

# **RULE BOOK!**

**BY**

**RACHANA D/O GANESAN**

**AUNG PAING PHYOE**

**BOARD AND CARD  
GAME DESIGN FINAL  
ASSESSMENT**

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# **INTRODUCTION**

**OVERSEE AN ENTIRE HDB BLOCK, ENSURE RESIDENTS ARE HAPPY, GATHER MORE PEOPLE TO LIVE AT YOUR HDB BLOCK. WORK TOGETHER TO MAKE THIS HDB A GREAT PLACE TO LIVE!**

**PLAYERS NEEDED: 3-4 PLAYERS**

# **COMPONENTS**

**X1 MAP**

**X16 ISSUE CARDS**

**X20 EVENT CARDS**

**X4 ROLES CHARACTERS**

**X4 ROLE CARDS**

**X9 RESIDENT CARDS**

**X20 RED TOKENS**

**X30 MONEY TOKENS**

**X30 TIME TOKENS**

**X30 ENERGY TOKENS**

## DIFFICULTIES

### **EASY**

**START WITH 6 RESIDENTS + 6 HAPPINESS**

### **STANDARD**

**START WITH 4 RESIDENTS + 4 HAPPINESS**

### **HARD**

**START WITH 3 RESIDENTS + 3 HAPPINESS**

## EVENT CARDS

**EVENT CARDS CONTAIN DEBUFFS, BUFFS OR TEMPORARY RULE CHANGES. THESE CARDS WILL AFFECT THE GAME PLAY OF EACH ROUND.**



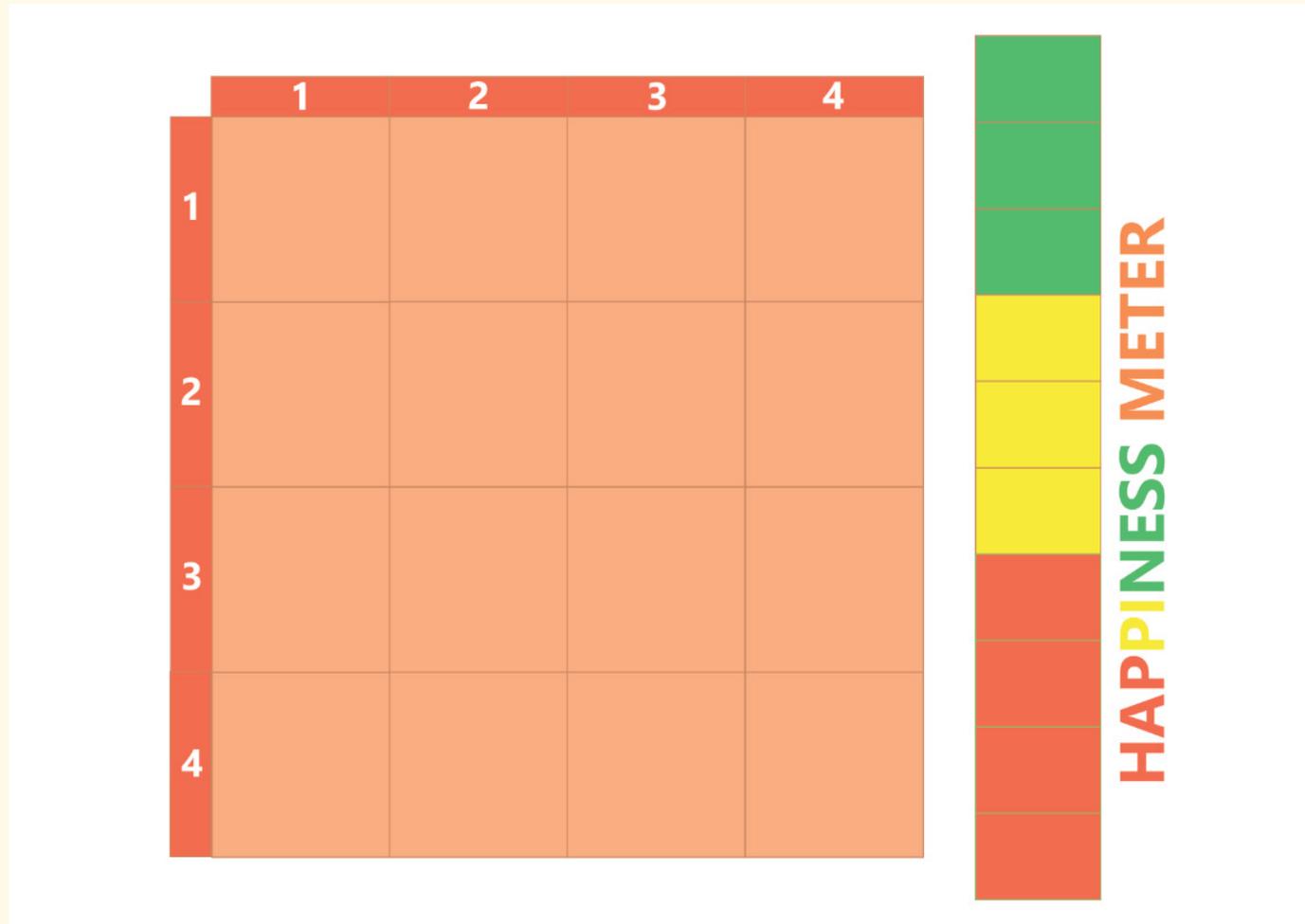
**FOR THE ABOVE SCENARIO, IF THE PLAYER HAS AN EQUAL AMOUNT OF RESOURCES, THEY MAY CHOOSE WHICH RESOURCE THEY WANT TO SPEND.**

# ISSUE CARDS

ISSUE CARDS SHOW THE TYPE OF ISSUE, THE RESOURCES NEEDED TO CLEAR THE ISSUE AND WHERE THE ISSUE TAKES PLACE.



# MAP



# RESIDENTS

RESIDENTS CARDS RAISE THE HAPPINESS METER BASED ON THEIR PREFERENCES.

E.G.

NO PESTS = INCREASE HAPPINESS +1,

PESTS = DECREASE HAPPINESS -1

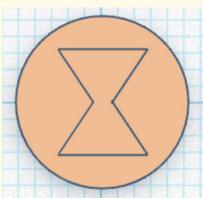


# TOKENS

ISSUE TOKENS --> USED TO PIN POINT WHERE EACH ISSUE IS OCCURRING



**ENERGY TOKENS**



**TIME TOKENS**



**MONEY TOKENS**

# **ROLES**

## **THE MONEY SAVVY**

**STARTS WITH 3 MONEY, 1 TIME, 1 ENERGY**

**NEGATIVE EFFECT: THEY CAN USE TIME AND ENERGY NORMALLY. IF USING MONEY, THEY CAN ONLY USE 1**

**SPECIAL EFFECT: +2 TIME WHEN SOLVING MAINTENANCE ISSUES**

## **THE STUDENT**

**STARTS WITH 2 TIME, 1 MONEY, 2 ENERGY**

**NEGATIVE EFFECT: THEY WILL LOSE 1 TIME EACH ROUND**

**SPECIAL EFFECT: +2 MONEY WHEN SOLVING TRASH ISSUES**

## **THE CAFE OWNER**

**STARTS WITH 2 TIME, 2 MONEY, 1 ENERGY**

**NEGATIVE EFFECT: THEY WILL LOSE 1 MONEY EACH ROUND FOR TAX**

**SPECIAL EFFECT: +2 MONEY WHEN SOLVING PESTS ISSUES**

## **THE ELDERLY**

**STARTS WITH 3 TIME, 1 ENERGY, 1 MONEY**

**NEGATIVE EFFECT: THEY WILL LOSE 1 ENERGY EVERY ROUND**

**SPECIAL EFFECT: +2 ENERGY WHEN SOLVING NEIGHBOURLINESS ISSUES**

**NEGATIVE AND SPECIAL EFFECTS CAN ONLY BE ACTIVATED THROUGH THE GAME. (CHECK PROCEDURES)**

**SPECIAL EFFECT WILL APPLY AFTER THE PLAYER HAS SOLVED THE RESPECTIVE ISSUE**

## **GAME PREPARATION**

- 1. CHOOSE A DIFFICULTY**
- 2. EACH PLAYER MUST ROLL THE 4 SIDED DICE TO GET THEIR ROLE**
- 3. BASED ON THE DIFFICULTY CHOSEN, TAKE THE RESIDENTS CARD FROM THE PILE.**
- 4. DRAW ISSUE CARDS BASED ON THE NUMBER OF PLAYERS (3 ISSUE CARDS FOR 3 PLAYERS, 4 ISSUE CARDS FOR 4 PLAYERS) AND PLACE THE ISSUE TOKENS AT THE LOCATIONS INDICATED ON THE ISSUE CARDS. ISSUE CARDS ARE TO BE PLACED AT THE TOP OF THE MAP WHERE ALL PLAYERS CAN SEE THEM**
- 5. MOVE THE HAPPINESS METER ACCORDING TO THE RESIDENTS THERE**

**YOU ARE READY TO START THE GAME NOW!**

# **PROCEDURE**

## **WEEK 1-2 (ROUNDS 1-2)**

- 1. EACH PLAYER ROLLS THE DICE TWICE TO GET THE ROW AND COLUMN THEY SPAWN IN. THEN PLACE THE CHARACTER PIECE ON THAT SPACE.**
- 2. THE ORDER OF TURNS IS UP TO THE PLAYER, THE FIRST PLAYER CAN NOW MOVE TO AN ISSUE AREA. THE PLAYER MUST SPEND RESOURCES BASED ON THE WEEK. PLAYERS CAN MOVE HORIZONTALLY, VERTICALLY OR DIAGONALLY.**
- 3. ONCE A PLAYER HAS REACHED AN ISSUE AREA, THEY CAN SPEND AS MANY RESOURCES AS THEY WANT TO SOLVE THE ISSUE. PLAYERS MUST FINISH SOLVING THE ISSUE CARD BEFORE MOVING ONTO OTHERS. IF A PLAYER RUNS OUT OF RESOURCES, THEIR TURN WILL BE SKIPPED. WHEN AN ISSUE CARD IS SOLVED, DISCARD THAT CARD INTO A SEPARATE PILE.**
- 4. ONCE ALL PLAYERS HAVE FINISHED THEIR TURN, THEY ENTER THE TRADING PHASE WHERE PLAYERS CAN TRADE THEIR RESOURCES. PLAYERS CAN ONLY TRADE WITH PLAYERS ONCE. E.G. PLAYER 1 TRADES WITH PLAYER 2, BOTH PLAYERS NOW CANNOT TRADE WITH PLAYER 3**
- 5. ONCE TRADING HAS CONCLUDED, PLAYERS WILL RECEIVE RESOURCES DEPENDING ON THEIR ROLE.**
- 6. ONCE ALL PLAYERS HAVE TAKEN THEIR RESOURCES, AN EVENT CARD IS DRAWN. THIS EVENT CARD WILL AFFECT ALL PLAYERS FOR THE NEXT ROUND. EVENT CARDS ARE DRAWN EVERY 2 ROUNDS.**
- 7. CHECK TO SEE IF RESIDENTS INCREASE HAPPINESS OR DECREASE AT THE END OF EACH ROUND. ISSUES SOLVED INCREASE THE HAPPINESS METER ACCORDING TO THE RESIDENTS' PREFERENCE. RECEIVE 1 MORE RESIDENT IF THE HAPPINESS METER IS ABOVE 5**
- 8. REPEAT STEPS 2 -5. ONCE ROUND 2 IS OVER, ROLL THE 4 SIDED DICE TO SEE WHICH ROLE GETS THEIR NEGATIVE EFFECT ACTIVATED. THAT PLAYER WILL FACE THE NEGATIVE EFFECT FOR THE NEXT 2 ROUNDS. THIS EFFECT MUST BE ROLLED EVERY 2 ROUNDS.**

## **PROCEDURE**

### **WEEK 3-6 (ROUNDS 3-6)**

**FOR ROUNDS 3- 6, 2 RESOURCES ARE REQUIRED TO MOVE.**

### **WEEK 7-8 (ROUNDS 7-8)**

**FOR ROUNDS 7 -8, 3 RESOURCES ARE NEEDED TO MOVE**

## **END GAME CONDITIONS**

**THE GAME WILL END AFTER 8 ROUNDS. IF THE HAPPINESS METER AT THE END OF THE GAME IS 6 AND ABOVE, THE PLAYERS HAVE WON!**

**OTHERWISE, THE PLAYERS HAVE LOST THE GAME...**

## **QUICK REFERENCE**

- 1. SPEND RESOURCES TO MOVE TO AN ISSUE**
- 2. RESOLVE ISSUE BY SPENDING THE REQUIRED RESOURCES**
- 3. ENTER TRADING PHASE ONCE ALL PLAYERS HAVE FINISHED A ROUND**
- 4. REGAIN RESOURCES BASED ON YOUR ROLE**
- 5. TAKE AN EVENT CARD FROM THE PILE, THE EVENT WILL BE EFFECTIVE UNTIL THE NEXT ROUND**
- 6. ADJUST HAPPINESS ACCORDINGLY AT THE END OF EACH ROUND**
- 7. EVERY 2 ROUNDS, ROLL THE DICE TO SEE WHO GETS THEIR NEGATIVE EFFECTS ACTIVATED**
- 8. REPEAT PROCESS UNTIL 8 ROUNDS ARE OVER**



