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OVERVIEW

Core is a game of luck and strategy suitable for anyone of any age and is to be played by 3 or 4 players. The goal of the game is for players to move down each level (spinnable ring) until they can exit the board. This is done through a variety of actions determined by cards, dice, and coins. The first person to successfully exit wins and the game ends.

WHY PLAY *CORE*?

Core perfectly combines luck, strategy, and fun. With its unique board and features, it brings the classic elements of a board game together with a twist (literally). The premise of the game is simple, but players can use the elements to create complex techniques, meaning that it's a great choice for both people with and without experience playing board games.

INSPIRATION

Trivial Pursuit

The elements of this game that inspired us were the board shape, colors, and idea to travel to the center (our game is traveling from the center but it's a similar principle). Additionally, each space triggers a different event (a question to be answered); our game is similar in that each spot has its own meaning and action to be taken.



Sorry!

What we find enjoyable about *Sorry!* is its unique board and how that shapes the gameplay. In this game, you must draw a certain card to leave the start or else you can't move. Similarly in our game, you must flip a coin and get heads in order to leave the core.



Harry Potter Clue

Something unique to this version of *Clue* is that underneath the board there are spinnable circles that determine what paths you can take. We were inspired by this a lot and our game is entirely comprised of spinning rings that determine where and how you move.



OFFICIAL RULES

OVERVIEW

There are a total of 5 levels. The top level is called the core: it is unmoving and is where the players start. The next 4 levels are rings that can spin and have 4, 8, 12, and 16 spaces respectively. There are 5 colors on the board, and each color is associated with a certain action: **red** moves the player, **orange** spins the ring, **yellow** takes an action against another player, **green** allows players to swap, and **blue** offers the chance to win the game. The different actions for each category are shown on color-coded cards. This is expanded upon in the “SPACES AND CARDS” section.



MATERIALS

The box includes the board (one base and 4 rings), a d6, a d20, a coin to flip, and 4 player pieces.

SETUP

Make sure the rings are aligned properly as shown in the model to the right. Put each player piece on the core (the uncolored top level). To determine the order of play, each player rolls a d20. The order goes from highest roll to lowest.



GAMEPLAY

Starting:

To start, the first player flips a coin. If heads, they can move down to the first ring on a space of their choice. If tails, the player cannot move and must wait until their next turn to try again. It is possible to be sent back to the core and the coin-flipping mechanic applies to those instances as well.

Movement:

The player does not draw a card immediately upon landing on a space; rather, the player lands on a space as a result of either the card chosen prior or another player moving them (kick or swap), and then they wait until the next turn to draw again. A move is made immediately after drawing the card.

Dueling:

When two players land on the same space, they initiate a duel. Each player rolls a d20. The person with the higher number wins and gets to remain on the space, while the loser gets knocked back a ring to an aligned space (if there are two accessible spaces when being knocked back, the winner decides which one the loser must land on).

Stagnation:

It is possible to get stuck in a loop: for example, if a player is on an orange (spin) space, they spin a ring every turn but it is possible for them to not be able to move forward if the rings don't align in that time. After three turns of not being able to move, the rule goes into effect. On the player's fourth turn of being on the space, they pick a red card and move as directed.

Swap stagnation:

A similar rule applies specifically to green (swap) spaces because each time there is a swap, the new player is sent to the green space. This is not stagnation as defined previously since there is a new person on the space every time, but the loop still needs to be solved as there would always be someone on the space unless moved by someone else. The third time (to clarify, this is after two turns, versus after three with regular stagnation) the swapped player who lands on the green space draws a red card and moves as directed.

SPACES AND CARDS

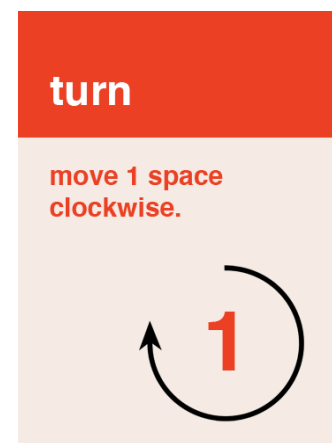
RED: MOVE

The player moves left or right based on the cards below.

RED CARDS

Move:

- Clockwise 1 space.
- Clockwise 2 spaces.



- Clockwise 3 spaces.
- Counterclockwise 1 space.
- Counterclockwise 2 spaces.
- Counterclockwise 3 spaces.

ORANGE: *SPIN*

The player spins a ring a certain number of spaces and in a certain direction as determined by the cards below.

ORANGE CARDS

Spin the current ring:

- Clockwise 1 space.
- Clockwise 2 spaces.
- Clockwise 3 spaces.
- Counterclockwise 1 space.
- Counterclockwise 2 spaces.
- Counterclockwise 3 spaces.

Spin a ring of the player's choice:

- Clockwise 1 space.
- Clockwise 2 spaces.
- Clockwise 3 spaces.
- Counterclockwise 1 space.
- Counterclockwise 2 spaces.
- Counterclockwise 3 spaces.



YELLOW: *KICK*

The player first chooses another player as their target and then picks a card to determine the action taken.

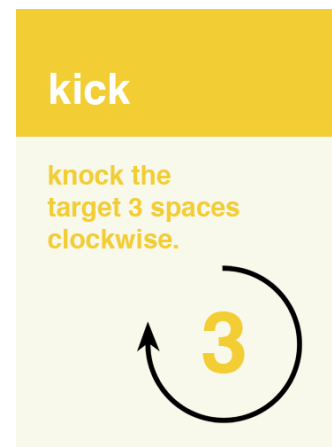
YELLOW CARDS

Move the target:

- Clockwise 1 space.
- Clockwise 2 spaces.
- Clockwise 3 spaces.
- Counterclockwise 1 space.
- Counterclockwise 2 spaces.
- Counterclockwise 3 spaces.

Knock the target:

- 1 ring back.
- 2 rings back.
- 3 rings back.
- Back to the core.
- 1 ring forward.



GREEN: SWAP

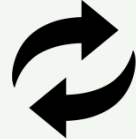
Players swap positions based on the cards below.

GREEN CARDS

- The player swaps with another player of choice.
- The player swaps with a random player (others each roll d20, initial player swaps with the person who has the highest number).
- The player swaps two players of choice with each other.
- Everyone swaps: d20 is rolled; the person with the highest number swaps with a player of their choice and so on.

swap

swap spaces
with a player
of your choice.



BLUE: EXIT

The player picks up a card and rolls a d6. If it is higher than the number specified on the card, they leave the board and win. If it is lower, they remain on the space and try again on their next turn unless they get moved by a kick or swap. If they don't win after three attempts, the stagnation rule applies and the player draws a red card.

BLUE CARDS

- d > 0: automatic win!
- d > 1
- d > 2
- d > 3
- d > 4
- d > 5
- Go back to the core. Sorry/not sorry

exit

roll a d6:
d > 3 to win.



TARGET AUDIENCE

Anyone can play the game, regardless of age, gender, or any demographic. It is fun and easy to learn so it can be played by someone lacking experience with board games, but can also be equally enjoyed by board game fanatics.

USER TESTING

This game was thoroughly tested before the final iteration using the think-aloud method. In our final test, we had friends read the rules of the game with not too much verbal instruction to ensure that our delivery is clear. They then played the game as we took notes; we invited natural discussion as to not force answers out of our players under pressure. Rather, we got to hear their thoughts and opinions as they moved along. In doing so, the players pointed out elements that did and didn't work, whether or not they were having fun, and the difficulty of the game and how that impacted their enjoyment. Once the game ended, we asked more direct questions about their gameplay ("Why did you choose to not move downward at the end of the

game,” etc.). While the game is currently well-balanced, we still plan on doing further testing so it can be as efficiently balanced as possible. Our goal is to reach a point where there are no issues found in the game mechanics so it can be properly enjoyed.



Thank you for your interest in *Core*!
- *Ava and Carson*