Freestyle Assignment

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Marketing Sheet

The Great Scaryville Air Tour

Summary: In this simple card game, you pilot one of four unusual ships around the peculiar landmarks of Scarvyille, collecting passengers as you go. Your goal is to have the most prestigious (highest point value) passengers on your ship before the tour is over.

* The Great Scaryville Air Tour is based on the fictional world described in the songs of Bryan Scary and the Shredding Tears.

* Explore the unique and colorful world of Scaryville by piloting amazing air ships featured in the band's newest album: Flight of the Knife.

Player Information:
4 Players
Ages 12+

Game Time:
15 minutes

Similar Games:
Guillotine/Paul Peterson

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Brainstorming

Technology	Story	Mechanics	Aesthetic
1) Dice 2) Playing cards 3) Nerf guns 4) Pegs and pegboard 5) Flash 6) Magnetic body parts 7) Poker chips 8) Marbles 9) Lawn darts! Yeah! 10) Old school html-based 11) Ice 12) A ball of yarn 13) dominos 14) A tape deck 15) Google maps 16) Small cards that you can easily carry around, like maybe business	1) CakeTown 2) Bryan Scary/Scaryville 3) Dragons 4) World of Warcraft 5) Nobilis – the board game 6) Zombie apocalypse. Zomzies zomzies zomzies! 7) The Sweeper World 8) Memoir 44 + Dinosaurs 9) Spies 10) Gardening 11) The Great Scaryville Air Race)	1) Nerf Tag – only one bullet, whoever has the bullet is "it" and has to shoot another player. If they miss, they have to retrieve the bullet 2) Source material – something in the game has to be pulled from source material that happens to be in the room at the time (books, other games, movies, etc.) 3) A very silly WoW-based board game, that parodies all the silly things about WoW 4) Something that involves bidding (like Give Me the Brain) 5) Something that involves a traitor (like Camelot) 6) Large-scale hide and seek 7) "Bang" You're Dead (you play this with a partner, and hide a picture of a bomb somewhere that they will stumble upon it)	1) Little Endless style 2) Steam Punk 3) Will White style 4) Sketchy stick person

card sized 17) Cards that you can clip onto you		8) Once Upon a Time sort of game, only with different story elements ("and every day...", "until one day...") 9) Games for animals...Playmotion Cat World lives! 10) Wii Cornhole 11) Card game you can play standing up, while waiting around in a gig 12) Game where you can easily tell who is winning (Give me the Brain) 13) Game where you don't have to memorize a lot of rules; they are written right there on the cards (Guillotine) 14) Using another player's hand as a draw-deck 15) You have to collect checkpoints and passengers, certain passengers are good and certain ones are bad.	

Summary

I want to make a simple card game based on the Scaryville mythos. The audience is Bryan Scary fans who could possibly play the game while standing around and waiting for the gig to start, but also people my age who may not even know who Bryan Scary is. The game should be simple and swift enough that it is easy to play on the spot and is not too imposing.

Inspiration

After I broke down elements of the Bryan Scary world mainly into people and places, I thought of the game Guillotine as a source of inspiration.

The main idea I lifted from this game was that of people being worth different point values, and trying to collect them.

Another thing I really like about Guillotine is how special instructions are all written on the cards, so there is little you have to remember.

Early Mechanic Brainstorming

Goal: collect a certain number of checkpoints (permanent) and a certain number of passengers (you can gain or lose them)

Vehicles: (these are identities for the players)
1) Purple Rocket (if this person has Dr. Brain as a passenger, something good happens)
2) The Knife (Airship Valentine)
3) Susie's Big Invention (Susie High)
4) Skyship to the Sun (Skyship Thunder Man)

Passengers
1) Torter Andrews **3**
2) Mrs. Gracy (negative points) **-3**
3) Venus Ambassador **3**
4) La Madame of the Moon (negative points) **-1**
5) Airship Valentine (paired with The Knife) **2**
6) Desdemona
7) George (paired with Margueritte) **1**
8) Margueritte (paired with George) **1**
9) Mrs. Lineye
10) 5 Members of the blood club (can work like city guard in guillotine, more of

them = greater multiplier)
11) Susie High (paired with big invention) **2**
12) Mama John (negative points) **-2**
13) Skyship Thunder Man (paired with Skyship) **2**
14) Mayor (bonus for multiple band members) **1**
15) Sheriff **1**
16) Burglar **1**
17) Mad Scientist **1**
18) Newsie **1**
(maybe)
19) Pharmacist
20) Gambler
21) Undertaker
20) Dr. Brain (paired with Purple Rocket) **2**
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21) Firetree Bird (worth point value of your highest pointed passenger)

Points/number of cards that should have that
3/2
2/4
1/7
-1/1
-2/1
-3/1

Checkpoints
1) Downtown Scaryville
2) Scaryville Airport
3) Stellar Lounge (paired with Mama John) - if the person who draws this card has Mama jones as a passenger, he can force her upon someone else
4) The Up and Over Stairwell
5) Mrs. Gracy's house (paired with Mrs. Gracy) - if the person who draws this card has Mrs. Gracy as a passenger, he can force her upon someone else.
6) The Bottom of the Grave
7) OperaLand
8) Macedonia Hotel
9) The moon? If the person who draws this card has La Madame of the Moon, he can force her upon someone else.
10) Interstellar Beach Party
(take 1 out or add 3. Make sure total cards is an even number divisible by 4)
11) Living Desert (if someone has the firetree bird as a passenger, you can steal it from them)

Maybe the checkpoints aren't mandatory, but act as bonuses? Maybe they act as points in the game? When all the Checkpoints have been drawn, the race is over. Would need a way of displaying checkpoints prominently

Things that might happen
1) Misery loves company
2) Zero Light
3) Stab at the Sun
4) Ceiling on the Wall
5) Shed Tears all over the place

Things that should happen, non-themed
1) Steal another person's passenger?
2) Lose a turn
3) Mix up everybody's hand and redistribute
4) Skip the next person's turn
5) The next time a passenger card shows up, you get to steal it
6) You get to steal someone's passenger (randomly drawn)

Turns might go something like this:
1) Draw a card from another person's hand (maybe let them choose, maybe it's predetermined)
2) Chance at interrupt?
3) Play something from your own hand
4) Chance at interrupt?

Ruleset 1

Contains
- 4 vehicle cards
- 9 checkpoint cards
- 21 passenger cards

*Note: I'm intentionally leaving out action cards for this ruleset, because I want to see how it plays with just drawing cards, and to get an idea of the sorts of actions people *want* to happen

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

1) Each player should choose a vehicle card to represent the vehicle they are piloting
2) Shuffle the passenger and checkpoint cards and pass them all out

3) The player with the most aeronautic experience goes first

Order of play
1) Draw a card randomly from another player and play it.
2) Choose a card from your own hand to play.
3) Some cards have special instructions on them, just do what they say.
4) You acquire passengers by playing passenger cards on your vehicle. Only passengers on your vehicle count towards your point total. Passengers still in your hand at the end of the game do not count.
5) There are 9 checkpoint cards. When a checkpoint card is drawn by a player, it should be placed on the table. Once all 9 checkpoints have been drawn, the race is over, and players may tally up the point values of their passengers.

Playtest 1
Thursday, March 27, 8:00pm
Carlos, Andy, Kristopher

One goal of this game was to figure out if the point spread was even, just by playing through the cards. The final scores were 5, 7, 11, and 12, which isn't too bad. Here are the suggestions I got for actions people wanted to be able to take during the game.

1) The ability to steal passengers from another player
2) A way to block the hand draws/an interrupt card you can play directly from your hand
3) Something to simulate combat for fighting over passengers
4) A way to swap cards
5) being able to play 2 cards instead of one
6) Losing a turn
7) A way of ganging up, i.e. everyone sacrifices a passenger to undo a play
8) "Bungle a stunt," lose a passenger
9) Shuffle and redistribute cards to people's hands
10) Getting something back from the discard pile

Some other things: Carlos mentions that he wished the function of a player's ship came into play more (the fact that certain passengers are paired with certain ships). I think the ability to steal cards would promote this element. I also talked about my idea of wanting the vehicles to be wearable, and being able to attach your passengers to your vehicle. Andy suggested using lanyards and badge holders, which I could very easily fit into the pilot theme!

The idea of this being a "race" is a little inaccurate, since you're really just trying to collect prestigeous passengers. I may call it the Great Scaryville Air Tour instead, or something.

I may also try making it so that you only have to have 5 checkpoints for the race to be over, that way not all checkpoints necessarily show up during play.

Ruleset 2

Contains
- 4 vehicle cards
- 9 checkpoint cards
- 21 passenger cards
- 16 Action cards
   * 4 Steal cards
   * 1 Reshuffle card
   * 3 Discard interrupts
   * 2 Swap cards
   * 4 Lose your turn cards
   * 2 steal interrupt cards

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

1) Each player should choose a vehicle card to represent the vehicle they are piloting
2) Shuffle the passenger,checkpoint, and action cards and pass them all out
3) The player with the most aeronautic experience goes first

Order of play
1) Draw a card randomly from another player and play it
   a) If the card is an interrupt card, put it into your own hand
   b) Otherwise, you must play the card
2) Choose a card from your own hand to play.
3) Some cards have special instructions on them, just do what they say.
4) You acquire passengers by playing passenger cards on your vehicle. Only passengers on your vehicle count towards your point total. Passengers still in your hand at the end of the game do not count.
5) There are 9 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 rgame is over, and players may tally up the point values of their passengers.

==Gang Up Rule:==
==- if someone does something that makes the other players dreadfully unhappy (playing a checkpoint to end the game when they are not ready, playing a nasty action card, etc.), the remaining players may choose to gang up and nullify that card. To do this, each remaining player must sacrifice one passenger of 1 pt value or greater to the discard pile.==

Playtest 2

Thursday, March 27, 10:00pm
Carlos, Andy, Kristopher

In general, the action cards made the game much more exciting! I played with the same people I did the first run-through with, so as to get a more accurate read of how their suggestions worked.

One last minute change I made: When I said the game would end after 5 checkpoints, everyone thought that would be too short, so I said we'd play until all of them were played, and sort of remember the point where we thought it should have ended. We all agreed it probably should have ended after 6. I think I'm just going to have to keep playtesting to find the perfect number.

Things we talked about:
- The interrupt cards were weird. They are the only card that are treated differently from the other cards, and we thought about some things to adjust them, but I think I'm just going to table the interrupt cards for now.
- everyone agreed, more stealing and swapping cards! They are interesting
- The Blood Club is too strong, we talked about reducing the total number to 3 instead of 5.
- Everyone liked the reshuffle card
- the favorite things about the game were how some passengers were more valuable to certain vehicles, and how certain combos were more valuable together (like the blood club and george/marguerite)
- Carlos wishes there were other special abilities associated with the vehicles, like special powers. Andy suggested I balance these other things first before considering that.
- The players wanted more negative point characters, because they were interesting. Here is my new plan, I'm going to bump La Madame on the Moon up to -2 (since she, Mama John, and Mrs. Gracy have checkpoints associated with

them), then create a new more general card to be -1, so I can have several of them.

- With the action cards, people felt overwhelmed by the amount of cards they had to manage, but they still all enjoyed the idea of stealing a card from another person's hand as part of a regular play turn (which I agree with, some of the most interesting interactions came from that). We plotted and talked and this is what we came up with to try next:

- have a draw deck, and only give out 6 cards to everyone. The play sequence now goes like this:
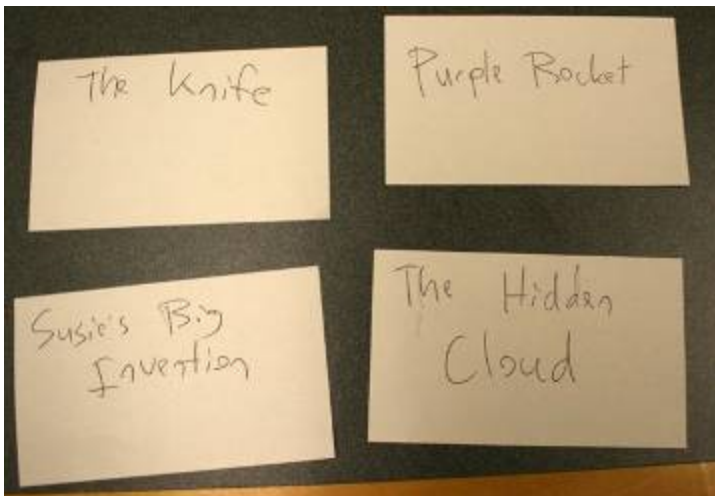
1) Steal a card from another person and play it
2) Play a card from your own hand
3) Draw a card and add it to your hand.

Ruleset 3

Contains
- 4 vehicle cards

- 9 checkpoint cards
- 25 passenger cards (I added 4 -1 value cards)
- *16 Action cards*
  * ==8 Steal cards==
  * *1 Reshuffle card*
  * ==8 Swap cards==
  * *4 Lose your turn cards*
  * ==2 Lose a passenger cards==

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

1) Each player should choose a vehicle card to represent the vehicle they are piloting
2) 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.*==
3) The player with the most aeronautic experience goes first

Order of play
1) Draw a card randomly from another player and play it
~~a) If the card is an interrupt card, put it into your own hand~~
~~b) Otherwise, you must play the card~~
2) Choose a card from your own hand to play.
==*3) Draw a card from the deck and put it in your hand.*==
4) You acquire passengers by playing passenger cards on your vehicle. Only passengers on your vehicle count towards your point total. Passengers still in your hand at the end of the game do not count.
5) There are 9 checkpoint cards. When a checkpoint card is drawn by a player, it should be placed on the table. Once ==6== checkpoints have been drawn, the game is over, and players may tally up the point values of their passengers.

~~Gang Up Rule:~~
~~- if someone does something that makes the other players dreadfully unhappy (playing a checkpoint to end the game when they are not ready, playing a nasty action card, etc.), the remaining players may choose to gang up and nullify that card. To do this, each remaining player must sacrifice one passenger of 1 pt value or greater to the discard pile.~~

Playtest 3
Monday, March 31, 7:00pm
Andy, Carlos, Joe

For this iteration I made some changes in action cards, added more negative passengers, and added the draw deck. I also got rid of the gang-up rule because (and I wasn't surprised by this), no one remembered they could use it. I kept comparing this to the Merlin cards in Shadows Over Camelot, and I think people in that game remember the obscure cancellation rule is because it's written on the Merlin cards, so if they have one, they are reminded of it. If it isn't written down for them, it's hard to expect my players to remember the rules.

Good things: The draw deck and having fewer cards in hand was well liked, and made the hands feel more manageable. I also think it was fun to have to draw a card at the end of your turn, because of the possibility that it could get stolen before you got a chance to play it.

Bad things: I didn't calculate for the rate of loss of discards, so people ran out of cards in their hands pretty quickly. I'm going to change this by having you draw 2 cards at the end of your turn instead of 1.

In this particular game, 6 checkpoints felt a little bit too long, so next game I'm going to bump it down to 5.

In general, people really like stealing, but feel like the swap cards are more of a hassle. Carlos suggested that the swap cards would be more distinct and more liked if the person who drew them got to pick which of their own cards they were giving away. I may give this a try, but since it makes the swap cards a bit more powerful, I might end up having to reduce the number in the deck. This is also a nice way to be able to get rid of bad cards.

Other things I plan on changing:
Right now I feel like there aren't enough ways to get rid of bad cards if you have them. The swap change will fix this, and I'm also going to change how some of the special checkpoints work to make it easier to get rid of Mrs. Gracy, La Madame on the Moon, and Mama John if they are in play.

We had some discussion about the element of choosing which other player you drew cards from. At first, Carlos and Joe only drew from Andy, because we wanted to see what would happen if one person got picked on (the reshuffle card came into play, though, and evened things out). After that, people started drawing from whoever had the most cards in their hand.

I contemplated making it a requirement that you always draw from the player with the most cards, but Andy says that the element of choice in who you draw from was important to him. I'm going to keep this the way I have it now, but I'll keep an eye on it.
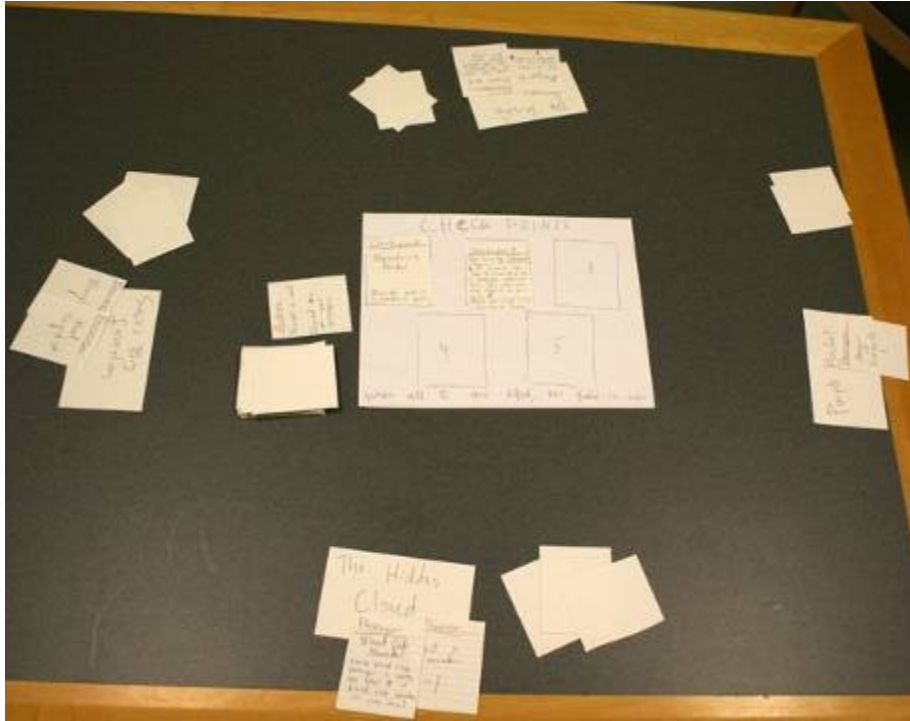
Ruleset 4

Contains
- 4 vehicle cards
- 9 checkpoint cards
- 25 passenger cards
- *16 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

- 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.
- The player with the most aeronautic experience goes first

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.

- You acquire passengers by playing passenger cards on your vehicle. 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 9 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

Checkpoints
- Scaryville
- The Up & Over Stairwell
- Operaland
- Interstellar Beach Party
- Macedonia Hotel
- 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)

Actions
- 8 Steal cards (steal a passenger at random from another ship)
- 4 Lose Your Turn cards
- 1 Reshuffle Card (Gather all players' hands, shuffle the cards, then redistribute them evenly among all players)
- 4 Bungle a Stunt 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)

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)

Playtest 4

Tuesday, April 1, 11:30am
Alyson, Katelyn, Brad
Final Scores:
Alyson – 3
Katelyn – 7 (after tiebreaker: 7)
Brad – 7 (after tiebreaker: 5)
Lisa – 3

The Good: The overall feel of the game was quite fun! People really liked the idea of stealing one another's passengers, and felt like it was balanced. They also liked that there was a balance between strategy and randomness in the game, and all the players enjoyed the variety of cards.

The Bad: My players felt like 5 checkpoints was a good length, but worried that there were too many checkpoint cards in the deck (I have 9), and that the game could end too quickly.

They wanted more cards in general, more passengers and actions, and especially more cards that worked together (they all really liked the George and Marguerite combo, and the Blood Club, for example.

Brad wanted the Ships to be more of a choice, and wondered if each ship should have its own special ability. I'm hesitant to do something like this, for balancing issues, but I would like to find more ways that your ship can affect the value of your cards.

Other things: This game ended in a tie between Brad and Katelyn, so I had to think up a tie breaker on the spot. I just had the two of them play one more round, which conveniently broke the tie. I'll have to add something about this in the rules. This situation also made me think of what this game might be like with just 2 players. I'll have to try that out.

Playtest 5

Tuesday, April 1, 12:00pm
Ryan, Seth, Katelyn
Final Scores
Ryan – 6
Lisa – 7
Seth – 4
Katelyn - 2

The Good: These players really enjoyed my game (and Katelyn liked playing again, though she didn't have an unfair advantage from having played the game before, which was nice). Ryan really liked the idea that one of your draw turns was to draw from another person's hand.

He and Seth also really enjoyed the Action cards that were designed specifically for if someone drew one from your hand (like the Lose Your Turn card) and wanted more cards like that. Ryan suggested an Explosive Cargo action card, which perhaps explodes if a person draws it, and forces them to discard a passenger.

The Bad: Seth was curious about there being a contingency for if a person ran out of cards. Since I still have it as a choice for who you draw your card from, it's possible for people to gang up on one player and have them run out of cards. Ryan suggested that to remedy this, on the draw phase, just always draw enough cards to put you back up to 6. I may give this a try and see how it plays out.

All players also wanted there to be more incentive to playing checkpoints. They liked the ones with special abilities, and thought that all checkpoints should have special effects, so there's more reason to play them other than just "advance the game." One suggestion was a checkpoint that switches all negative cards to positive cards.

Other things: Seth suggested I create a card that causes players to switch ships (not passengers, just ships) as another way to acquire the bonus points from the passenger/ship combos. I thought this sounded pretty cool, and I'd like to try it.

Another thing I thought of, especially if I have all checkpoints having some special ability, was a way for players to remove checkpoints from play. I thought of each ship having a special ability that lets them do this which can only be used once per game. I think I'm going to try it out next playtest.

Overall, these playtests were quite insightful, and I was surprised at how much people enjoyed the cardgame. I feel in a good enough place to start designing the final look for my cards, and to get started on some of the art.

Ruleset 5

Contains
- 4 vehicle cards
- 9 checkpoint cards
- 25 passenger cards
- *16 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

- 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.

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. 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 9 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!
- *Each ship has the ability to remove one checkpoint from play once per turn*

Card Breakdown

Actions
- 8 Steal cards (steal a passenger at random from another ship)
- 4 Lose Your Turn cards
- 1 Reshuffle Card (Gather all players' hands, shuffle the cards, then redistribute them evenly among all players)
- 4 Bungle a Stunt 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)
- *2 Swap Ships cards (if you draw this from another person, you must swap ships with him. If you play this card from your hand, choose who you swap ships with)*
- *bottom of the grave (search through the discard pile. Choose any card and put it in your hand)*

Checkpoints
- Scaryville *(Torter Andrews has been called off on assignment. If he is a passenger, put him back in the draw deck and shuffle it).*
- The Up & Over Stairwell *(while this checkpoint is in play, all negative point cards are now positive)*
- Operaland *(If BOTH George and Marguerite are passengers, they should both go to the person who played this checkpoint).*
- Interstellar Beach Party *(while this checkpoint is in play, everyone draws 3 cards at the end of their turn instead of 2)*
- 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)
(unchanged)

Playtest 6

Monday, April 7, 7:00pm
Andy, Joe, Carlos
Final Scores
Lisa: 6
Joe: 4
Carlos: 4
Andy: 2

The Good: My players really enjoyed having each checkpoint do some sort of ability. It made checkpoints more significant than just an indication of advancing the game.

The game itself lasted just the right amount of time: swift, but not overly short.

My players were deeply invested in their cards, and there was a lot of yelling and cursing and mad cackling to be had.

The Bad: The ship ability I added did not work out so hot. We all agreed that using it was too direct, and could fall into a way of lengthening the game past a good time. After some discussion, I've decided that I'm going to make 4 action cards which remove a checkpoint from play, so that they fit more in theme with the other cards.

Since my checkpoint abilities were new, I went over them with my players after the game to discuss which ones might be overpowered (We only got to use one or two new checkpoints during the game). I'm going to make some adjustments and play again.

Also, the swap ship card wasn't as exciting as I thought it was going to be, so I think I'm going to ditch it.

Other: This iteration seemed to push my game into being more random/luck based than retaining a balance of luck and strategy. However, my playtesters all thought this was okay, because the game is still quite fun in spite of this fact. It actually appeals to the type of audience I'm going for, in that you can play it in a

waiting scenario (and not have too much investment to give up if, say, the gig starts before you're finished with the game).

It also appeals to me personally, as I am fond of games where there is not *too* much pre-planning that is necessary. I've decided I'm going to embrace this luck-driven aspect of my game, for as long as it is still fun.

Also, this was my first playtest with my fancy new cards (sans pictures) and I got a lot of advice about wording that needs to be adjusted on certain cards.

Ruleset 6

Contains
- 4 vehicle cards
- 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

- 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.

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. 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 9 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!
- ~~*Each ship has the ability to remove one checkpoint from play once per turn*~~

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)
- ~~2 Swap Ships cards (if you draw this from another person, you must swap ships with him. If you play this card from your hand, choose who you swap ships with)~~
- 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
- Interstellar Beach Party (when this checkpoint is played, everyone draw until they have 6 cards in their hand)
(the rest were unchanged)

Passengers (point value)
(unchanged)

Playtest 7
Tuesday, April 8, 6:00pm
Andy, Joe, Carlos, Bryan Cash
Final Scores
Bryan – 8
Carlos – 1
Andy – 1
Joe – 0

The Good: The game remains fun.
Turning the discard checkpoints feature
into an action card worked out quite well.
There was some concern that these cards
might end up making the game last too
long, but when it was discovered that
there are only 4 in play, my players were
reassured (in fact, only one discard
checkpoint card was used during the
game).

Bryan Cash described the game as "a
lark," and said that it felt like a good
mixture of randomness and strategy He didn't find anything confusing, and
enjoyed the swiftness of the game.

Andy, Joe, and Carlos all were very willing to be repeat players yet again, and
did not show any signs of growing bored with the game

The Bad: Most of these were nitpicks and discussions. We went over potentially
confusing wording on my cards that I noted to change.

I brought up with Bryan how my earlier playtesters liked checkpoints with special
abilities, and wanted all of them to have abilities. Then I mentioned how I felt that
giving every checkpoint an ability was what pushed my game into being more
luck based. Bryan suggested that the reason my playtesters liked the special
checkpoints was because they were special, and that maybe I could try making
other checkpoint abilities smaller/less drastic. I took this into account and
changed a few checkpoint rules.

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)
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- 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!