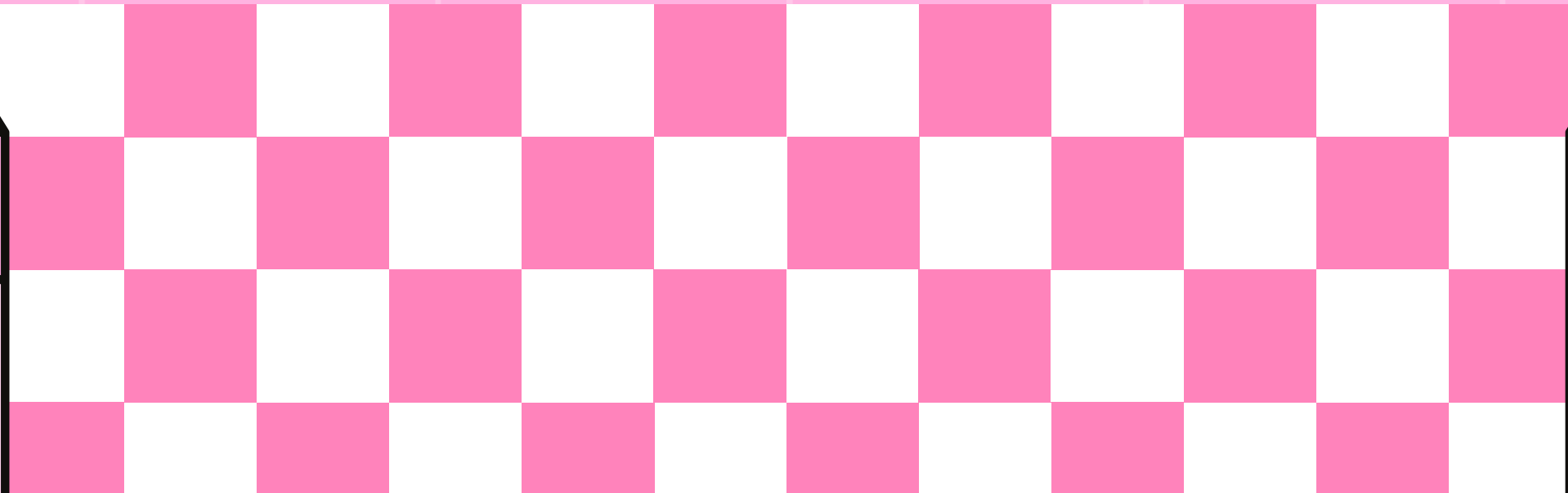
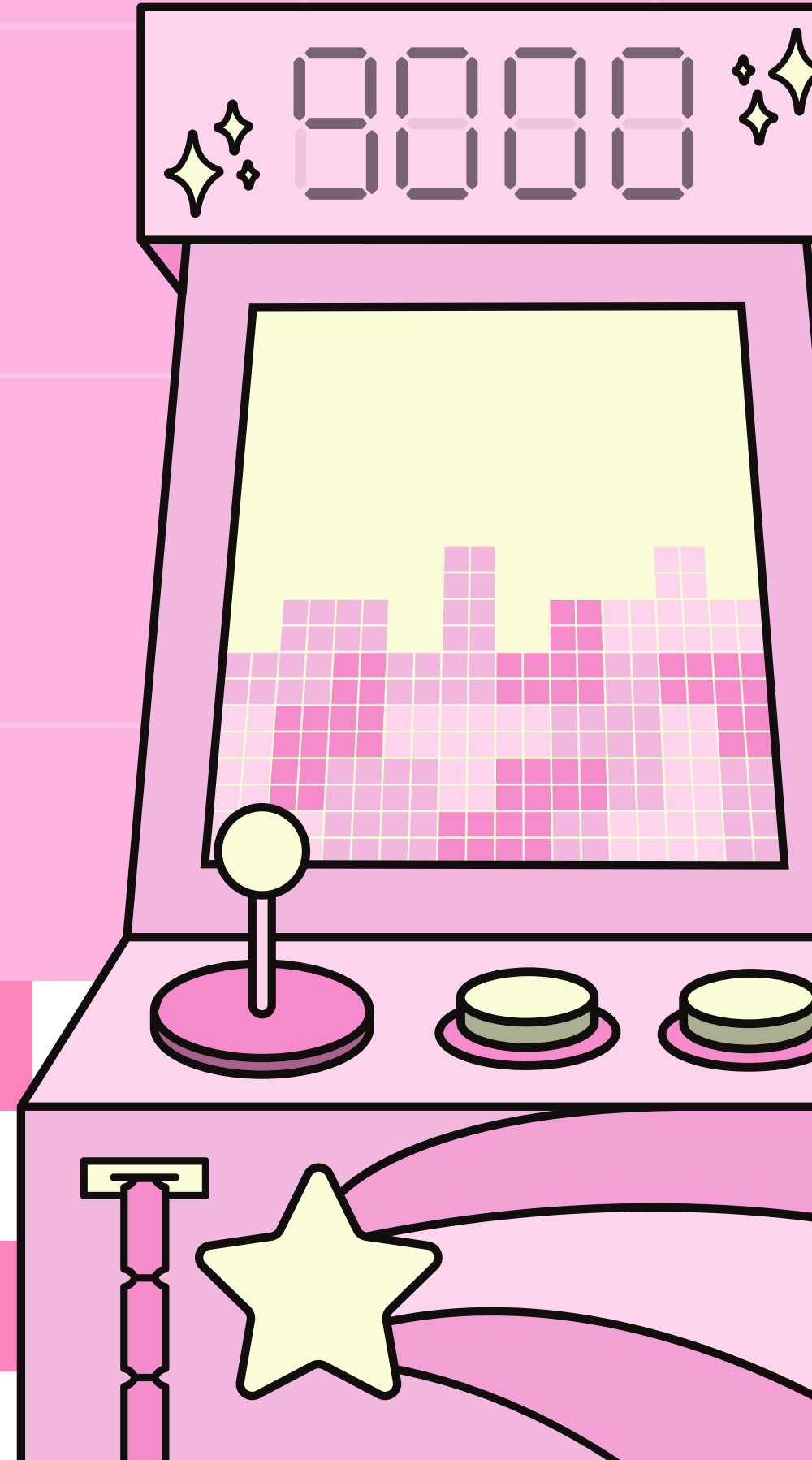
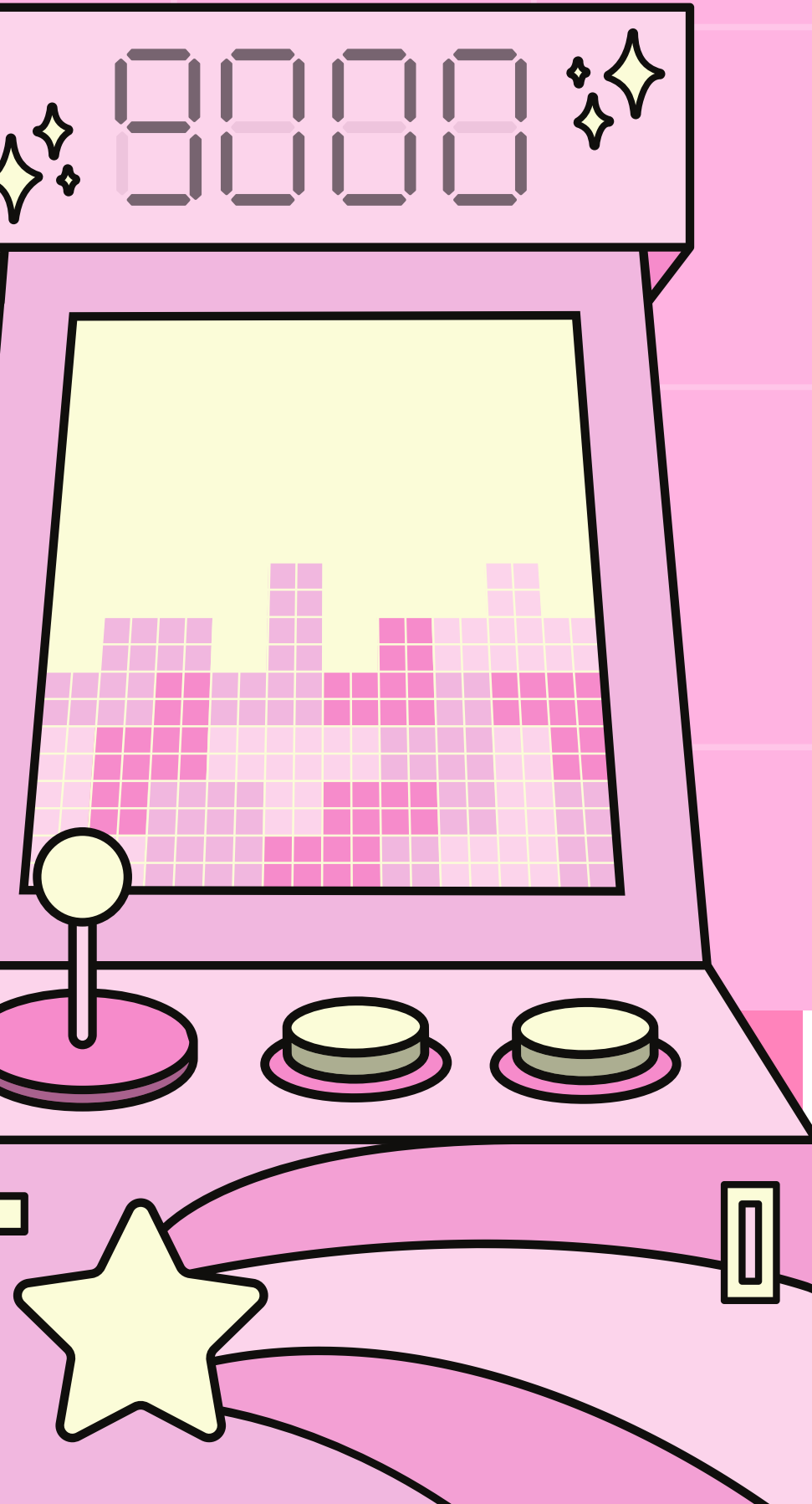


ALEAH

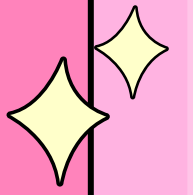
MASON

LAUREN

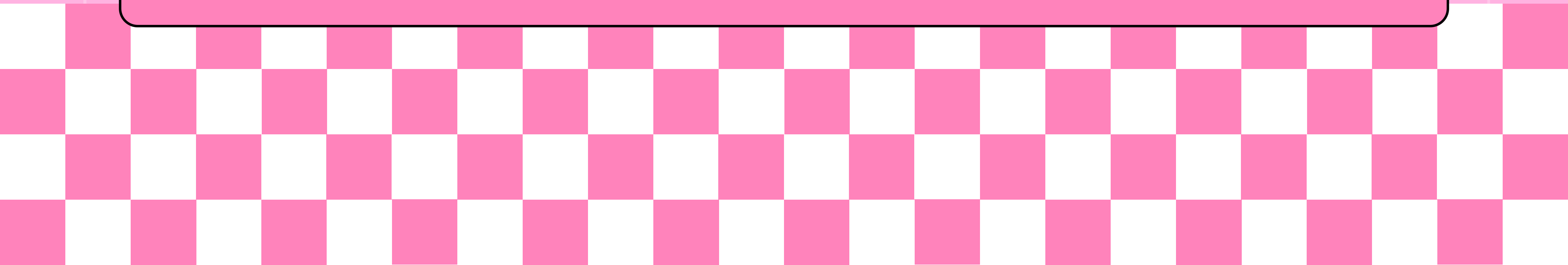
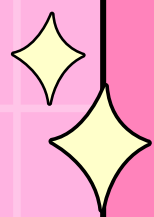
GUESS & GRAB GAME CHAOS EDITION



SHORT SUMMARY

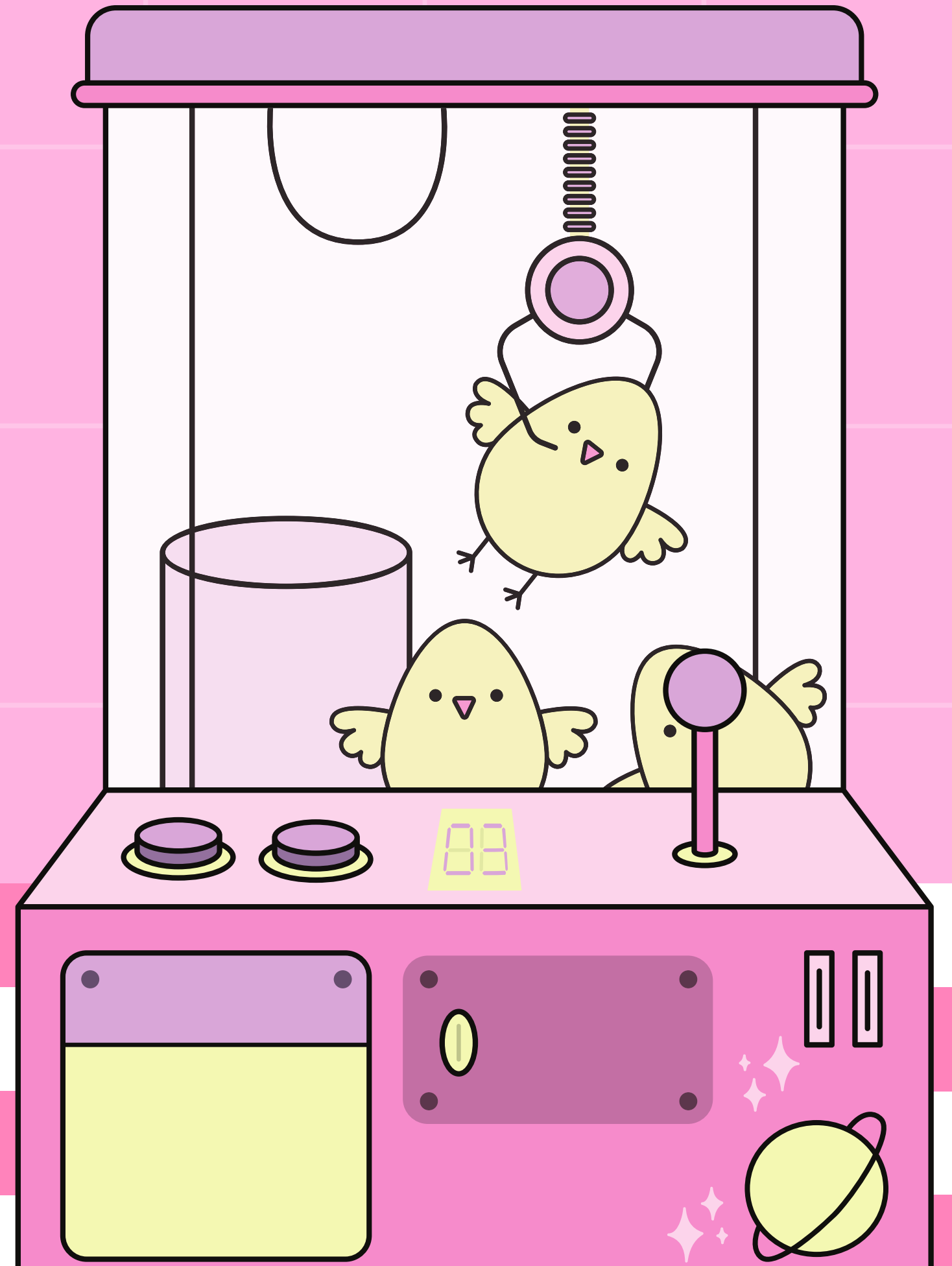
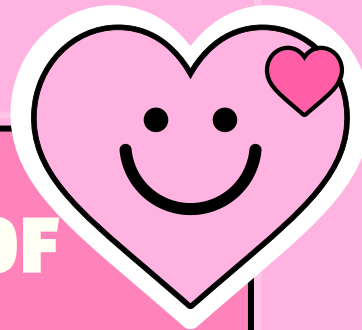


- GUESS & GRAB: CHAOS EDITION IS A FAST-PACED CARD GAME BASED ON GUESSING AND RISK-TAKING.
- PLAYERS PREDICT WHETHER A HIDDEN CARD IS HIGHER OR LOWER THAN 7.
- THE GAME MIXES LUCK, STRATEGY, AND CHAOS MECHANICS.
- AUDIENCE: CASUAL PLAYERS, FRIENDS, PARTY GROUPS (AGES -10+).



GAME OVERVIEW

- **USES A STANDARD DECK OF CARDS**
- **2+ PLAYERS**
- **ONE DEALER PER ROUND (ROTATES)**
- **GOAL: COLLECT THE MOST CARDS BY THE END**



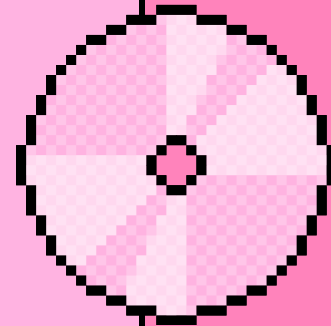
CORE THEME

Risk, Chance, and Decision-Making

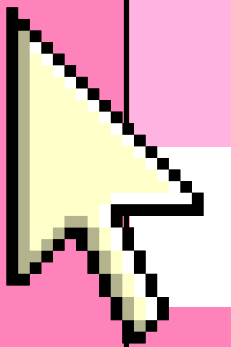
- **Life is unpredictable**
- **Players must choose between safe and risky decisions**
- **Every choice has consequences**

CORE MESSAGE

“EVERY DECISION HAS RISK, AND SMART CHOICES BALANCE SAFETY AND BOLDNESS.”



- **PLAYING SAFE = STEADY PROGRESS**
- **TAKING RISKS = BIGGER REWARDS (OR LOSSES)**
- **LUCK MATTERS, BUT DECISIONS STILL IMPACT OUTCOMES**



GAME DESIGN DOCUMENT

CORE CONCEPT:

- A GUESSING GAME ENHANCED WITH STRATEGY AND CHAOS ELEMENTS

PURPOSE:

- MAKE A SIMPLE CARD GAME MORE ENGAGING AND INTERACTIVE

RULES OVERVIEW:

- GUESS HIGHER/LOWER THAN 7
- WIN CARDS BASED ON CORRECT GUESSES
- SPECIAL RULES MODIFY OUTCOMES





GAME MECHANICS



- DEALER FLIPS A
HIDDEN CARD
- PLAYERS GUESS:
HIGHER THAN 7
- LOWER THAN 7
- CARD IS REVEALED
- CORRECT GUESS =
WIN CARDS

UNIQUE MECHANICS

CHAOS MULTIPLIER

RED CARD → +2 CARDS

BLACK CARD → +1 CARD

RISK BET

SAFE → NORMAL REWARD

RISKY → DOUBLE REWARD OR LOSE 1 CARD

SPECIAL CARDS

ACE → STEAL A CARD

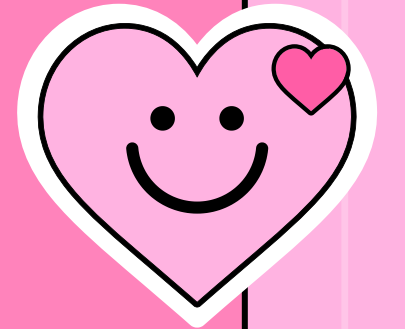
FACE CARDS → BLOCK ROUND

7 → EVERYONE DISCARDS

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GAME PRESENTATION - GAME PRESENTATION - GAME PRESENTATION

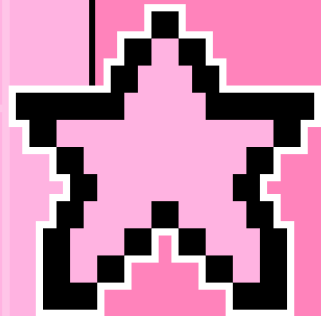
PLAYER GOALS



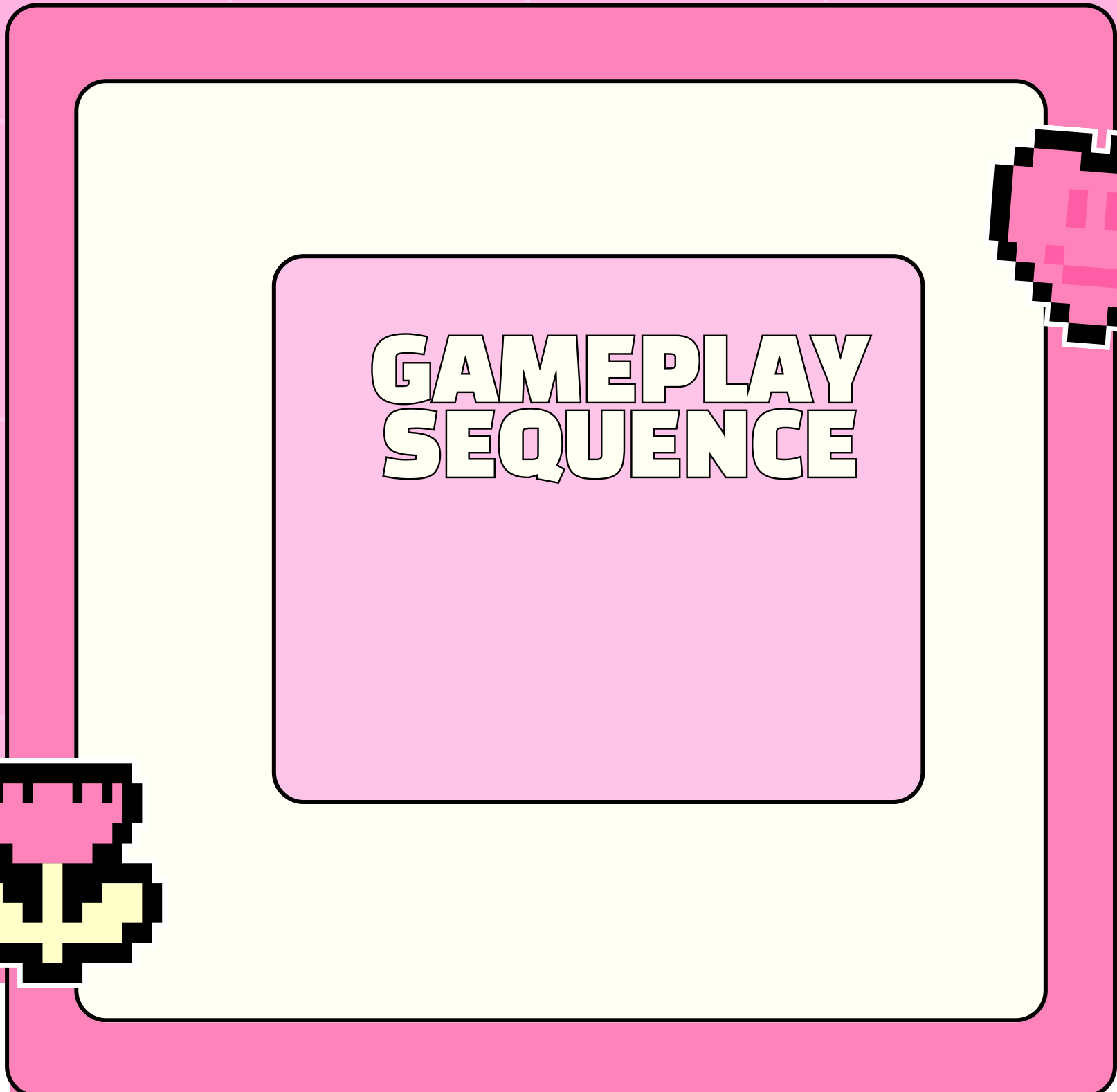
Collect the most cards

Decide when to play safe or risky

Adapt to unpredictable outcomes



GAME PRESENTATION - GAME PRESENTATION - GAME PRESENTATION

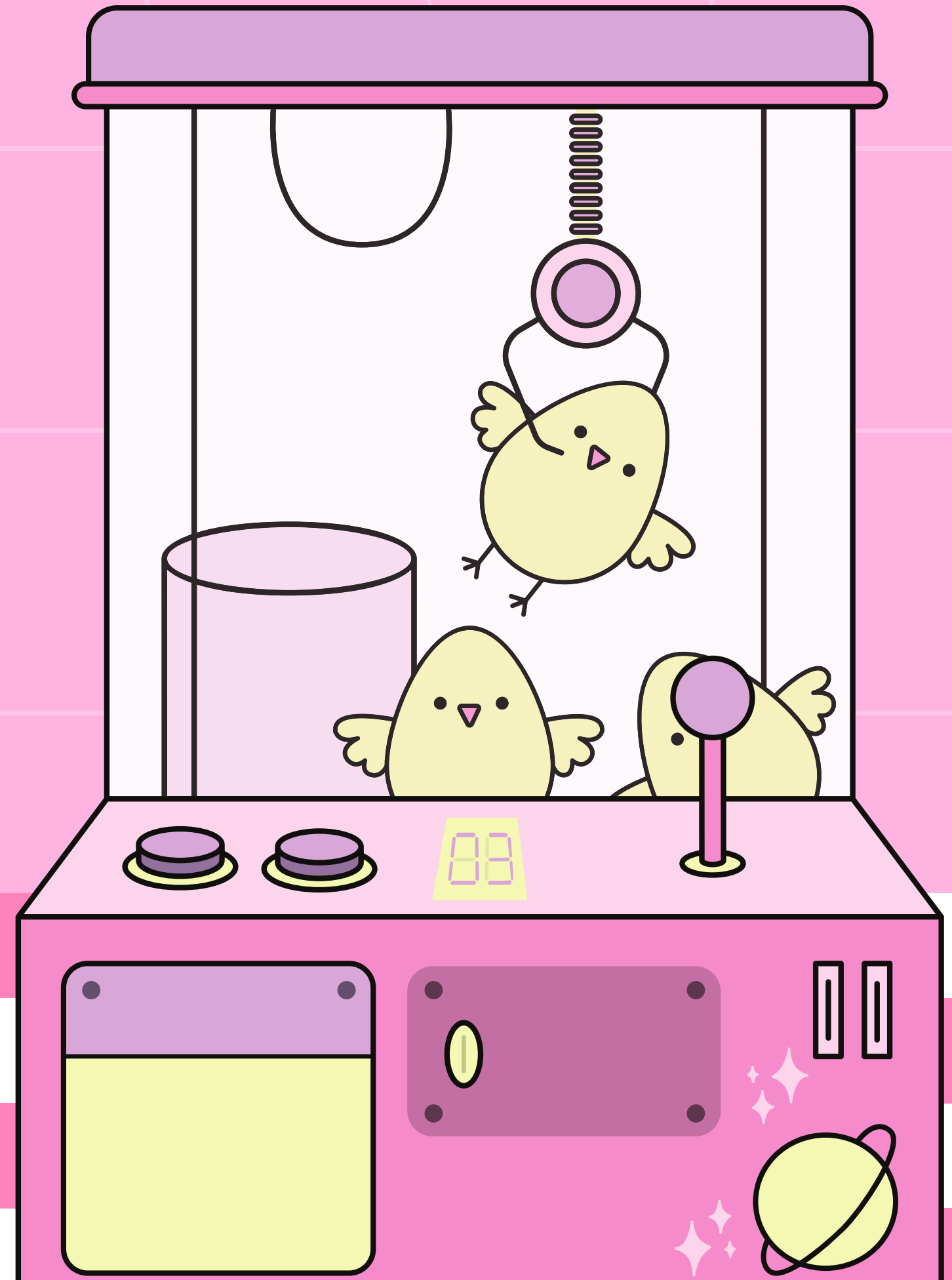
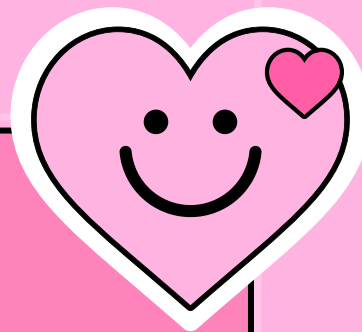


**GAMEPLAY
SEQUENCE**

- **DEALER SELECTS
CARD**
- **PLAYERS CHOOSE
RISK LEVEL**
- **PLAYERS GUESS**
- **CARD IS REVEALED**
- **APPLY CHAOS
EFFECTS**
- **AWARD OR REMOVE
CARDS**

GAME BOARD & COMPONENTS

- **STANDARD DECK OF CARDS**
- **PLAYERS + CARD PILES**
- **HOW THEY INFLUENCE GAMEPLAY:**
- **CARD COLOR AFFECTS REWARDS**
- **CARD TYPE TRIGGERS SPECIAL EFFECTS**
- **SIMPLE SETUP KEEPS FOCUS ON DECISIONS**



RULEBOOK SAMPLE

BASIC RULES:

GUESS HIGHER OR LOWER THAN 7

CHOOSE SAFE OR RISKY

FOLLOW SPECIAL CARD RULES

WINNING:

GAME ENDS WHEN DECK IS EMPTY

MOST CARDS = WINNER

ITERATIVE DESIGN

- Started as a basic guessing game
- Problem: Too simple / boring
- Solution:
- Added Risk Bet → more strategy
- Added Chaos Effects → more excitement
- Added Special Cards → unpredictability

PLAYTESTING NOTES

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PLAYERS ENJOYED:

RISK CHOICES

CHAOS MOMENTS (ACE + 7 RULES)

ISSUES FOUND:

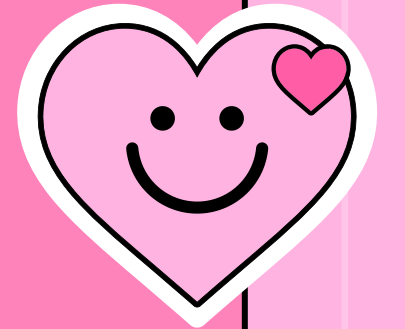
SOME ROUNDS FELT TOO RANDOM

FIX:

ADDED MORE PLAYER CONTROL WITH RISK BET

GAME PRESENTATION - GAME PRESENTATION - GAME PRESENTATION

GAME REFLECTION



Learned:

Simple games need depth to stay fun

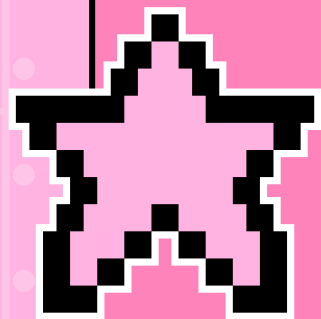
Players enjoy risk and rewards

Chaos makes games memorable

Next time:

Add more strategy options

Balance luck vs skill even more



GAME PRESENTATION - GAME PRESENTATION - GAME PRESENTATION



**WHY THIS
GAME WORKS**



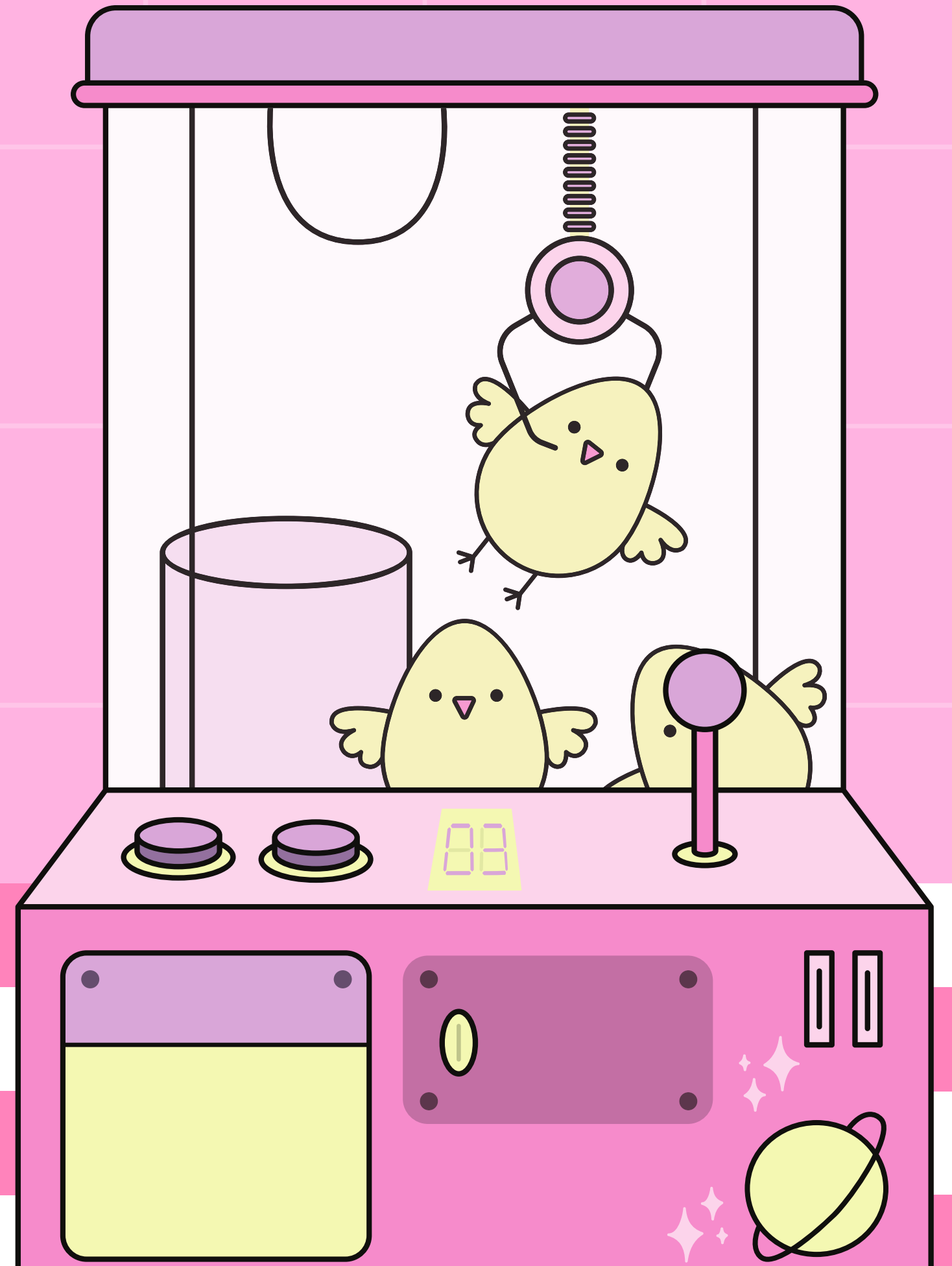
- **EASY TO LEARN ✓**
- **FAST-PACED ✓**
- **STRATEGIC CHOICES ✓**

- **FUN, CHAOTIC
MOMENTS ✓**

FINAL THOUGHTS



- **COMBINES LUCK + STRATEGY + SOCIAL INTERACTION**
- **GREAT FOR CASUAL AND PARTY SETTINGS**
- **ENCOURAGES DECISION-MAKING AND RISK-TAKING**



SEE

YOU

NEXT!

THANK
YOU

