
Board Game Creation and Balancing

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The Inspiration

- You will be looking at other board games!!!
 - Some have suggested to take out some rules to see how much they affect the game and how they connect with the others!!!
 - Try for an original idea!!!
 - Don't get too attached to your original idea
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Writing and balancing

- Put your ideas down on paper
- Look at your rules; check for plausibility and practicality
- If your idea turns out to be too complicated or impractical you might want to change your overall main idea or some details inside of it.
- It is best to balance and rewrite during this step before moving to the next.



Rules

Teams

- Up to 4 teams
- Start with hero mech/ fac.
- Goal is to take all factories

Factories:

- Troop spon from fac with in 1 radius
- 4 turn cap
- 1 sp (spawn point) per turn per fac.

Super Factory:

- Gives 2 sp per turn
- Double cap time

Faction abilities:

- Invisibility - 2
- Invonrability - 1
- Speed - 4 with 2 extra move to base move speed. Faction speed
- Hack - once per game

Spy drone

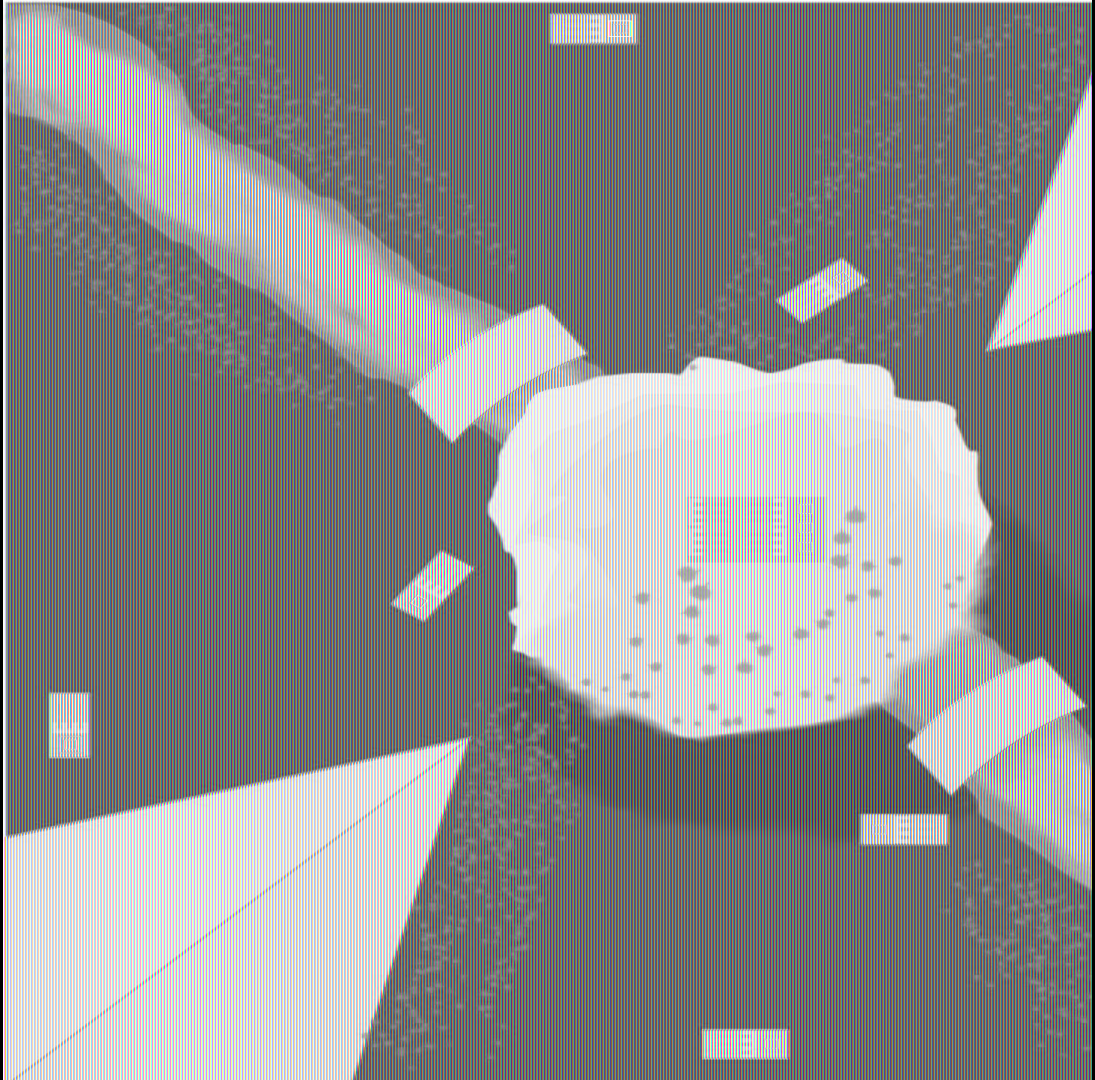
- Can't be destroyed
- move 6
- Increase of rang to 4
- When over opposing force increase range by 1

Dice Rolls

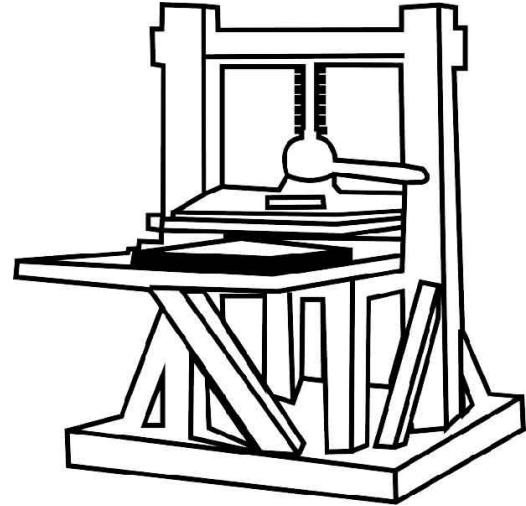
- Hit or miss

Types of mechs

- A = Armor
- B = Movement speed
- C = Attack = 2
- D = range 3
- Heavy - 3 pt
 - 4
 - 1
- Medium - 2 pt
 - 3
 - 2
- Light - 1 pt
 - 2
 - 3
- Hero -
 - 20



Printing and Assets



- Build a board
 - Get all your pieces
 - Make sure you have enough for all your players
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Play and have Fun

