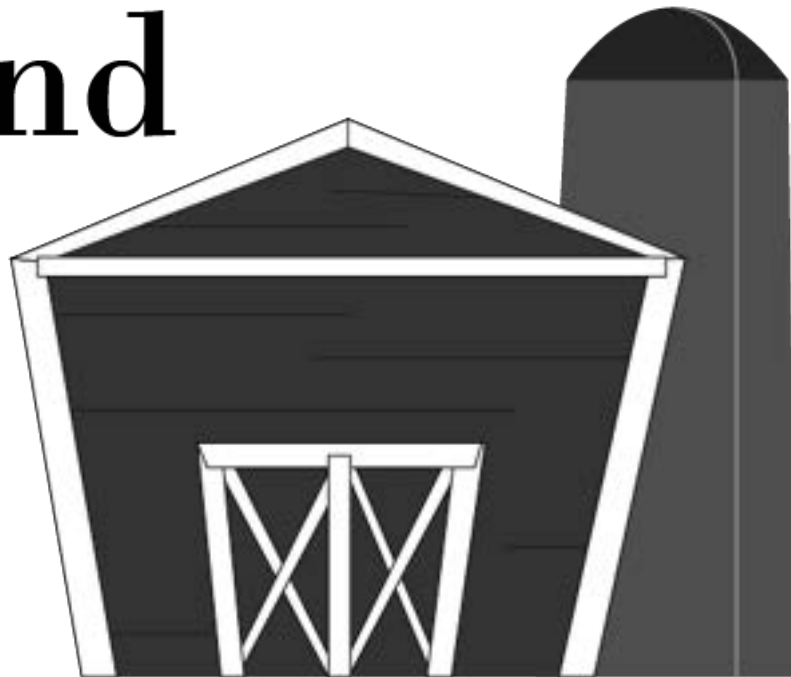
1. All materials submitted

In The Land Of Uz

A Game By:

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In The
Land
of
Uz



Players Required: 5, 4 farmers and 1 God

Materials Required:

- 9 game cards (3 location cards, 6 God/Recipe cards)
 - Recipes attached to the back of corresponding God cards
 - either printed out or made by yourself
- Four visually distinct game pieces to represent where the farmers are on the map
- 18 tokens to represent all the resources in the game, 2 for each resource
- 2 markers to represent an area affected by the God. Tokens are recommended.

Summary:

In the Land of Uz, there is a Farm. On this Farm, there are four farmers, each rushing to get as much work done before they rest on the seventh day. With only six days to prepare two products to sell at the farmers market, the farmers must be smart and work together. But in the Land of Uz, there is more than just this farm. There is a God. And this God is not one of love or benevolence, they are one of fire and brimstone. Each day, God can use their powers to wreak havoc on the little farm in Uz, and by the end of the week, one group will have prevailed.

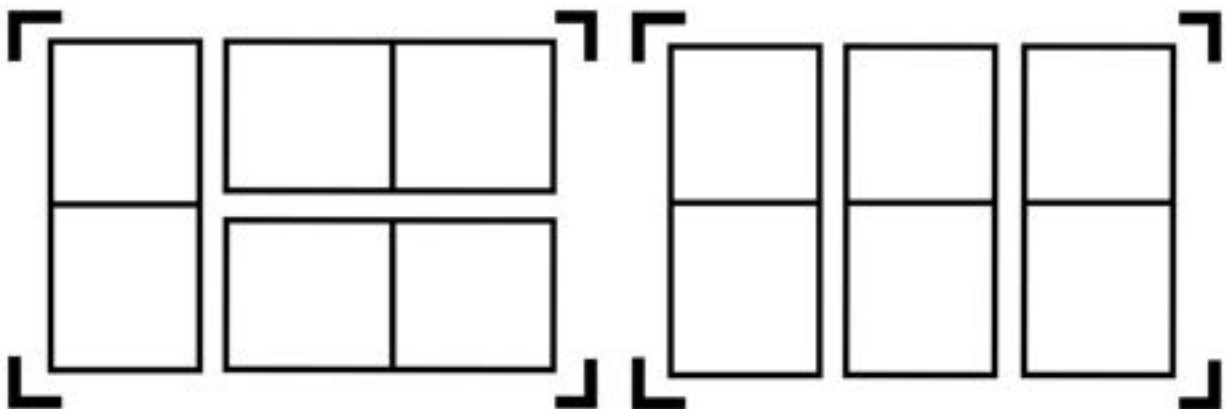
Goals:

As a Farmer, you must move to different areas on the map to gather all the resources needed to create 2 different products by the end of the week.

As God, use everything you've got to stop the farmers from completing their goal without killing more than half of the Farmers.

Setup:

To start the game, Farmers will lay out the first location card however they want. The God will then place the second, and then the Farmers will decide on the orientation of the final card. The layout of the locations will always make a rectangle shape. This will represent your map for the game. You will then shuffle the six God cards and then the player who's playing God will be dealt three cards. The remaining three cards left will then be turned over to give the Farmers the recipes they'll need to create their products with. You have to make at least two unique products to win the game. Farmers begin the game in the Farmhouse, and the game begins with God taking their turn first.



Actions:

God: Depending on the three random God cards they drew, they gain the ability to do 3 of 6 actions. God will use their ability before the Farmers begin their day. If God uses

an ability it can't be used until after the NEXT turn. God can also choose to not do anything.

Lightning:

- Set Windmill on Fire (see fire rules)
 - Farmers can't use the Farm House or Windmill until Fire has been put out

or...

- Set Barn on Fire
 - Farmers can't use the Barn until the Fire has been put out
- Lightning can't Kill

Tornado:

- Pick two horizontal or vertical tiles to target
- Targeted tiles cannot be used on the following day
- If the Windmill or Barn are hit by the Tornado it will be on Fire (see fire rules)
 - If you choose a horizontal line pick two areas to affect with fire
- Players on hit tiles and not under shelter will Die

Flood:

- Honey can't be harvested on the following day
- If the Field or Pasture are next to the Lake tile, they are also Flooded the following day, and nothing can be harvested
- Players on Flooded tiles will Die

Drought:

- Water can't be harvested on the following day
- Nothing can be harvested from the Field the following day
- Drought Can't Kill

Disease:

- Farmers can't use the Farm House the following day
- Nothing can be harvested from the Pasture the following day
- If a Farmer starts on a tile affected by Disease, they move to the Farmhouse and cannot move that turn.
- Disease Can't Kill the first time but can Kill if a person gets cursed with Disease twice

Blessing:

- Pick one Farmer and the chosen Farmer can't be killed by any God-caused disaster during the current God Turn
- This Blessing only lasts One day

Fire:

When there is a fire, place a red piece in the location it is affecting. Fires will last until the players put them out. To put out a fire, either 2 players must end their turn on the affected tile, or 1 player must end their turn on the affected tile and sacrifice 1 Water. Tiles affected by Fire cannot be used until the fire has been put out. Once the fire is put out, remove the red piece. If the Windmill is on Fire, neither the Windmill nor the Farmhouse can be used.

Shelter:

When a Farmer is under Shelter, they cannot Die from a disaster (excluding Disease). Farmers on the Farmhouse, Windmill, and Barn tile are under Shelter. Note: Tiles can still be set on Fire, but Farmers on the now-on-Fire tile cannot Die.

Farmer: Each day, each farmer has the ability to move two spaces away from the one they ended the previous day on (either horizontal or vertical, NOT diagonal). Farmers can also complete actions to get resources. Some resources are collected by using up an action on a specific tile (i.e. using your action at the Lake to collect Water), whereas some resources require the farmers to have previously collected different resources because they must be exchanged for it (i.e. in order to get Wheat from the Field tile you must have and exchange a Water resource). This exchange also counts as one action. Farmers can also trade with one another when on the same tile, this does not count as an action. There is no limit to how many resources a Farmer can carry. Farmers can only do ONE action a day.

Resources and Exchanges: Only two resources of any kind can be in play at any given time. After a resource is used and exchanged, it returns to its starting tile and can be re-obtained. Multiple farmers can use the same tile and get the same kind of resource on the same day, as long as there are enough resources for them to do so.

- Both Water and Honey are collected at the Lake tile
- Both Wheat and Potatoes can be collected in the Field by exchanging a Water resource

- Wheat can be made into Flour on the Windmill tile by exchanging the Wheat resource there
- Potatoes can be exchanged in the Barn to feed pigs in order to obtain Bacon
- Wheat can be exchanged in the Pasture to feed cows in order to obtain Milk
- Water can be exchanged in the Pasture to water apple trees to get Apples
- Apples can be exchanged in the Barn to feed chickens in order to obtain Eggs
- Once you have collected all of the resources for a specific Recipe, bring all the resources to the Farm House to exchange them all for one completed Product

Dead Farmers: Dead players cannot do anything the first day after they die. After waiting one in-game day, dead players can continue to help out their teammates, by helping to put out fires. However, this player cannot carry resources. Dead Farmers can only move 1 tile. Living Farmers can gain resources dropped by Dead Farmers without using their action for the turn.

Recipes: Recipes will be printed on the back of God ability cards. The three ability cards that God does not use will be flipped over, and farmers will work towards the three recipes on the back of the unused cards. In order to make the recipes, a farmer must have all resources in their possession, and be in the Farm House.

- Apple Pie (on the back of the Drought ability card):
 - Egg
 - Milk
 - Flour
 - Apple

- Honey Cookies (on the back of the Lightning ability cards):
 - Honey
 - Milk
 - Flour
 - Water
- Hearty Breakfast (on the back of the Flood ability card):
 - Egg
 - Potato
 - Bacon
 - Apple
- Potato Soup (on the back of the Tornado ability card):
 - Bacon
 - Potato
 - Milk
 - Water
- Eggnog (on the back of the Blessing ability card):
 - Honey
 - Water
 - Egg
 - Milk
- Honey Muffin (on the back of the Disease ability card):
 - Wheat
 - Milk
 - Honey
 - Egg

Endgame:

The game can end in multiple ways.

- The Farmers can win by completing two products before the end of the sixth day.
- God will win by preventing the Farmers from completing their two products by the sixth day.
- God will lose by killing more than half of the Farmers.

Lightning

Choose One of The Following:

Set Windmill on Fire
(Farmers can't use the
Farm House until Fire
has been put out)

Set Barn on Fire
(Farmers can't use the
Barn until Fire
has been put out)

Remember:
Lightning Can't Kill

Tornado

Pick two horizontal or
vertical tiles to target

Targeted tiles cannot
be used on the following day

If the Windmill or Barn
are hit by the Tornado
they will be on Fire
(Farmers can't use the
Barn or Windmill until
Fire has been put out)

Remember:
Players on hit tiles and not
under shelter will Die

Flood

Honey can't be
harvested on the
following day

If the Field or Pasture
are next to the Lake tile
they are also Flooded the
following day, and
nothing can be harvested

Remember:
Players on Flooded tiles
will Die

Drought

Water can't be
harvested on the
following day

Nothing can be
harvested from the Field
the following day

Remember:
Drought Can't Kill

Disease

Farmers can't use
the Farm House
the following day

Nothing can be
harvested from the Pasture
the following day

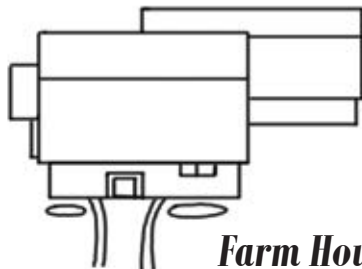
If a Farmer starts on a tile affected
by Disease, they move to the Farmhouse
and cannot move that turn

Remember:
Disease can't Kill the first time, but can
if a Farmer gets cursed twice

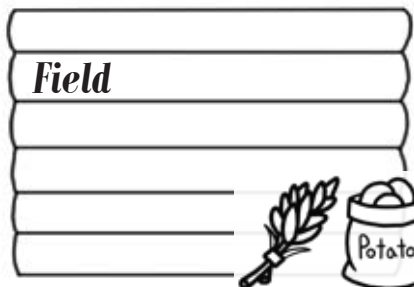
Blessing

Pick one Farmer who
can't be killed by any
God-caused disaster
during the current
God Turn

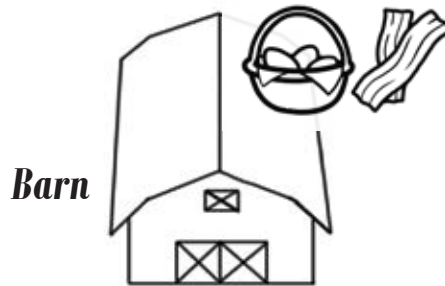
Remember:
This Blessing only
lasts One day



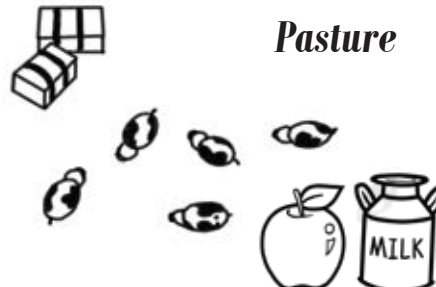
Farm House



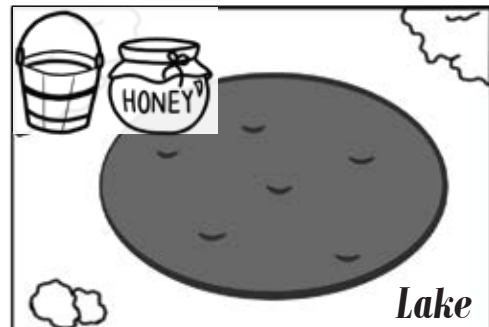
Field



Barn

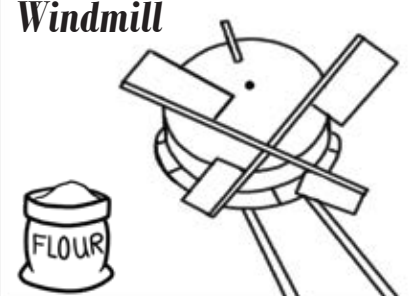


Pasture



Lake

Windmill



Honey Cookies

You Need 1 of the Following:

Honey

Milk

Flour

Water



Potato Soup

You Need 1 of the Following:

Bacon

Potato

Milk

Water



Hearty Breakfast

You Need 1 of the Following:

Egg

Potato

Bacon

Apple



Apple Pie

You Need 1 of the Following:

Egg

Milk

Flour

Apple



Honey Muffin

You Need 1 of the Following:

Wheat

Milk

Honey

Egg



Eggnog

You Need 1 of the Following:

Honey

Water

Egg

Milk





Summary: In the Land of Uz, there are three farmers, each rushing to get as much work done before they can all rest on the seventh day. With only six days to prepare two products to sell at the farmers' market, the farmers must be smart and work together. But in the Land of Uz, there is a God, and each day God can use their powers to wreak havoc on the little farm in Uz, and by the end of the week, one group will have prevailed.



Five Players

Need: Printed out Cards, Six Game Pieces (Four Visually Distinct, Two of the Same Color), and 18 tokens to represent the resources, 2 of the same color for each resource

Approx. Play Time: 15 - 45 mins

Best Overall Game

Best 3 or more player Game

Best Thematic Game (Sci Fi, Horror, Fantasy, Dungeon Crawl, etc)

Best Written Rules

Best Artwork

Best New Designer

Most Innovative Mechanic Category

[Contest Materials Folder](#)

Notes on V2:

- why should people not just stay together
- basically just a two player game
- giving individual agency
 - special abilities
- fix quarterbacking
- ~~how to make it a~~
- game is playing players instead of the other way around
- have more player characters who can die (but still only have 4 people moving people around)
- why do players have to be connected to a specific piece
- limit Gods ability to use mean cards
- people don't know what God is doing
- don't prevent the first step of the tree (draught on first turn)
- resources don't go back
- God cards play one per day
- tie 6 days to six abilities
- three starting building blocks
- make honey the motto for plants
- design things that better show how resources move
- what can you cut
- no recipes?
 - just bring cubes to specific places



5. How Uz Relates to the Green Hay Video and Imperfect Information

Players interact with imperfect information because the farmers do not know what the God player is going to do and the God player does not know what farmers are going to do. The God has multiple abilities that all have different effects, farmer players can get into place and make decisions based on what they assume the God will do, but they can't be sure what kind of power they will use when it is finally their turn. Farmers also don't know what locations the God will target because certain abilities allow the God to make decisions about how or who to use their abilities on.

The Land of Uz relates back to the original green hay video due to its relation to farmers using crops and resources they've collected. Wheat and flour are the two main resources used in the game that relate back to this original concept. The video we watched in class also talked about challenges with weather and having barns catch on fire, thus we incorporated that into the game by having the god player cause a variety of disasters, like the flood and lightning cards as well as the Fire effect.