



THE
SAFE ZONE
A BOARD GAME

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Project Dossier



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DESCRIPTION

After playing games like King of Tokyo, I was really interested in creating a game that was dominated by the actions on a die. Elements of popular culture movies and television shows influenced the overall storyline for *The Safe Zone* and inspired the original set of design elements.

Factors like toxic rain are taken from the television show *The 100* and the idea behind 'the infected' and having a safe house are taken from *I Am Legend*.

My original idea was to have this game be based in a typical rural Australian town but after playing around with designs, it made much more sense to have the location be unidentifiable. This way, more players will be able to envision themselves in the timeline of events.

STORYLINE

To sum up *The Safe Zone*, an infectious disease has overtaken your hometown. No one knows where it really came from but there are reports that the country is being overtaken, town-by-town. This unknown disease is spread by contact and through a form of toxic rain. You and your remaining uninfected friends must work together, or independently (depending on your strategy) to get across town to the bunker that was set up by the community before the outbreak.



PLAY DETAILS/ STRUCTURE

In *The Safe Zone*, you take on the role of one of six uninfected townspeople. Your main purpose – make it safely across town to the bunker that's been set up to wait out the infection.

There will be two dice that will determine how you move on the game board and have particular side effects. The amount of players will determine what set of dice should be used for the game. Each action die has health (to benefit you), attack from The Infected, attack from the infected rain and numbers 1, 2 and 3 to determine how far you move on the board.

Certain tiles on the board will allow you to pick up chance cards that can further or hinder your position on the gameplay board. The chance cards are split into two different categories; USE NOW or SAVE FOR LATER. These categories will be unknown to the players until they actually pick up the card. There will be nothing that identifies them as being different, until the players pick up a card and see USE NOW or SAVE FOR LATER above the action. The SAVE FOR LATER option allows players to either use the cards immediately or save them for a later strategic move.

Other tiles act as 'safe zones' and players cannot be affected by attacks and actions from chance cards when they land on them.

Each player will each start with 15 health on their individual points board. If a player reaches zero health, they become one of The Infected and are out of the game.

The first person to The Bunker wins *The Safe Zone*. The game can end there or you can play on to see who else reaches the bunker and who else will become infected.



RULES

Aim: to get to the Safe Zone with minimal damage.

What's In The Box:

- 1 gameplay board
- A deck of chance cards (HOW MANY???)
- Three dice
- Six character meeples
- Six spinning health trackers

Set Up:

- Place chance cards in a pile to the side of the board, where they are accessible by all players.
- Set your health tracker to 15.
- Each player chooses a character meeple.

TWO to THREE PLAYERS: use two action dice.

FOUR to SIX PLAYERS: use one action die and one number die.

How to Play:

- After deciding who goes first, a player must roll the dice that's relevant to the number of people playing.
- Players must lose one health for every attack they are dealt with, unless they happen to land on the black-out squares. If a player rolls a rain symbol, everyone in his or her column must also lose a health point.
- Players also move the number of squares they roll.
- If a player lands on a chance card square, they must choose a chance card from the pile and act it out accordingly.



GAME MECHANICS

- **Grid movement:** Players move their meeple along the board to further the game.
- **Card drafting:** Players have the opportunity to pick up chance cards, which can be used for an advantage.
- **Dice rolling:** Players roll a particular set of dice to move on the board and to determine what actions are to be made.
- **Player elimination:** A player can be eliminated from the game and gameplay will continue without them.
- **Turns:** Turns are established by dice rolling and take place in a clockwise order.
- **Action points:** Players start the game with 15 action/ health points.
- **Roll/ spin and move:** Players roll dice and move playing pieces in accordance to the roll.
- **Take that:** Manoeuvres, from dice and chance cards, that directly attacks an opposing player's strength and board position.

PLATFORM GENRE/ INFO

Type:

- Family,
- Thematic
- Multiplayer

Category:

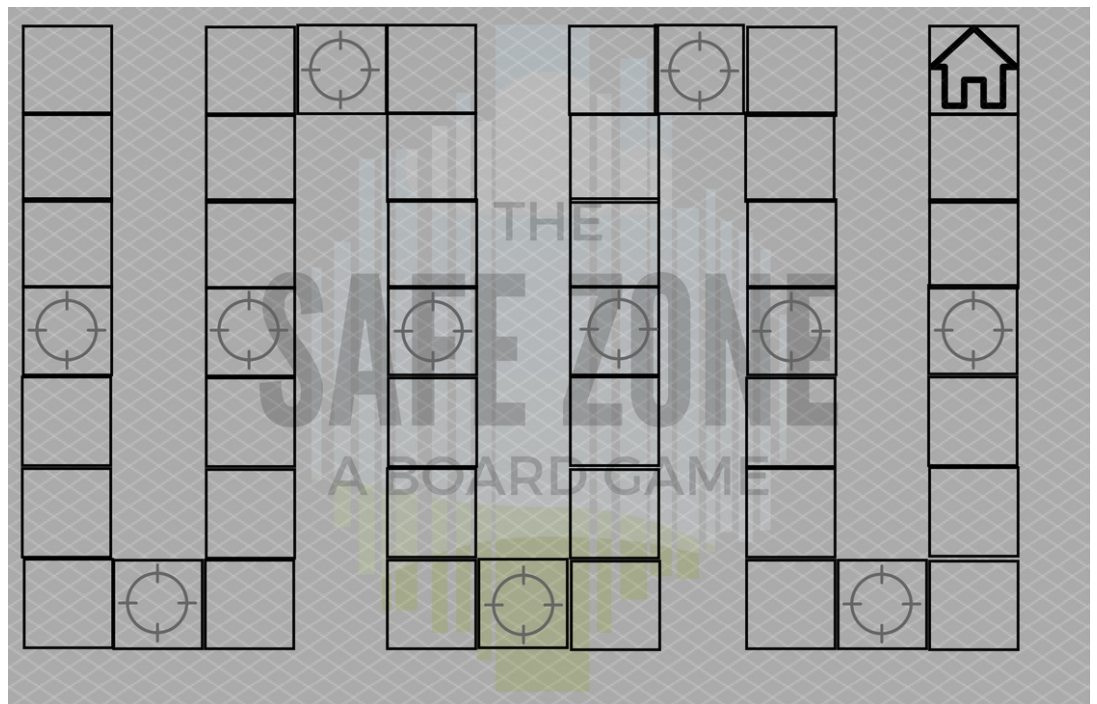
- Dice
- Fighting
- Science fiction
- Card game
- Adventure

DESIGN ELEMENTS

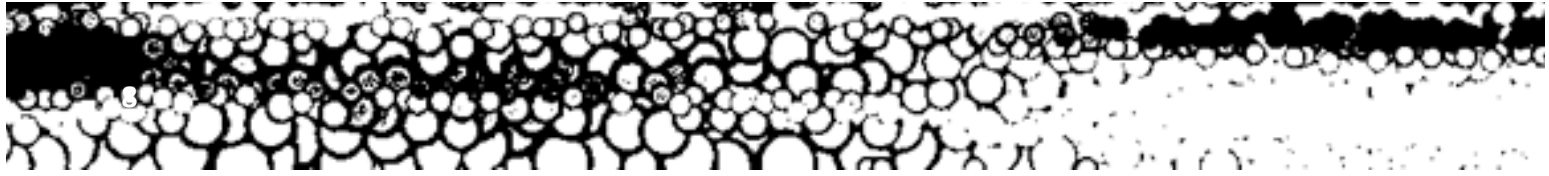
I utilised the free features offered on Canva.com to design all aspects of *The Safe Zone*.






The Safe Zone Board Game Cover/ Box Design



The Safe Zone Gameplay Board



 <hr/> <p>USE NOW</p> <hr/> <p>Move forward three spaces</p>	 <hr/> <p>USE NOW</p> <hr/> <p>You escape a pack of The Infected. Move forward five spaces</p>	 <hr/> <p>USE NOW</p> <hr/> <p>The player to your right must go back to the start</p>
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Sample of USE NOW Chance Cards

 <hr/> <p>SAVE FOR LATER</p> <hr/> <p>Gain three health</p>	 <hr/> <p>SAVE FOR LATER</p> <hr/> <p>You find a supply of medicine. You cannot be attacked for one round</p>	 <hr/> <p>SAVE FOR LATER</p> <hr/> <p>Change one of your die to a 1 each turn</p>
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Sample of SAVE FOR LATER Chance Cards



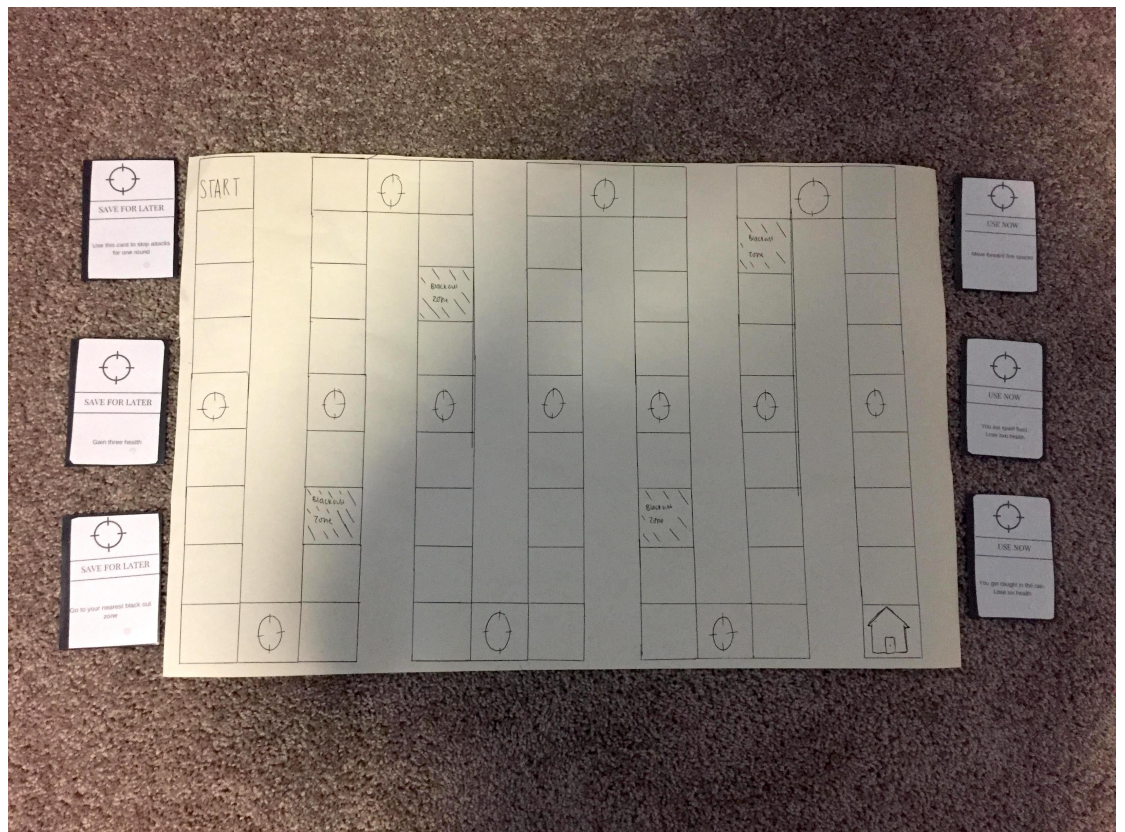
Symbols for action dice



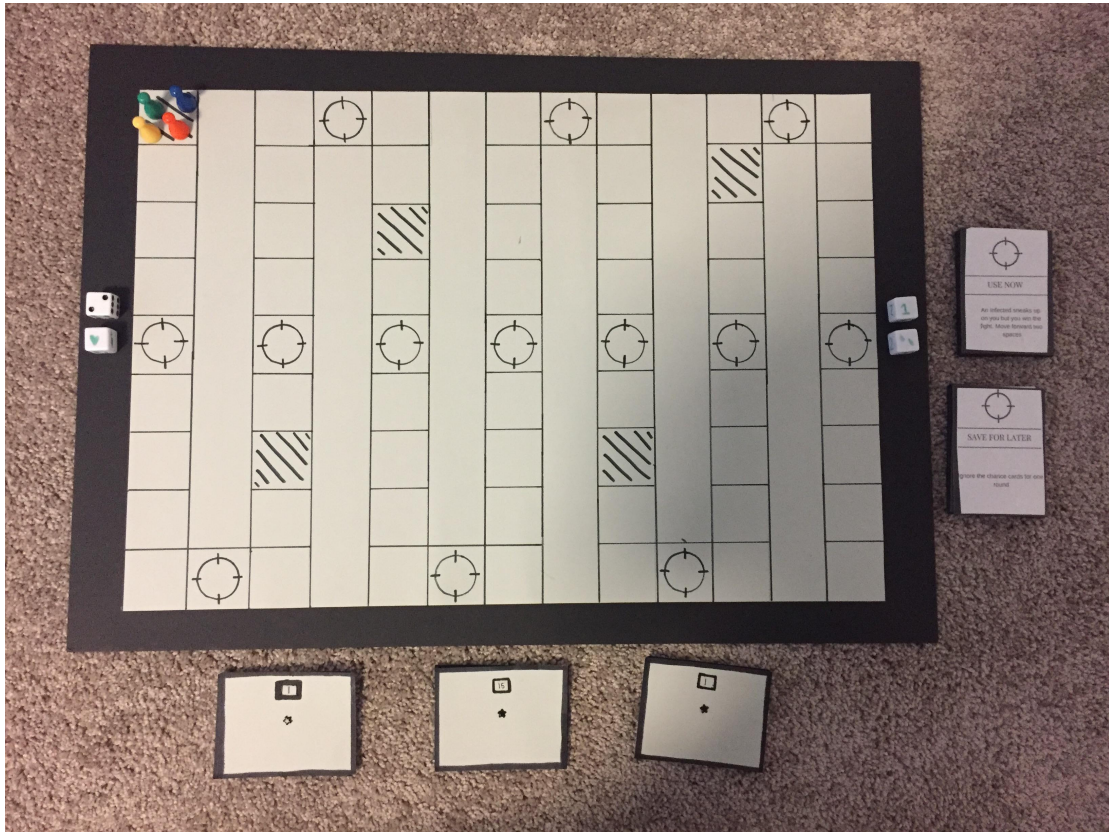
Design Evolution



Design evolution 1a)



Design evolution 1b)



Design evolution 1c)

1a)

I borrowed the board from *The Logo Game* and used painted/handwritten chance cards for my first play test. This was originally to see if the design I wanted would work out with the elements of the game I had designed.

1b)

My next step was designing my own board and redesigning the chance cards. After using Canva to play around with designs, I utilised the free features to make a mock game board and chance cards. The board was made on butcher's paper to test out if the design would work with the dice and chance cards. It also provided the opportunity to add to the board any extra elements that would help move the game along.

1c)

The last board was made on more durable material and fit the overall aesthetic for *The Safe Zone*. For the final stage of the design process, I made heath trackers out of the same material and had the chance cards in sleeves so they were uniform.



PLAYTEST

Play testing became an integral part of the game design process. The first couple of play tests focused on testing whether the rules I had decided on fit in with the game and the mechanics.

Play test one & two

This was the first time I had anyone else play the game and look at the design. This play test was with the minimum people allowed to play (two). I still didn't have a board that went with the game so I borrowed elements from board games that I have. In this first play test it was determined that thirty health was too much and that rolling the set of four dice up to three times was too many. We had both completed the game with health levels in the mid-twenties and the game was over in fifteen minutes.

Play test three

This game was again played with two people. I used this to test out what had been discussed in the previous play test. This time, three dice were used and we were only able to re-roll once.

Play test four & five

These two play tests took place during class time and were the first I had done with the maximum number of players (six). Play test number four was played with three dice and play test number five was played with two. Two dice worked much better with a larger group of players and the game lasted longer and players were able to move further on the board. During play test four, players were only able to get to the second or third column on the board, whereas players were able to complete the board during play test five.

Feedback during these two play tests was to have two different dice systems for the different number groups.

Two to three players:

- Two action dice: these two dice both have numbers 1-3, an infectious attack, a direct attack and health on them.

Four to six players:

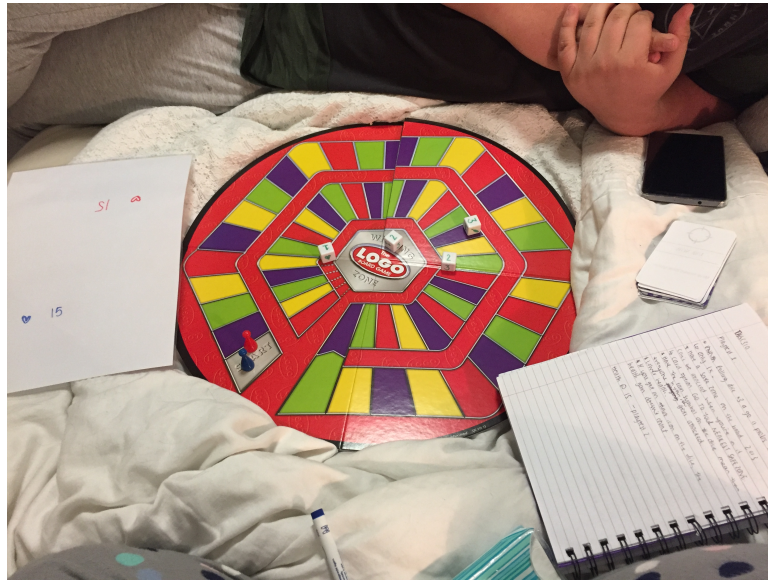
- One action die: contains two infectious attacks, two direct attacks and two health sides.
- Number die: numbers 1-6.

These different methods allow the game to take place similarly, even though the number of actions is different.

Playtest six & seven

These two play tests were more about narrowing down the different dice methods for the different groups of players. This time three people were playing. The first play test took place with the number/ action dice. The second was with two action dice. Both methods worked for the smaller group but feedback showed that the two action dice was more enjoyable.

Playtest one and two



Playtest four and five



DISTRIBUTION & MARKETING

Marketing/ distribution

Marketed through social media campaigns, as that seems to be the easiest/ fastest way to distribute information to a large group of people.

I would look into a media campaign through Crowdfunding: Kickstarter to fund and distribute *The Safe Zone*.

Costing /Budgets

Description	Unit	Cost
A2 1.5mm mount board	1	7.50
Paper fasteners pk 100	1	2.95
A4 cardstock	2	6.00
A3 cardstock	1	3.00
Card sleeves	1	12.00
A4 printer paper	20	>1.00

I would like the board to be made out of a similar, durable material. If the game were to be manufactured, the sleeve protectors would be unnecessary, as the cards would no longer be made from printer paper.

Target market

My target market would most likely be families with younger children all the way to groups of adults.



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