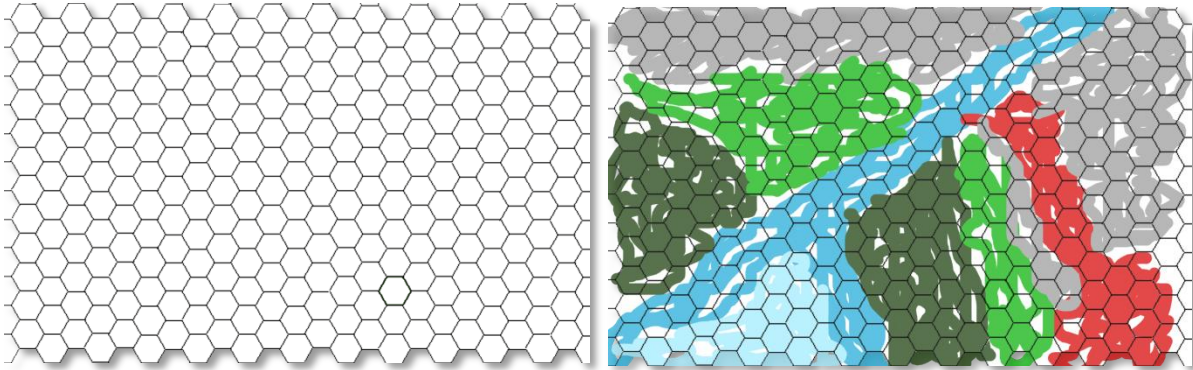


## RPP2 Paper Prototype – RIVAL GODS Rules and Description

*A turn-based, 3-d strategy game where rival male Gods design ecologies-at-war in the pursuit of female Worlds\**

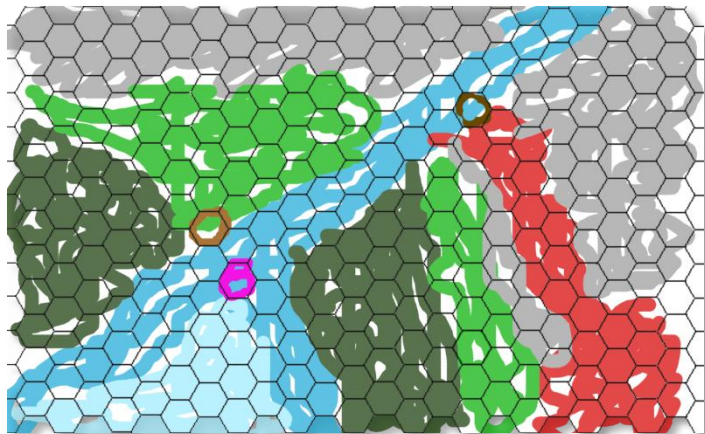
- 1. Goal** – Control more territory than your rival God by the end of the game.
- 2. Painting the Terrain** – At the beginning of the of a game, the World\* determines what the terrain features will be for the hex grid:



- a. Environment Pieces**
  - i. Plains (Light Green)**
  - ii. Lava (Red)**
  - iii. Mountains (Gray)**
  - iv. Forest (Dark Green)**
  - v. River (Dark Blue)**
  - vi. Tundra (Light Blue)**

*\*Note: A “World” is another playable character who introduces an additional play element not described here and not tested in this paper prototype. We will simply have a terrain pre-made.*

- 3. Creating a Species** – Each turn allows a God to create a new creature combination and place it **anywhere** on the board\*. When a God creates a creature, they will draw a quick sketch of what that creature is based on its features and the amount of resources allocated to those features:



*\*Note: A God may choose to NOT create anything during their turn.*

- a. **Creature Features** – Animals consist of four features: limbs, skin, brains and jaw. Players choose only one type of each feature, meaning, an animal would EITHER have Arms and Legs, OR Wings and Fins, not both.

*i. Limbs (A or W)*

1. **Arms and Legs**

- a. Strength: Better for environments full of obstacles  
 b. Weakness: More vulnerable in open environments like water and Plains

Plains = 2	Lava = 1
Forest = 3 (best)	Tundra = 1
Mountains = 2	River = 1

2. **Wings and Fins**

- a. Strength: Strong in water areas...  
 b. Weakness: Weak in environments full of obstacles

Plains = 1	Lava = 2
Forest = 1	Tundra = 1
Mountains = 2	River = 3 (best)

*ii. Skin (F or S)*

1. **Fur**

- a. Strength: Insulated, adaptable to extreme climates  
 b. Weakness: Weak protection against predators

Plains = 1	Lava = 1
Forest = 1	Tundra = 3 (best)
Mountains = 2	River = 2

2. **Scales and Plates**

- a. Strength: Strong protection against predators  
 b. Weakness: Weak against extreme cold

Plains = 1	Lava = 3 (best)
Forest = 1	Tundra = 1
Mountains = 2	River = 2

*iii. Brains (C or I)*

1. **Complex**

- a. Strength: Better able to adapt to harsh environments  
 b. Weakness: Difficulty overcoming predators

Plains = 1	Lava = 1
Forest = 3 (best)	Tundra = 2
Mountains = 1	River = 2

2. **Instinctual**

- a. Strength: More dominating and single-minded in combat  
 b. Weakness: Difficulty adapting to harsher environments

Plains = 3 (best)	Lava = 1
Forest = 2	Tundra = 1
Mountains = 1	River = 2

**iv. Jaw (B or T)**

**1. Beak**

- a. Strength: More flexibility acquiring food from environment
- b. Weakness: Weaker offensively during combat

Plains = 1	Lava = 3 (best)
Forest = 2	Tundra = 2
Mountains = 1	River = 1

**2. Teeth**

- a. Strength: Stronger during combat
- b. Weakness: Difficulty acquiring food from the environment

Plains = 3 (best)	Lava = 1
Forest = 1	Tundra = 2
Mountains = 2	River = 1

- b. **Resources** – Gods have limited resource pools from which to build specific animal features. Each feature has its own separate resource pool. Each pool contains 50 total units\* to draw from over the course of the game. **The more resource units used in a feature, the stronger that feature performs in the environment:**

**i. Example: Platylus (WFCB)**

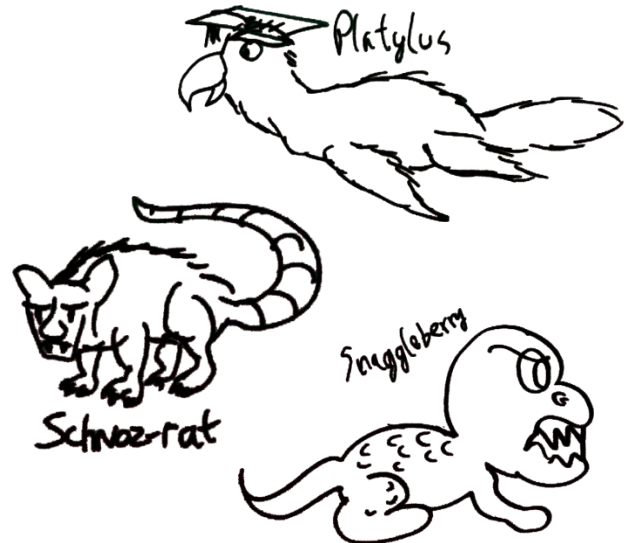
- 1. 5 units of Wings and Fins
- 2. 10 units of Fur
- 3. 5 units of Complex Brains
- 4. 4 units of Beak

**ii. Example: Schnoz-rat (AFIT)**

- 5. 5 units of Arms and Legs
- 6. 3 units of Fur
- 7. 8 units of Instinctual Brains
- 8. 5 units of Teeth

**iii. Example: Snaggleberry (ASIT)**

- 9. 4 units of Arms and Legs
- 10. 4 units of Scales and Plates
- 11. 3 units of Instinctual Brains
- 12. 6 units of Teeth



*\*Note: For clarification, this means you start with 50 points of “Arms and Legs” AND 50 points of “Wings and Fins”, NOT 50 points total for both kinds of Limbs.*

- 4. **Reproduction** – Creatures placed on a hex space with no adjacent enemy creatures will eventually reproduce. How long it takes them to reproduce is based on how well-suited and how potent their features are for the surrounding terrain. With each game cycle, points are accumulated per terrain type. When a creature is able to reproduce in a certain terrain type (a certain threshold of points is reached), their God may place a copy of that creature in the appropriate **adjacent** hex grid cell.
- 5. **Combat** – When a God’s creature tries to expand into a hex grid occupied by an enemy creature, combat begins. Each creature’s reproductive strength is calculated and a difference is

found, becoming the effective growth rate for that creature on that cell. Whichever creature is better suited for that environment will eventually reach the needed threshold to control that terrain cell, and take it over (if attacking) or take over the cell of the attacker (if defending).

## 6. Favor of the World *(not prototyped today)*

- a. Design decisions made by the Gods in their ecosystem battle are also evaluated by the World herself. Her avatar drifts through the naturally-developing warzone. She passes judgment on the “poetry” of the creations offered to her in competition for her territory. She does not affect the mechanics of the natural battle, but as she indicates what species she admires, her choices create a pattern. The game program will begin to narrow her choices as the game gets longer, to arrive at a coherent set of ‘favored creatures’ for players to figure out the pattern from. Her biases must be addressed sufficiently (on average, considering all the player’s surviving designs) as a condition of victory as follows:
  - i. If a World is conquered in a manner that is satisfying, the conquering God claims this World, and wins the game.
  - ii. If a World is conquered in a manner that is distasteful, the conquering God has not won, and the competing player can choose half of the organisms to be re-branded as their own, and play continues.