

Final Ruleset

Contains

- 4 vehicle cards with *gameplay summaries on the back and pockets for storing passengers*



- 10 checkpoint cards



- 24 passenger cards



- 26 Action cards



(see after rules for card break-down)

- checkpoint sheet (on which to set your checkpoint cards when you draw them)



Summary: The Great Scaryville Air tour is underway! Choose the vehicle that you will be piloting. Your goal is to get the most valuable passengers by the end of the tour

History: Bryan Scary and the Shredding Tears weave a colorful world with their highly narrative songs. The characters, places, and events in this game are all derived from the fictional world of Scaryville and the stories presented in the Shredding Tears' music.

- Each player should choose a vehicle card to represent the vehicle they are piloting
- Shuffle the passenger, checkpoint, and action cards and pass out 6 to each player. Set the rest of the deck face down on the table.
- Set the checkpoint sheet in the middle of the table.

Order of play

- 1) Draw a card randomly from another player's hand and play it immediately
- 2) Choose a card from your own hand to play.
- 3) Draw 2 cards from the deck and put it in your hand.

In case of tie:

- if the game ends with 2 or more people in a tie, play another round until the tie is broken.
- You acquire passengers by playing passenger cards on your vehicle (each ship card has a pocket where you can store your passengers). Only passengers on your vehicle count towards your point total. Passengers still in your hand at the end of the game do not count.
- There are 10 checkpoint cards. When a checkpoint card is drawn by a player, it should be placed on the table. Once 5 checkpoints have been drawn, the game is over, and players may tally up the point values of their passengers.
- Some cards have special instructions on them, just do what they say!

Card Breakdown

Actions

- 8 Steal cards (steal a passenger at random from another ship)
- 4 Zero Light cards (Lose your turn)
- 1 Reshuffle Card (Gather all players' hands, shuffle the cards, then redistribute them evenly among all players)
- 4 Stab at the Sun cards (Discard one of your passengers)
- 4 Trade cards (Randomly take a passenger from another ship and replace it with one of your own passengers)
- 1 bottom of the grave (search through the discard pile. Choose any card and put it in your hand)
- 4 Time Travel cards (Discard a checkpoint in play)

Checkpoints

- Downtown Scaryville (If Torter Andrews is a passenger, put him back in the draw deck and shuffle it).
- The Up & Over Stairwell (*when this checkpoint has been played, each player must discard a card from his hand*)
- Operaland (If George *and/or* Marguerite are passengers, they should both go to the person who played this checkpoint).
- Interstellar Beach Party (when this checkpoint is played, everyone draw until they have 6 cards in their hand)

- Macedonia Hotel (while this checkpoint is in play, all Blood Club Members now have negative value)
- United Nations Station (If the Venus Ambassador is in play, all Unit 7 passengers should be moved to his ship)
- the Moon (if anyone has La Madame on the Moon as a passenger when this card is drawn, he may give her to someone else)
- Stellar Lounge (if anyone has Mama John as a passenger when this card is drawn, he may give her to someone else)
- Mrs. Gracy's House (if anyone has Mrs. Gracy as a passenger when this card is drawn, he may give her to someone else)
- The Living Desert (if someone has the Firetree Bird as a passenger when you draw this card, you may steal it as your own)

Passengers (point value)

- Mad Scientist (1)
- Mayor of Scaryville (1)
- Sheriff (1)
- Burglar (1)
- Newsie (1)
- Skyship Thunder Man (2 - If your ship is the Hidden Cloud, worth 3)
- Susie High (2 - if your ship is Susie's Big Invention, worth 3)
- Dr. Brain (2 - if your ship is the Purple Rocket, worth 3)
- Airship Valentine (2 - if your ship is The Knife, worth 3)
- Venus Ambassador (3)
- Torter Andrews (3)
- Marguerite (1 - if you also have George as a passenger, worth 2)
- George (1 - if you also have Marguerite as a passenger, worth 2)
- 3 Blood Club Members (each Blood Club passenger is worth the total # of Blood Club Members on your ship)
- Firetree Bird (worth the same as the passenger with the highest point value on your ship)
- 4 Unit Seven Members (-1)
- La Madame on the Moon (-2)
- Mama John (-2)
- Mrs. Gracy (-3)

Final Analysis

The Good: My game turned out to be fun, swift, and simple. Although I abandoned my early ideas of making this a completely table-free game, it is still simple to keep track of with few assets.

People wanted to play my game more than once, and I feel like I wound up with a game that was just the right length of time. One reason for this, I think, is that the pacing of the game is partially in control of the players, since they can bring play closer to ending by playing checkpoints. It seemed to give them a sense of control that was not blatant, and this pleased me.

In spite of the theming being derived from a very specific source (a little known Indie Band and their crazy narrative songs), the characters, places, and wording on my cards never seemed to be a source of confusion to my players. If anything, the players found them intriguing or amusing, but not confusing.

The Bad: There are several questions I wanted to answer via playtesting, but did not have time to:

- 1) Would this game work with 2 or 3 people, or will less people upset the balance? One game that inspired me in my ideas, Guillotine, works very well as a 2 player game. That was something I wanted to strive for, because I feel there is a shortage of good 2-player card games.
- 2) One recurring suggestion I got from my playtesters was that the ships should each have unique abilities, so that there is a difference among them. I thought that this sounded like a fantastic idea, but feared I would not have time to balance the game in accordance to this in my time frame, when I was working on getting the basic principals balanced. This was a suggestion on which I had to listen to myself and bypass for now.
- 3) Do actual Bryan Scary fans like this game? I consulted friends who I know are Scary friends in brainstorming often, especially with regards to coming up with art for the cards. However, it would have been ideal if I could have had these people playtest the game, and see their perspective on the theming.

Overall, I feel like this has been my most successful game yet in this class, and I hope to keep polishing it after this semester. It would make a fantastic gift for the Shredding Tears!