

BATTLE BLOX

Design Document

Version 1.4

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INTRODUCTION

With the dazzling direction technology has taken entertainment, often times more hands-on, analog forms of entertainment (such as tabletop games) are passed over in favor of the instant gratification offered by electronic games. In fact, many types of board games are now offered in digital format on game consoles, eliminating the need for setting up, shuffling, calculating, and other mundane activities that were previously a core for many types of games. However, what is lost in this exchange is the tactile appeal of manipulating game pieces, the more direct, social aspect of competition and cooperation between human players in close quarters, and of course, the physical gathering of friends and family around a central point where they can laugh and play.

There's nothing inherently wrong with video games, but unfortunately their execution doesn't facilitate the same direct contact as analog games. Players aren't generally facing each other, but rather, stare intently at a display device, seated side-by-side on a sofa or in various parts of a room. With the advent of online gaming, players may not even be in the same household! Simply put, the social interaction is generally not the same personal quality that can be found in analog gaming.

Overall, Battle Blox seeks to become an active addition to the roster of choices available for game night. In fact, if you don't currently have a game night, Battle Blox is a fabulous reason to start! Whether it's family or friends, physically getting together around the table and dealing with spatial challenges is a healthy social alternative to more passive forms of digital entertainment.

OVERVIEW

OBJECTIVE

The point of the game is to avoid being the player who topples the structure that's being collectively created.

AUDIENCE

The target audience for Battle Blox is people ages 6 and up, primarily families and groups of friends. The game could also be employed in care facilities, schools, and after school organizations.

CONTEXT

Battle Blox is intended to be played on a flat surface, such as a kitchen or dining room table, by roughly 2-8 players. It can be played as a single head-to-head game, in which one player is the loser, or in a series of elimination games until a single winner is determined. For an elimination series, the player who topples the

stack is out of the next game. This process is repeated until a single player is the victor of the group.

For larger groups, Battle Blox can also be played in even teams, with each team rotating through team members to ensure everyone gets an even number of turns.

INTENTION

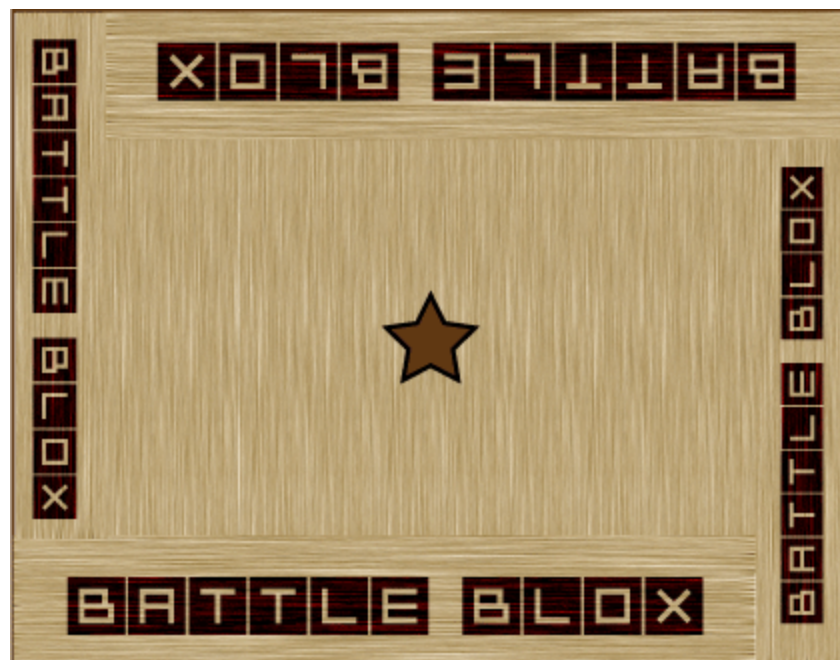
Battle Blox is being formulated as a tactile, socially nurturing, non-digital game to unify players in a more personal interactivity with a tactile appeal. Each individual will want to position blocks in such a way that will hopefully make it difficult for other competitors, while still remaining aware that in the next round, they could very well fall victim to their own tactics.

GAME COMPONENTS

- Foundation board
- Game deck
- Blocks

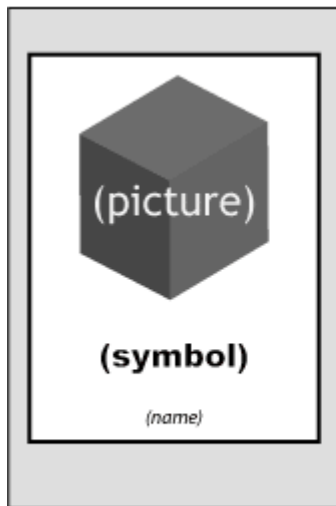
FOUNDATION BOARD

The foundational board bears the name of the game and serves as a starting point for the group's building efforts. A single star in the center suggests the optimal starting point for the first block. The physical existence of the board also serves to uphold rules about how many blocks make up the foundation of the group's structure.

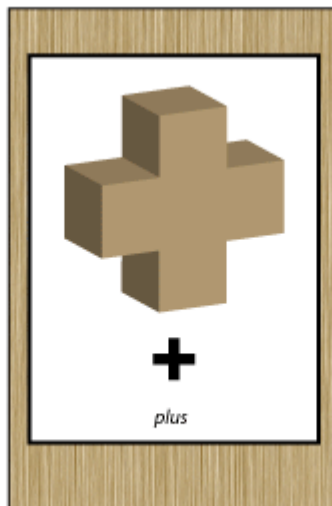


GAME DECK

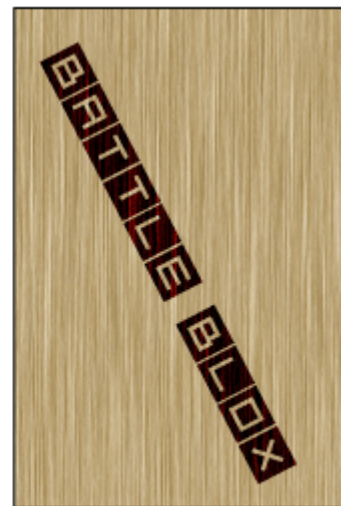
The game deck is basically a stack of cards with visual identifiers showing the block shape, its symbol identifier, and its casual name.



TEMPLATE



EXAMPLE



BACK

BLOCKS

Blocks will be differentiated by shape and a symbol located on two large, parallel sides of the block. (See appendix for block guide.)

RULES

SET-UP

Place the foundation board on a flat, stable surface. Lay out block pieces nearby for quick access. Shuffle the game deck and place it near (but not touching) the foundation board.

GAMEPLAY

Players may take turns in the order of youngest to oldest. Each turn consists of drawing a card, locating the block indicated on the card, and placing the block in an appropriate manner.

- Only one block may be in contact with the game board foundation. All additional blocks must be stacked on or above this block.
- Toppling the stack officially consists of a player knocking two or more blocks from their original positions during his/her turn.

Players are encouraged to use their best judgment when determining a topple situation.

- ❑ In situations of questionable stability, players may choose to wait fifteen seconds after a block is placed to ensure the next player has a fair turn.

TROUBLESHOOTING



























In tough situations, players may need to come to a consensus to determine the outcome.

COMMON CONSIDERATIONS:

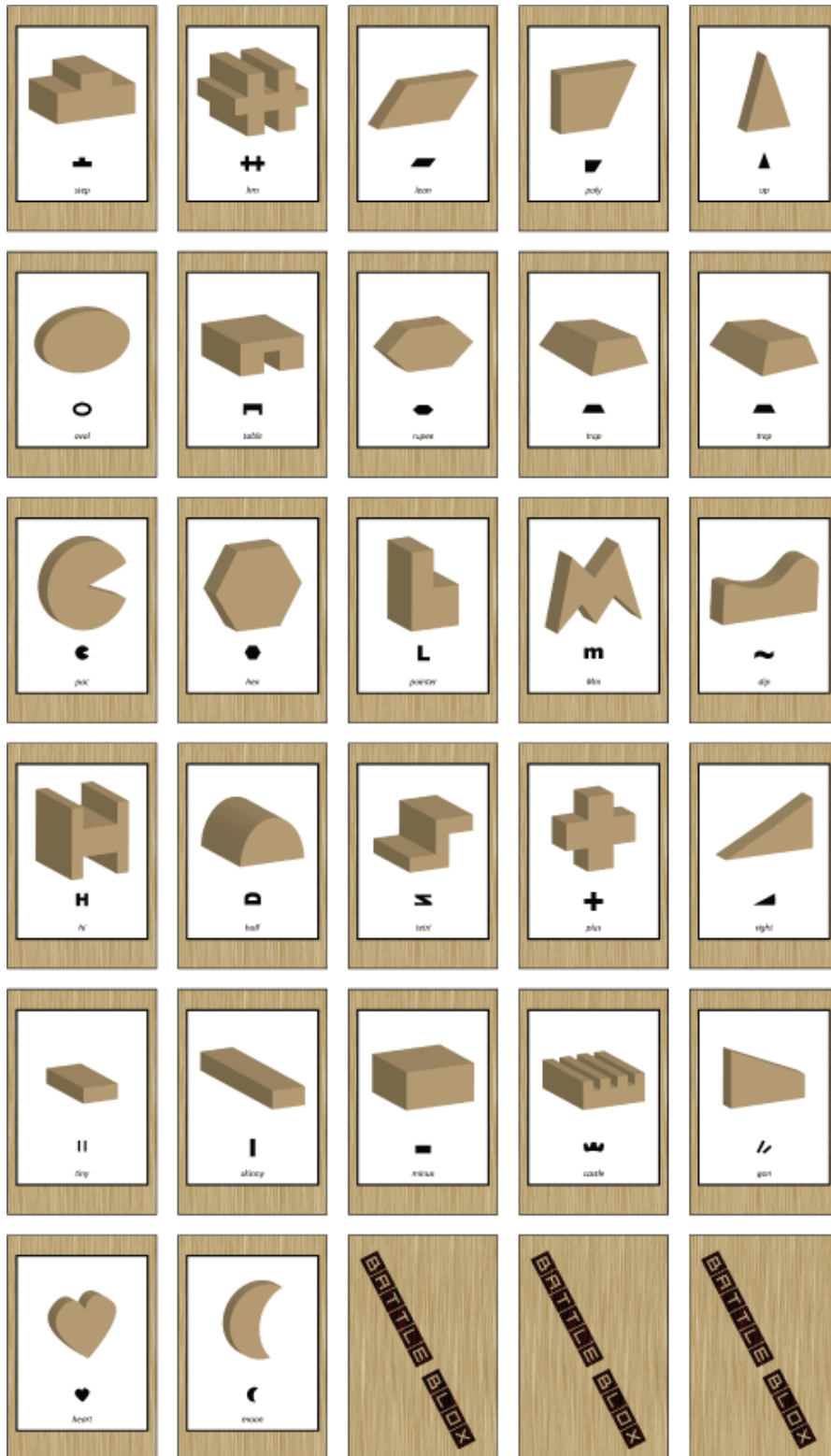
- ❑ Players should only directly manipulate the block they are placing on the stack.
 - Balancing your block on another precarious block is considered fair play. The stack may move and change beneath played blocks under the dynamics of gravity.
 - Purposefully using your block to nudge a falling block back in place is not a legal move. A player's concentration should be on placing their own block, not blatantly tampering with the block stack.
- ❑ With slanted surfaces, the stack may shift or slide during play. If an extra block ends up touching the foundation board somehow, players should use their best judgment. If the stack has not officially toppled, play can continue!
- ❑ Players should not manipulate the foundational board during gameplay, bump the table, or otherwise attempt to sabotage the game.

APPENDIX

BLOCK GUIDE

symbol	block	symbol	block
■		⌊	
—		⦶	
≡		▲	
+		~	
N		▱	
D		▴	
H		⬠	
E		⌊	
L		O	
⬠		≡	
⬠		≡	
▲			
▴			
◐			
♥			

CARD IMAGES



PACKAGING

- ❑ Battle Blox is intended to be distributed in a draw-string bag bearing the game logo.
- ❑ If possible, a small container should be included to protect the game deck while it is being stored with the heavy game blocks.