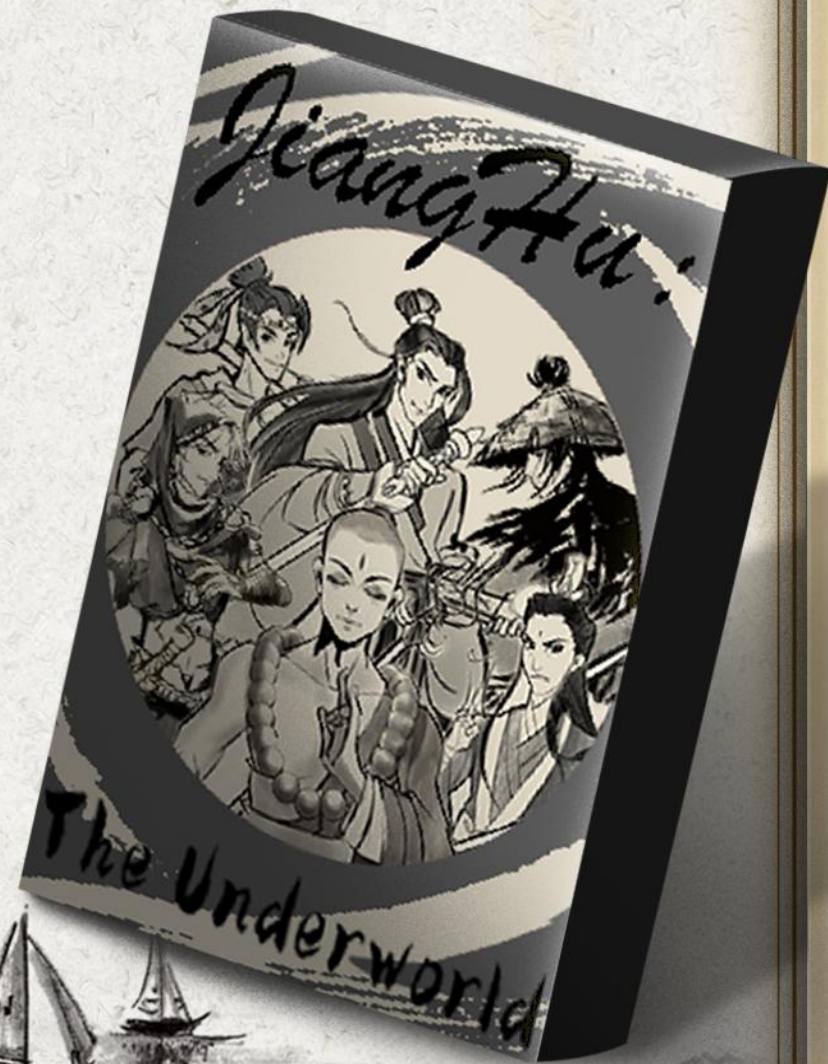


Introduction

“Jiang Hu: The Underworld” is a fun and strategic fighting game. This board game use custom dice, cards, and boards to form a simulated battle ground for players to fight in it. Players will represent Martial Artists from different sects aiming to win the game and proof their sect is the strongest in the world.

This game contains map mechanism and game phase similar to battle royale games, which require players to plan their future moves. They could either decide to play aggressively by starting fights with other players at an early phase of the game or try to avoid conflicts and spend time collecting resources. In addition, the map is separated into various types of sectors with different effects. Some sectors could provide a chance to collect resources, but some sectors will deal damage to the player who steps on them. During the game fight, weapons will enable players to push or pull their opponent between sectors. If used properly, the weapon could easily help players deal damage to opponents by utilizing the property of different sectors on the map. For each round, the player will use customized dice representing four different action points to roll and decide what move they could do during the round. This will help balance the involvement of strategy and randomness in the game to ensure the game experience for all different levels of players. This game is suitable for 2-6 players and is recommended for 5-6 players. Regular game time is 60 minutes.



BackGround

In the ancient land of China, a realm filled with mysticism, honor, and the pursuit of martial arts mastery, six legendary martial arts sects reigned supreme. Each sect boasted a unique style and a proud history, attracting warriors from far and wide seeking to hone their skills. But amidst the harmony, fierce competition brewed as the sects yearned to prove their dominance and determine which was truly the greatest.

In the heart of the realm, a legendary contest where representatives from each sect would converge to clash in a test of strength, skill, and strategy. This monumental event would decide the ultimate victor, the sect worthy of "The Best." From the agile disciples of the Wudang to the disciplined warriors of the Shaolin, each sect possessed its own set of skills, techniques, and ancient secrets. As the game began, players took on the roles of these skilled warriors, representing their chosen sects. Their mission: to outwit, outmaneuver, and overpower their opponents, securing victory for their sect and proving their art's superiority. Only the last survivor would be crowned the champion, earning glory for their sect and forever etching their name in the annals of martial arts history.

In this board game of epic martial arts showdowns, players would immerse themselves in the rich tapestry of ancient China, embracing the spirit of legendary sects, collecting powerful weapons, and engaging in tactical battles where the last survivor claimed victory. Only the most skilled, cunning, and resourceful would emerge triumphant, etching their name into the annals of martial arts lore.

ART STYLE



TEXTURE

MAP

THEME

CHARACTER

Configuration



Martial Artists*6



Resources Card*40



Weapon Card*12



Arts Card*8

Card Design



Map Sector*37



Setting Up

Before game starts, table should be set as below.

1. Map sectors should firstly be randomly shuffled and arranged as a hexagon as shown.
2. Players will then draw a sects character card to play as their role to be used during the game.



3. Weapons and Arts that could be purchased in village sectors on map will then be revealed.



4. Players will then start choosing spawn point sector on maps before the game officially starts.



Map Mechanisms

At the end of the fourth turn after the start of the game, the map will begin to collapse and the outermost circle of the sector will disappear at the start of the fifth turn, and players still in it will die. A second round of collapse will begin on turn 8. Round 10 will start the third round of collapse. After all players have completed their actions in each round requiring collapse, the map will be reorganized and sectors without player presence will be disrupted and rearranged.

During the game, if a player is moved outside the map boundary by displacement abilities, effects will be produced based on the different phases of the game. Phases are based on the collapse times of the map.

Player will need to plan their future moves based on different game phase to avoid negative effects and continue stay on the map during the game. Due to the various effect from different types of map sects, the possibility that the map sect they were on last round could be replaced with another sects that bring negative effects to player. This kind of uncertainty will make game more fun and unpredictable, so player will need to adapt one self to the circumstances and constanly plan their next move based on the current situation with their prediction.



Phase 1: before the first collapse, players who are displaced to outside the boundary will appear on the opposite side of the map.



Phase 2: after the first collapse, players who are displaced to outside the boundary will suffer 2 points of damage and can choose their own respawn location.

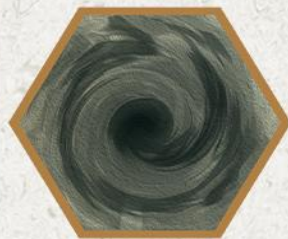


Phase 3: After the second collapse, players who are displaced outside the boundary can choose a sector to respawn within a radius of the displacement point.

Map Mechanisms

There are 9 different types of sectors in the map, different sectors will provide different resources and special effects for the player, but some of the sectors will also have a negative impact on the player.

Mist



Players who entered this sector cannot perform collection move on it, and will they follow this sector during the sector reorganization phase. They will be moving together with this sector after the rearrangement of the map.

Forest



Players can collect one additional time after two times of collection move on this sector.

Minecave



Player who enters this sector needs to get 3 attack ponits in a single check or will take 5 damage points.

Desert



Players who enters this sector need to spend an extra move point to move next turn.

Magma Pool



Players who enter this board take 2 damage points instantly.

Grassland



Players entering this sector will be healed for 2 health point.

Lake



Players entering this area cannot be harmed by long range attacks. If they stay in this area for two consecutive rounds, they will take 5 damage point.

Mountain



Only player who have Ratten card can entre this sector.

Village



Players on this sector can consume resources to trade weapons and arts.

Resource Collection

In different map sects players does not only get affected by sect effects, they could also collect different types of resources that worth different price in the shop of village sect. For map sects that could be used to collect resources, player will draw resource cards from banner (card pool) of the type of map sect they currently at. Every type of game sects have an individual banner(card pool), thus strategies could be used to help players controll certain resource card and prevent other player collect it by controlling map areas. Resource card like Crystal that has high value would have lower probability to get from map sects, so player needs to consider what' s the most efficient way to collect resource card to purchase weapon and arts. Since they will need to decide whether they should collect resource card quickly and purchase some cheap weapon, or spend longer time on collecting resource card to purchase an expensive weapon that bring him huge advantages.

Card pool samples:



=



x5



x20



=



x3



x15

Dice Points & Combat Mechanics

Rolling Dice:

For each round, players will get to roll their dice for maximum 3 times. They could choose to stop rolling at any time they want. Player will get to roll 6 dice at the beginning of the round, and if they are not satisfied with result of some dice they can choose to roll those dice again. Before rerolling, player will keep the dice they are satisfied with and number of dice being rerolled are not limited. After player rolled their dice for three times or chose to stop rerolling, they will start their action during the round by using four different types of points they get from rolling the dice.

Dice Points:

Every custom dice could give player 4 types of points: Attack, Move, Action, and Mana. Player could choose to use their points with no limitation as listed under:

Spend 2 move points to move once.

Spend 2 action points to collect once.

Spend 1 attack point to deal damage equal to attack power to an adjacent player.

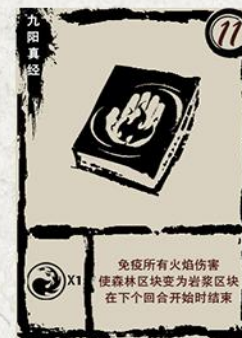
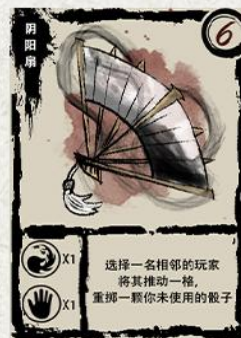
Spend 1 action + 1 attack to push an adjacent player one sector away.

Spend 3 mana points to deal 1 point of damage to a player within a three sector radius.

Or they could use their points to trigger special ability of those Weapon and Art they purchased.

Combat Mechanics:

During the game, if one player chose to use attack skill or weapon to deal damage on opponents, they will firstly need to select one or more players based on the skill range, and then count the skill effects. Weapons that have a push or drag effect on an opponent can be used to deal additional damage utilizing the map sect effect. Combining some weapons and spells can also produce more powerful effects and give the player an advantage during the combat.



If a set of dice on the left is rolled out by a player during the game, the first and the third weapon listed above could be triggered since there are enough Mana and Action points. After that, the player could also move once by consuming two Move points.



Weapons & Arts Card

Weapon & Arts Purchasing

During the game, players will be able to collect various kinds of resources. Different types of resources have different value. All types of resources could be used for trading in the village sector on map during the game. When the game starts, 3 weapon & 3 Art cards will be revealed. Player who enters the village sector with resources cards that values same to the weapon or Art could be used to purchase it. After a slot in the shop is empty, a new weapon or Art card will refill the slot. Player could also choose to refresh the cards by spending any resource card that values for 2 points, and all weapon and art cards in village will be replace by new one from the deck. Some weapon cards with the crystal coloured price sign require the player to use at least one crystal resource card to purchase, and it will give the player a more powerful effect that would bring advantages to player in late game phase.

Weapon & Arts Ability Triggering

Every weapon and art card have their own ability. It could be triggered by consuming points from dice. However, there is not a limit for player to purchase multiple weapons. So with more weapon purchased player could be able to choose suitable weapon for different situation or even trigger mutiple weapon to deal combo in the same round.

Trading Sample



Card Example

Character abilities:

Beggar Gang: the amount of resources obtained when collecting resources increased (one more chance to extract resource tiles).

Wudang: increase the displacement distance caused to other players by one unit.

Taoist: can keep any three map boards during each map reorganization (cannot keep boards that collapse during a turn).

Tang Clan: can buy equipment without traveling to villages, but requires more resources (+1 iron ingot, +1 wood on top of original materials)/(consumes 3 and more gathering dice).

Shaolin: not affected by the negative effects of the map board.

Ming Cult: Can set a teleport anchor point on the board where it is located (only one exists at the same time), and can teleport back to the anchor point board during the turn. Enter a one-turn cooldown after using teleportation.

Arts Card Abilities:

吐纳: Gain 1 internal power, 2 actions.

易精经: Push away all adjacent players and move one square. 1 action, 1 move.

忍义手: Trigger the effect of your weapon, 3 actions.

九阳真经: Immune to all fire damage (passive) gives the forest block the effect of a lava pool. 3 mana 2 actions.

北冥神功: Make one player roll 2 less dice next turn, 3 attacks 1 mana.

云梯纵: Move to the nearest mountain block, 1 action for 1 move.

药王密典: The recovery effect you gain in this turn will be doubled, 2 mana.

太乙神功: Immune to the first damage you take next turn, move 1 block. 1 mana 1 move.

Weapon Card Abilities:

血刃: Steal x amount of blood from an adjacent player, x depends on the attack dice you consume. 3 mana x attack.

玄重尺: Select a sector within a three sector radius and push all players in the six surrounding sectors away from you dealing one point of damage. 2 mana 1 attack.

雷函: Spend all your dice to deal 3 damage to all players, causing all players to move one sector towards you.

八卦扇: Choose an adjacent player to push one sector away, reroll one of your unused dice. 1 mana 1 action.

风神锤: Deals 1 point of damage to all players within a two sector radius, pushing all players away. 2 attacks and 2 actions.

离别钩: Select a player within a two sector radius to drag that player toward you for two frames dealing 1 point of damage. 2 actions 1 attack.

紫薇软剑: Select a player within a two sector radius to move that player one sector toward you for 2 points of damage. 2 attack 1 move.

招魂幡: Move any player two time. 2 movement 1 mana.

圣火令: Select a player within a three sector radius to swap position with you and deal one point of damage to that player. 2 mana 2 movement.

打狗棒: Select a player within a two sector radius, move to that player's frame and push them once. 2 movement 1 action.

Evaluation

This game boasts an enticing theme that immerses players in the world of six Chinese martial art sects vying for supremacy. The resource management mechanics add depth to the gameplay, while the dice rolling system, with the option to reroll, injects elements of chance and strategic decision-making. The inclusion of special abilities tied to weapons and arts cards offers players customization options, and the map collapse mechanism adds urgency and adaptability. All this mechanism enable the board game to have the joy of uncertainty and luck, but also provided players to use their stargies and planning skill to win the game utilizing their wisdom.

However, I acknowledge that further improvements can be made. Enhancing player interaction through mechanisms such as alliances or simultaneous actions would create more dynamic gameplay. The addition of unique sector variations, expanded sect abilities, and event cards or encounters would heighten the game's depth and unpredictability. Incorporating a progression system, additional content like new sects, expansion packs, and cooperative mode would elevate the overall experience. More specifically, the purchasing system in this game could be adjusted and modified more perfectly, for example weapons could be spesified into various types, and weapon price could be varied to cover further range of situation.

Play Test Picture



Game Experience Survey

1. How often do you play board game?
 - Never
 - Once a few months
 - Once a month
 - Once a week
 - Many times a week
2. Name a few board games you enjoyed playing.
 - _____
3. What do you think of the overall game experience of this game?
 - Boring
 - Below average
 - Average
 - Great
 - Perfect
4. Which game mechanics you felt interesting to play with during the game?
 - Map sector with special effects
 - Combat based on dice points
 - Weapon & arts card with powerful effects
 - Sects character with special features
 - Resource collection
5. Is there any thing unbalanced in the game?
 - No
 - Yes, _____ is too strong.
 - Yes, _____ is too weak.
6. Is there any improvement for map system in the game?
 - No, it' s satisfying
 - Map is too small
 - Map is too big
 - The map phase changed too fast
 - The map rearrangement should be more often
 - The map rearrangement should be less often
7. Do you have any further suggestion for this game?
 - _____
 - _____