

GAME DESIGN FINAL – SYNTHESIZED DOCUMENTATION

GAME 1 – FESTER

Fester Game Pieces

Fester- Orange

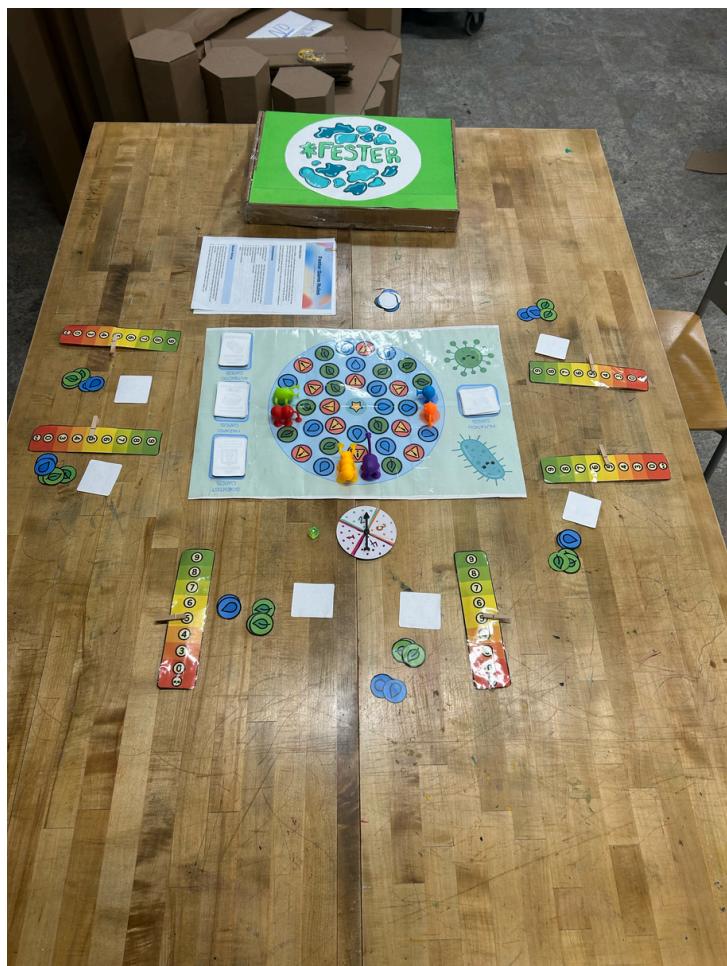
Fester- Blue

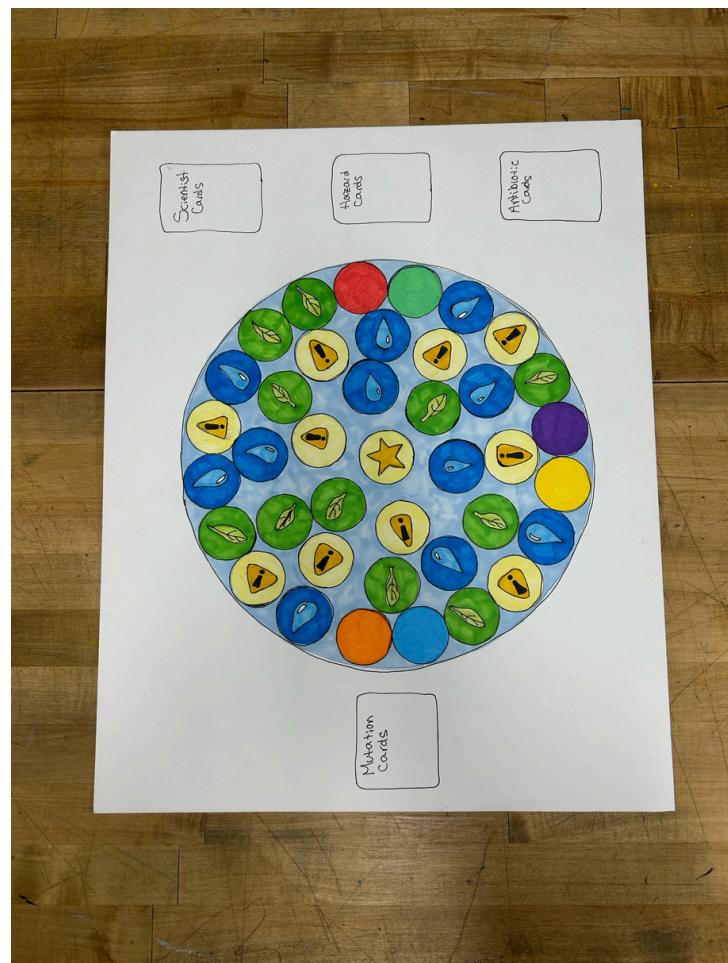
Fester- Red

Fester- Yellow

Fester- Green

Fester- Purple







Fester Set-up

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scaniverse.com

A cooperative survival game about microbes fighting back against antibiotics.

Fester Game Rules

Game Rules

Fester is a cooperative board game where players become microbes fighting to survive inside a petri dish. You win only if at least half the colony survives and one microbe reaches the center. You lose if half the microbes hit zero health – and the scientists win.

Components

- **Game Board (Petri dish layout with concentric rings)**
- **Microbe Tokens (4–6)**
- **Health Track**
- **Spinner (determines available actions)**
- **Resistance Dice**
- **Scientist Cards**
- **Antibiotic Cards**
- **Mutation Cards**
- **Nutrient Tokens**
- **Water Tokens**

(All components verified from page 1.)

Setup

1. **Place the board in the center.**
2. **Each player chooses a microbe and places it on its color-coded start space.**
3. **Set each player's health to 5 on the shared health track.**
4. **Shuffle the Scientist, Antibiotic, and Mutation decks separately.**
5. **Place Nutrient and Water tokens within reach.**
6. **Each player begins with 3 Nutrients, 2 Water, and 1 Mutation Card.**
7. **Orange goes first; play proceeds clockwise. (Page 2)**

Gameplay Overview

Each round consists of three phases:

1. Scientist Phase

Draw and resolve a Scientist Card.

These introduce environmental hazards or lab-related interference — heat changes, radiation, chemical spills, etc.

2. Player Phase

Each player, on their turn:

- **Spin the Spinner → number of allowed actions**
- **Take up to that many actions, including:**
 - **Move to an adjacent space**
 - **Gather resources from matching spaces**
 - **Play a Mutation card**
 - **Share resources**
 - **Spend 1 Water to gain 1 Health**

Players may only move inward to the next ring once they reach a **green-marked entry point** (page 2).

3. Antibiotic Phase

Draw an Antibiotic Card.

Every player rolls to check resistance:

- If roll \geq antibiotic's resistance value \rightarrow survive
- If roll $<$ required value \rightarrow lose health
Mutation Cards may modify rolls (page 3).

Resource Management

- Nutrients restore health.
- Water avoids certain negative Scientist effects or restores health.
- Some mutations require resource payment.

Winning & Losing

- Win: At least one microbe reaches the center.
- Lose: Half of all microbes reach 0 health (page 3).

Optional Advanced Modes

- Microbes gain unique one-use abilities
- Event cards add dramatic randomness
- Variant boards change difficulty

GAME 2 – STRAYS

Strays Game Pieces

[Strays- Otis, Louie, Ranger](#)

[Strays- Midnight, Sparky, Willie](#)

[Strays- Houses1](#)

[Strays- Houses2](#)

[Strays- Houses3](#)

[Strays- Houses4](#)

[Strays- Houses5](#)

[Strays- Houses6](#)







Strays Set-up

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A neighborhood-exploration, point-collecting dog adventure.

Strays A Board Game Adventure.p...

Game Rules

Strays is a competitive board game where players explore a neighborhood as stray dogs, collecting house tokens worth various point values. Alley houses yield double points — so high-risk routes pay off.

Components

- Neighborhood Game Board (streets, alleyways, hydrants, fetch spots)
- House Tokens:
 - 12 Red (2 points each)
 - 6 Yellow (3 points each)
 - 6 Blue (3 points each)
- Dog Pawns
- Fetch Deck
- Standard 6-sided die

(Page 1)

Setup

1. Place house tokens on their assigned color-coded board spaces.
2. Place dog pawns on their Start spaces.
3. Shuffle the Fetch Deck.
4. Louie (your dog mascot) takes the first turn. (Page 2)

Turn Structure

Each turn:

1. Roll the die.
2. Move up to that many spaces (orthogonal only; no diagonals).
3. Resolve the space you land on:
 - House space: Take the token.
 - Alley house: Take the token for double points.
 - Hydrant: Spin the spinner and resolve the Hot Spot event.
 - Fetch Spot: Draw a Fetch Card and resolve immediately.

House Collection Rules

- You may only hold 4 house tokens.
- Once all players have 4 houses, the game ends.
- You may trade a token out to pick up a higher-value one, but the discarded token returns to the board.
- You must land **exactly** on the house space (page 2).

Fetch Cards

Players may only hold 1 at a time. Effects include:

- Extra moves
- Point gains or losses
- Challenges
- Token trades

End of Game

- When all players have 4 houses → tally points.

- Highest score wins.
- Ties → player with the most alley houses wins.
(Page 3)

GAME 3 – THE HILLBILLY TO HIPPIE PIPELINE

Hillbilly to Hippie Pipeline Game Pieces

[H2HP- Hilda](#)

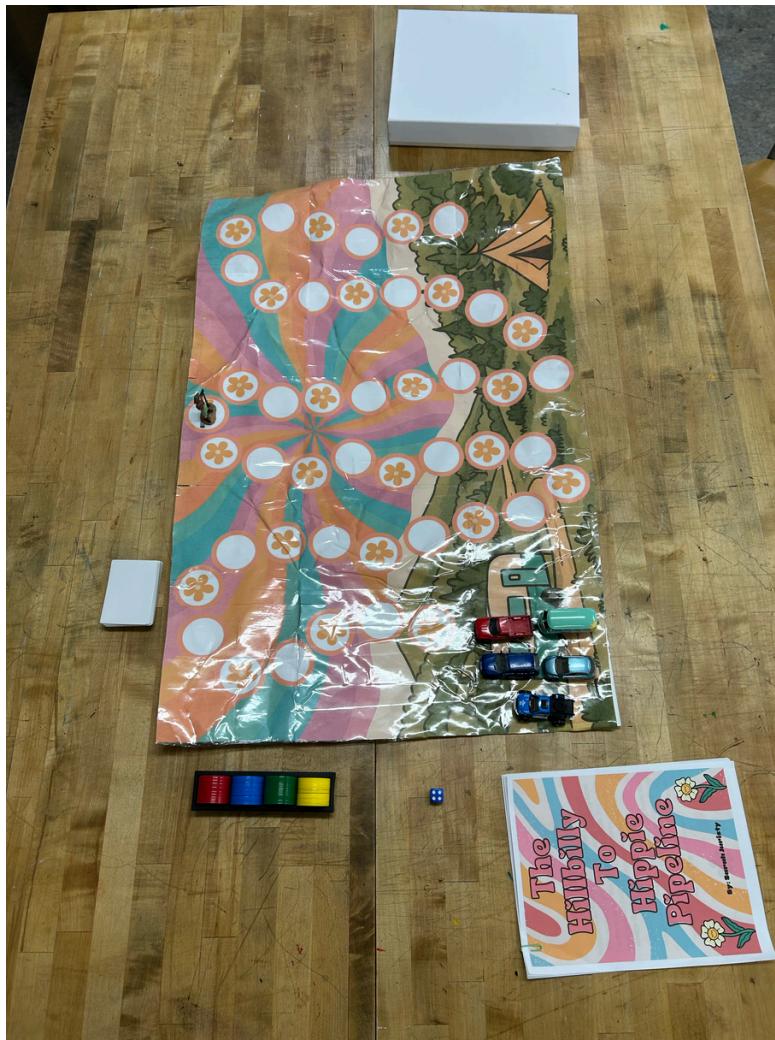
[H2HP- Van](#)

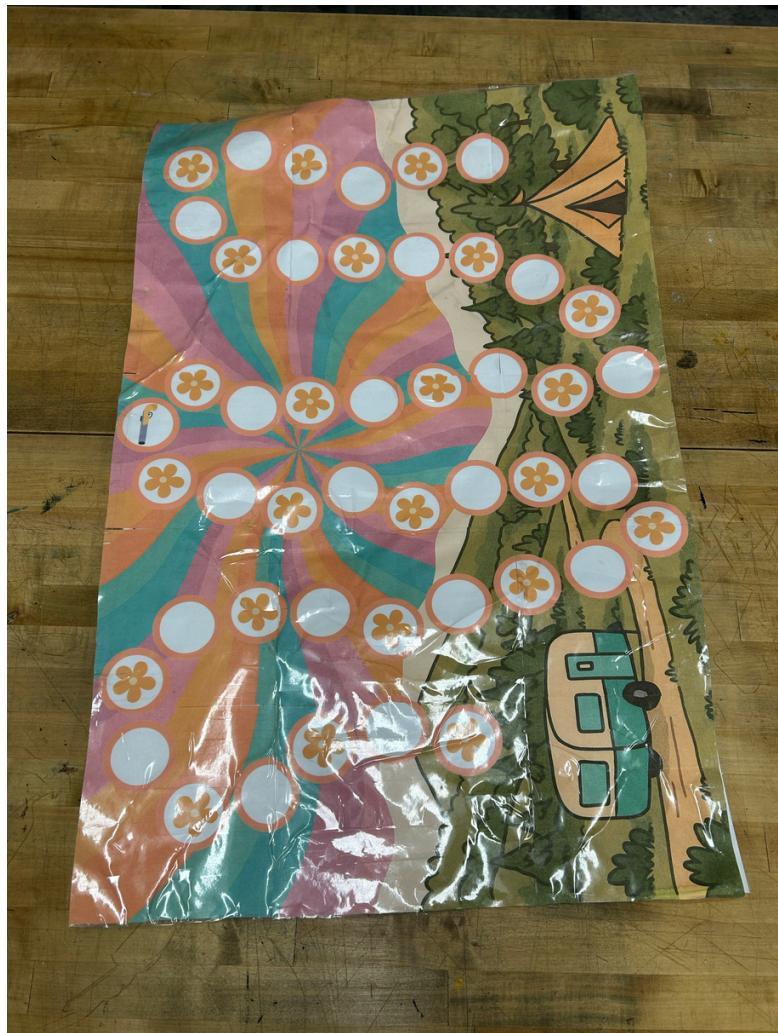
[H2HP- Truck](#)

[H2HP- Truck2](#)

[H2HP- Sedan](#)

[H2HP- Sedan2](#)







H2HPL Set-up

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A betting-driven, chaotic road-trip race featuring cars, a hippie van, and Hillbilly Hilda.

The Hillbilly to Hippie Pipeline

Game Rules

The Hillbilly to Hippie Pipeline is a comedic, chaotic race game where players travel from the Hillbilly Starting Line to the Hippie Campground while betting on movements, dodging Hillbilly Hilda, and triggering unpredictable Challenge Cards.

Components

- Winding road game board
- Player matchbox-style cars (3–6 players)
- Hippie Van (acts independently)
- Hillbilly Hilda token
- Chips in denominations of 10, 20, 50, 100
- Challenge Card Deck
- 6-sided die

(Page 3)

Setup

1. Each player chooses a car and starts at the Hillbilly Starting Line.
2. Place the Hippie Van on the board; it always moves first.
3. Place Hillbilly Hilda mid-track.
4. Give each player 500 chips.
5. Shuffle the Challenge Deck.

(Page 4)

Gameplay Flow

Each round proceeds:

1. Hippie Van Moves First

Roll → move → optionally place a bet.

2. Players Take Turns

- Roll and move
- If landing on a Challenge space → draw a Challenge Card
(Effects range from setbacks to psychedelic boosts.)

3. Hillbilly Hilda Moves If Triggered

(Only Challenge Cards can move her.)

If she:

- Lands on you: pay 50 chips or backtrack 3 spaces
- You land exactly on her: pay 50 but take an extra turn

(Page 5)

Betting Rules

Players may bet on:

- Who reaches a square first
- Outcomes of Challenge Cards
- The Van's results (the Van *can bet too*)

Ties split the pot (page 5).

Winning

- First to reach the Hippie Campground wins.
- If multiple arrive simultaneously: **richest player wins (page 6).**

Special Rules

- Van is immune to Challenge Cards.
- Hilda moves only via card triggers.
- Players with 0 chips may still move but cannot bet.

GAME 4 – FLIP & FLING









Flip and Fling! Set-up

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scaniverse.com

A competitive two-player dexterity toss-off.

Flip_and_Fling_Formatted_Rulebo...

Game Rules

Flip & Fling is a fast-paced two-player dexterity duel where players toss meeples onto a scoring mat, earning points based on landing zone, orientation, and color-combo bonuses.

Components

Each player uses:

- 2 Red meeples
- 2 Blue meeples
- 1 Yellow meeple
- 1 Green meeple

Shared components:

- Three-ring scoring mat
- Toss line marker
- Score sheet

(Page 1)

Setup

1. Lay the scoring mat flat.
2. Place the toss line 8–12 inches away.
3. Each player collects their 6 meeples.
4. Determine who tosses first.

Gameplay

Players alternate tossing one meeple at a time:

- Toss must be underhand and below chin height.
- If an outside force interferes, repeat the toss.

Base Scoring (Circle Zones)

- Inner circle: +5
- Middle circle: +3
- Outer circle: +1
- Off the mat: 0

(Page 2)

Landing Bonuses

Only the single highest landing bonus applies per meeple.

Examples:

- Standing upright: +4
- On head: +5
- Leaning on another: +2
- Stacked on another: +6

(Full table on page 2)

Color Combination Bonuses

Red, Blue, Yellow, and Green meeples each have unique synergy scoring (page 3):

- Red: Same circle +4, both inner +8, mixed positions +6, etc.
- Blue: Both standing +7, touching +4, stacked +8

- **Yellow:** Inner circle +5, head/shoulder +4, stacked +6
- **Green:** Same circle as both blues +5, dividing line +4, leaning +2

Special Circle Effects

(Page 4)

- **Inner Circle Cluster:** 3+ meeples inside → +10; opponent removes one.
- **Outer Circle Overload:** 4+ meeples → +4; opponent rerolls one.
- **All-Off Catastrophe:** All 6 meeples off → -5 but gain first toss next round.

End of Round & Match

- **After all 12 tosses, total all scoring categories.**
- **After 3 rounds, highest total wins.**
- **Ties resolved by sudden-death Yellow toss, then Green.**

Fester

Iteration Overview

Early versions of Fester lacked a clear player action economy and the antibiotic phase felt overly

random. The spinner was introduced to stabilize pacing and give players tactical control. Resistance

rolls were refined to avoid instant-loss scenarios, and mutation cards were redesigned to have clearer,

more impactful effects. Resource management was tightened so that Water and Nutrients had

meaningful tradeoffs.

Future Improvements

Introduce asymmetric microbe powers; refine Scientist cards to scale with player count; create modular

ring layouts for higher replayability; balance mutation effects further.

Lessons Learned

Co-op games need clear tension curves; randomness must feel fair; player communication is the core

engine.

Strays

Iteration Overview

Initial Strays prototypes had too many house tokens, which slowed the game dramatically. Fetch Cards

were rebalanced so effects wouldn't swing the game wildly. Movement rules were clarified to avoid

diagonal confusion. Alley scoring was doubled to reward risk-taking and sharpen strategic decision-making.

Future Improvements

Add more Fetch card variety; create character-specific powers for dogs; rebalance house distribution

for larger groups.

Lessons Learned

Short competitive games need strong incentives; players respond well to visible risk/reward locations;

card effects must be simple but meaningful.

Hillbilly to Hippie Pipeline

Iteration Overview

Originally the game lacked a strong identity until betting was introduced, transforming the game into a

chaotic, social race. Hillbilly Hilda was added after early testers wanted more unpredictability.

Challenge Cards were rewritten to better match the psychedelic theme and ensure actions were fast

and funny.

Future Improvements

Improve chip economy; tune Challenge Cards by severity tiers; add alternate boards or event decks

representing different 'roads'; refine Van and Hilda movement balance.

Lessons Learned

Theme drives fun; chaos must be intentional; betting adds tension but needs structure to stay fair.

Flip & Fling

Iteration Overview

Early tests showed scoring was unclear, so the landing bonuses were expanded and clarified. Circle

scoring was standardized for faster math. Color combos were rewritten repeatedly to avoid overwhelming players. Toss distance was adjusted to ensure both skill and accessibility.

Future Improvements

Add variant mats; add team mode; refine combo bonuses for smoother teaching; introduce official

tournament rules.

Lessons Learned

Dexterity games thrive on clarity; physical constraints dramatically affect fairness; players enjoy

discovery when bonuses reward experimentation