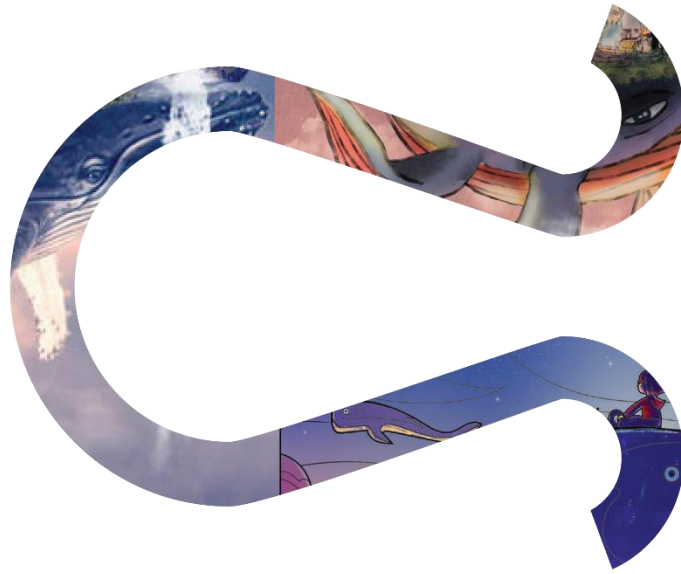




WHALELORAMA

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<https://www.deviantart.com/evanyvane/art/Fantasy-flying-whale-869712171>
<https://www.deviantart.com/rohit-chaudhary/art/Floating-Whale-Island-887754548>
<https://wallup.net/whale-fish-city-flying-in-the-sky-art-castle-steampunk-fantasy-5/>
<https://www.peakpx.com/en/search?q=whale+island>
<https://www.deviantart.com/mdwyer5/art/Happy-Colour-Sky-Whales-887111753>



WHALELORAMA

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Rulebook

About

- Number of players: 2-8, ages 12 and up
- Play time: 30-90 minutes
- Social game to be played on party night with people you don't want to be friends with anymore

Game Components

- 1 game bag
- 1 rulebook
- 8 player cards
- 1 resource die
- 1 number die
- 3 cheese factories, each with 3 pieces
- 3 toilet paper factories, each with 5 pieces
- 3 whale factories, each with 7 pieces
- 1 radar, with 10 pieces
- 1 alien spaceship, with 10 pieces
- 8 player plates, 9 factory plates, 1 alien plate, 1 radar plate
- 80 cheese resources
- 80 toilet paper resources
- 80 whale resources
- 12 resource cards (yellow)
 - cheese get 2, cheese get 4, cheese give 1, cheese give 3
 - paper get 2, paper get 4, paper give 1, paper give 3
 - whales get 2, whales get 4, whales give 1, whales give 3
- 12 playable cards (green) : 2x engineer, 1x brave heart, 1x resurrection, 1x robin hood, 1x water to wine, 1x magic dust, 2x harvestian, 1x theft, 2x envy
- 12 critical game-changing cards (red) : 1x resurrect, 2x factory, 2x halo, 1x builder, 1x briber, 1x harvester, 2x spy eye, 2x killer

Setup

- Shuffle all 36 (3 * 12) cards and place in one deck in the center of the table
- Shuffle all 8 player cards and give 1 card to each player; if there are less than 4 players, a player can take 2 cards
- A first player is chosen (either by vote, by dice, or any other way of agreement, or the player with the name on the card first alphabetically)
- You pick a direction for the next player: clockwise or counterclockwise. Clockwise if you cannot decide
- Each player is given a resource plate where he can place his resources

- The white and red plates are placed in the middle and the spaceship and radar will be built on top of them
- Pick a place to call “the earth”, where you place all 240 resources in 3 piles (3 * 80) and factory pieces

Turns

- The game is played in turns
- A turn consists of all players taking an action, in order, starting with the first player
- An action must be taken each turn – player cannot skip turn
- At the end of the turn, the aliens take one action
- At the end of a turn, all completed factories produce 2 resources of their type (plus any red cards)
- Each turn, the first player of the turn is the next one clockwise

Actions

- Each turn, every player has an action
- Build
 - Builds one piece for one factory; take the piece and place it next to you to build; pieces do not have to be in order; can build more pieces with cards
 - If this is the first factory piece, also take a resource plate to put your factory on top of it
- Harvest
 - Harvest all the resources produced by one factory (resources can be stacked, and in one turn you can gather all of them); resources that are not harvested cannot be used!
- Trade/Donate
 - Either trade resources with another player or donate resources to another player; you can negotiate freely
 - You cannot just ask/take resources from a player, you have to give something
- Use card
 - Pick one card and follow its instructions; you must use the card you pick, unless the card has the option to discard (some cards are not that good!)
- Build radar
 - Give resources to build only one radar piece
 - Each turn, one player can build one radar piece (you can build extra pieces if you draw special card)
 - To build a radar piece, place 1 cheese, 1 toilet paper, and 1 whale on the radar plate with one radar piece
- Resurrection
 - On the same turn, each player gives 2 different resources to resurrect 1 player
 - You can only resurrect 1 player per turn and all players must participate

- The resources are kept by the player that is resurrected
- Player starts playing next turn, after the aliens
- Give player 3 factory pieces, of his choosing, from the same factory, if there are any factories that have not started building
- Special action
 - Follow the instructions on your player card

DarkSide Actions

- If aliens gathered 20 resource pieces of one resource, deal all players the DarkSide Actions Card; all cards have the same action, and can be played as an alternative to the actions they already have
- If aliens go under 20 resource pieces for one (any) resource, the darkside actions cards are taken away
- Destroy Factory
 - Destroy max 3 factory pieces, one per player, for max 3 players (can be 1, 2, or 3)
- Unharvest
 - Harvest resources from 1 player from 1 factory and keep them for yourself
- Loot
 - Steal half resources of 1 type from 1 player; give half the loot to the aliens
- Steal card
 - Look at the next 5 cards and pick one (any) you want to use and one (any) you want to discard
- Destroy radar
 - Destroy only one radar piece and get 1 of each resource from the radar
- Bank Robbery
 - Trade resources with the bank – give one resource of one kind and take two; can be used with max 3 resources per turn
- Bribe builders
 - Give one resource piece to the earth to build one factory piece – can make the trade up to 4 times for just one factory

Factories and Resources

- If the earth has no more resources, none are given to the factories
- If there are not enough resources for all the players, none are given to them
- Each finished factory generates 2 resources each round (plus the values of the enhancement cards); resources are generated the same turn the factory is finished
- A player can have 1 or more factories
- A player cannot start building more factories at once
- All players cannot start building or have completed more than 3 factories for each resource

The radar

- Each turn, one player can build only one radar piece as an action
- You can build extra pieces if you draw cards
- To build a radar piece, you need to use up 1 cheese, 1 toilet paper, 1 whale
- Place the radar piece in the middle of the table (order does not matter)
- Place the resources on top of the resource plate
- If all 10 radar pieces are built, the remaining players win

The alien spaceship

- At the end of each turn, the aliens build one piece of their spaceship
- Place the alien piece in the center of the board (order does not matter)
- Place one of each resource from the earth, for each piece that was built
- After all alien pieces are completed, the aliens will start requesting resources from players at the end of each turn
- To request resources, the aliens (any player) roll the special dice and each player will put the number and type of resources on the alien resource plate
- There is one die that indicates the resource and one die that indicates the amount
- For example, the alien can request 1 whale, and each player will place one whale resource on the alien spaceship
- Any player that does not have enough resources to pay tribute to the aliens is immediately destroyed and their factories demolished, all their resources are captured by the aliens
- Factories with the HALO card are not affected when a player is killed by aliens
- Your goal is to build the radar to destroy the alien spaceship

The dice

- Each turn the aliens roll the dice, pay the aliens the number and resource indicated on the dice
- If you roll the diamond on the number die, you have to take the following actions:
 - Players do not pay any resources
 - All discarded cards are placed back into the deck and shuffled
 - Players keep all their upgrade cards
 - The aliens give all the resources indicated by the resource die back to the earth
 - For the next turn, all players play the “use card” action

Win/Lose Conditions

- Win condition: all remaining players if the radar is built
- Win condition: last player standing
- Lose condition: eliminated by another player with special card
- Lose condition: eliminated if you draw a “give resource” card and cannot pay the resources; only works after aliens build spaceship
- Lose condition: eliminated by aliens if you do not have the required resources

- Lose condition: if aliens eliminate all remaining players at once (none of them have the required resources)
- Lose condition: if aliens gather 20 pieces of resources, for each resource

Cards

- Shuffle all 36 cards and place them in one deck in the center of the table
- After using a card place it next to the deck face up, in a discard pile
- When all cards are used, shuffle them again and start over
- If you roll the diamond die, all cards from the discard pile are placed back into the pack and shuffled – players get to keep their cards

Usable cards (have a o on them, green stack, are helpful)

- Engineer
 - Build 1 radar piece
 - Take the required resources from the earth
 - Only works if earth has enough resources
 - You can still use this card if you already built this turn with an action
 - You can still build this turn with an action even if you used this card
- Brave Heart
 - Steal any 5 resources from the aliens
 - Max 5 or as many as they have
 - Resources can be distributed among allies or kept
 - Either keep all or give all
- Water to wine
 - Pick any 5 of your resources and transform them into what you want
 - Resources do not have to be of the same kind
 - Max 5, can be less or none
- Resurrection
 - Resurrect any of the destroyed factories for yourself
 - Destroyed by aliens or other players
- Robin Hood
 - Steal 2 any resources from the aliens for each player and give it to them
 - You may keep them all for yourself
 - Either keep all or give all
- Magic Dust
 - All the resources taken by aliens are returned to the earth

Enemy cards (have an x on them, green stack, attack the allies)

- Harvestian
 - Steal from one player all resources that are not harvested in one factory
- Theft
 - Steal 5 resources from 1 player
- Envy
 - Destroy 1 factory from any player (which does not have Halo+)

- Factory does not have to be completed

Enhancement cards – offer permanent boost (have a + on them, red stack, keep)

- Factory+
 - Increase production in one factory by 1
 - Can be stacked
 - Permanent until the factory is destroyed
 - Can be gifted once, after picking it up
- Briber+
 - Pays only 1 resource to the aliens, even if they request 2
 - Can be gifted once, after picking it up
- Builder+
 - When choosing the build action, you can build 3 pieces at once
 - Can be gifted once, after picking it up
- Harvester+
 - Automatically harvests all resources from all the factories each round
 - Can be gifted once, after picking it up
- Halo+
 - Use on one of the factories to make it impossible to be destroyed (by aliens or by other players)
 - Upon death, give the factory to an ally of your choosing
 - Can be gifted once, after picking it up
- Resurrect 1 player
 - Resurrect player after the round has ended
 - Give player resources from earth, as they are available: 5 cheese, 3 toilet paper, 1 whale
 - Give player 3 factory pieces, of his choosing, from the same factory, if there are any factories that have not started building

Sabotage cards (have a – on them, red stack, so bad they can be discarded)

- Work for the enemy
 - Get 1 of each resource (3 total) from the aliens for each radar piece destroyed
 - You only get resources if the aliens have them
 - Resources on the radar piece are returned to earth
 - Can be discarded
- Killer
 - Eliminate one player and take his factories
 - Can be discarded

Resource cards (yellow, have stars)

- Have stars on them, count the stars and get or give as many resources as indicated on them
- Get cards – get the number of resources from the earth if the earth has those resources available (come in 4 and 2 stars)
- Give cards – give resources back to earth (come in 1 and 3 stars)
 - Only give resources after the alien spaceship finished building
 - If you draw this card before the alien spaceship is finished, you take resources from the bank
 - If you do not have as many resources as indicated by the given card, you are eliminated from the game
 - You can be saved at the same moment, if other players (1 or more) pitch in to give you the required resources; this does NOT cost an action for next turn

Roles – Special Actions

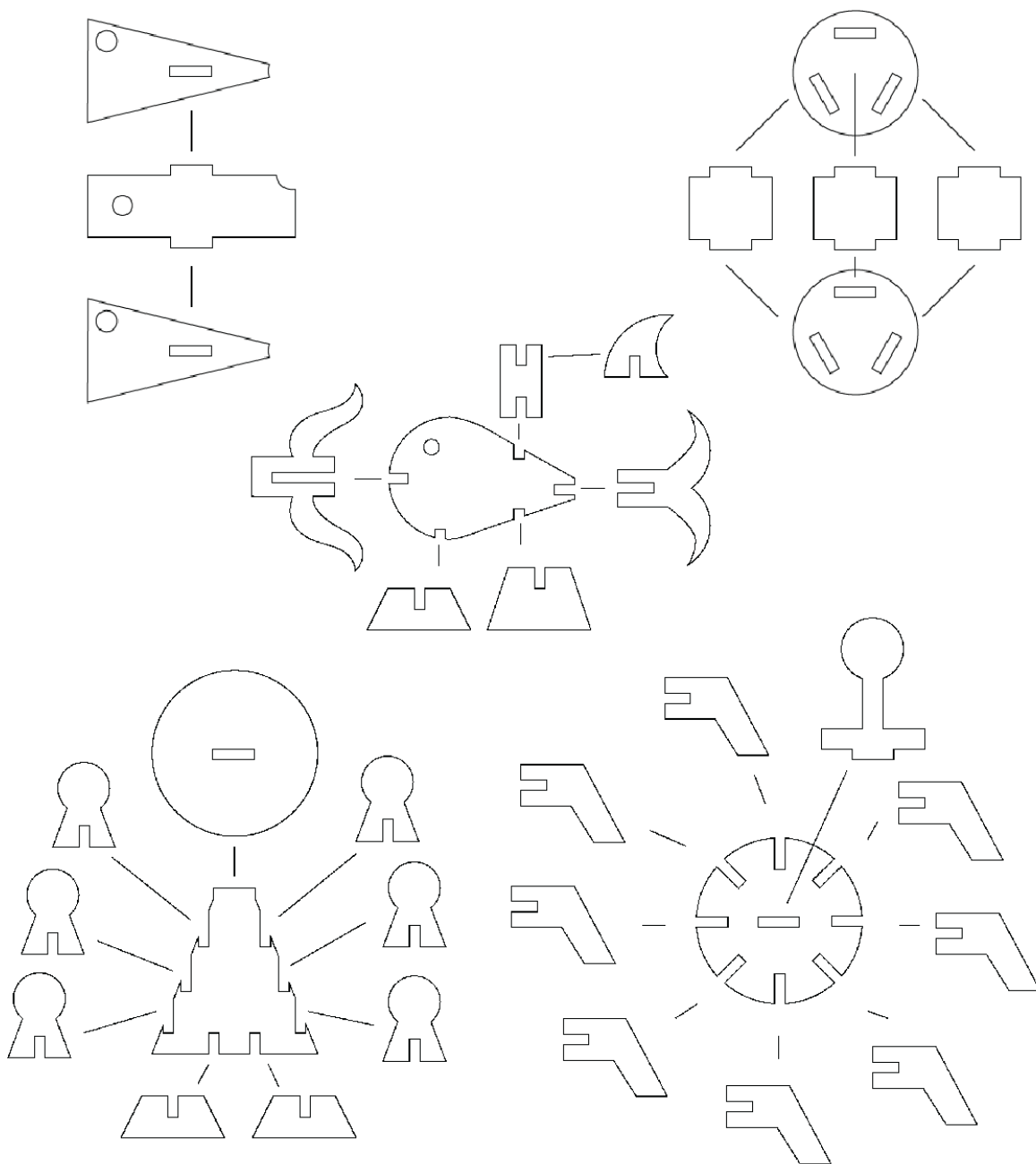
- At the beginning of the game shuffle the role cards and give 1 to each player. You can give 2, if there are 4 or less players
- The role cards are not secret, share with your allies who you are
- The name, role, and backstory have no impact on the outcome of the gameplay, only the special action can make game changes
- Feel free to talk among yourself and make strategies based on your special actions

Roles

- Sarah – Illusion Breaker
 - Sarah always knew the aliens were among us disguised as people but felt no one else believed her. She has found comfort in her 20 cats.
 - Special Action
 - Look at the next 5 cards, and discard any cards that can be used to harm other players
- Aidan – Share Giver
 - Community enthusiast. Does not care about the aliens, but tries to build strong relationships with his neighbors.
 - Special Action
 - Can trade with multiple players in a turn
 - Can only trade once with each player in a turn
- Amanda – Double Handed
 - Has high dexterity and can handle multiple tasks at once. He is a busy bee and works to make anyone comfortable. Can usually listen to Sarah for a short while.
 - Special Action
 - Harvests resources for 3 other players, one factory each
 - If action is used, cannot harvest their own resources in the same turn
- Carry – Martyr
 - Secretly worships the aliens, which makes him feel extremely guilty. The guilt can drive him to sacrifice himself for another player.
 - Special Action
 - To use the action, the player must have at least one completed factory, and at least 5 any resources
 - Give all your factories and resources to save a player when he is being killed by the aliens or by another player
 - You lose everything, the other player loses nothing and you both get to continue to play
 - Usable multiple times, can be used once per turn
 - Cannot play another action next turn (or this turn if he hasn't played yet)

- If you are the player being killed, you cannot save yourself or other players that are being killed at the same time
- Hannah – Trading Partner
 - Spends a lot of time in nature. Has seen often sparks in the sky, but did not know they were aliens. Married to Wayne, but has a secret crush on Carry
 - Special Action
 - Can trade resources to the earth to build factory pieces
 - Trade 2 resources for each piece you want to build
 - The resources must be the same as the factory
 - Can build max 3 pieces per turn
- Wayne – Whale trainer
 - Married to Hannah. Can speak with the whales, who warned him about the aliens. They tell stories of how the aliens try to brainwash their people
 - Special Action
 - Get 1 whale for yourself OR 2 whales for another player, from the earth
- Olivia – Mouse shapeshifter
 - Pretends is a mouse and plays with Sarah’s cats.
 - Special Action
 - Get 1 cheese for yourself OR 2 cheese for another player, from the earth
- Jasper – The unnamed
 - Secretly hates everyone, but tries to act nice so others will help him when needed.
 - Special Action
 - Get 1 toilet paper for yourself OR 2 toilet paper for another player, from the earth

Building Factory Instructions



GDD

Player persona

- Casual board game player – easy to understand, not many rules, not extremely many pieces
- Game is small enough to be carried around, but requires some space to be played

One sentence

- Our lizard overlords are showing their true faces and are manipulating humankind into gathering earth's best resources: cheese, toilet paper, and whales.

Short paragraph

- Whalelorama is an “all versus the game” board game with themes of social and economic problems, forcing players to act against each other for survival, even when faced with a common enemy. Every turn, you make a decision to help yourself, help another, or attack the enemy. You are part of a small community where each player is doing whatever they can to survive. The main themes of the game are resource scarcity, player alliance/betrayal, and survival.

Game Experience

- Force players to play against each other in a coop game
- Use symbolic, such as “toilet paper” as a valuable resource, cheese for money, whales for highly paying players in video games

Game pieces

Design

- Blue, resources: #3b7ded
- Yellow, resources: #f0b618
- Green, resources: #5da626
- White, radar: #fafafa
- Red, aliens: #d10a25
- Pink: #b41e41
- Red, cards: #86161f; text: #f7c4d1
- Green, cards: #4fa045; text: #1a2918
- Yellow, cards: #ef9948; text: #813b1b
- Player card, red: #ac1e23; text: #eeaebc
- Player card, yellow: #ef9948; text: #813b1b
- Player card, blue: #4174b9; text: #082031
- Player card, orange: #de4530; text: #690e0e
- Player card, green: #4fa045; text: #182915
- Player card, blue: #1d2958; text: #bdcae4
- Player card, pink: #d62a89; text: #edb8d5
- Player card, purple: #6a3d87; text: #ccb5d7

- Player card, white: #fafafa
- Player card, black: #121212

Resources

- Use 240 wooden cubes, size of 1x1x1 cm
- 80 cubes are painted blue, 80 cubes are painted yellow and 80 cubes are painted green
- There are 19 resource plates, wooden, height of 1 cm, 10cm x 6cm
- There are 9 resource plates, 3 for each factory type, 1 for each factory: 3 blue, 3 green, 3 yellow
- 1 resource plate is for the aliens, red
- 1 resource plate is for the radar, white
- 8 resource plates are for the players, white

Cards

- Player cards have the size of 7cm x 7cm
- Playable cards have the size of 7.5cmx3.5cm
- Cards are made out of 400g cardboard material, not matte

Dice

- Custom dice made of wood
- First dice has the following faces: 1, 1, 2, 2, 2, diamond
- Second dice has the following faces: cheese, cheese, paper, paper, whale, whale

Rulebook

- Rulebook is A5 format, printed on both sides like a booklet

Packaging

- Wooden box colored in pink and blue with whale design on top

Story Board



- The lizard people who have been ruling earth for thousands of years finally take off their masks, preparing to leave earth and return home
- Their plan is to build a spaceship, load it with earth's most valuable resources and obliterate earth, taking one specimen to study
- Your plan is to save the earth together with your community by building a radar that will intercept the lizard people, and their spaceship to make them easy targets
- But the lizard people are trying to brainwash you and turn you against one another

Player Cards

Wayne



Sarah



Olivia



Jasper



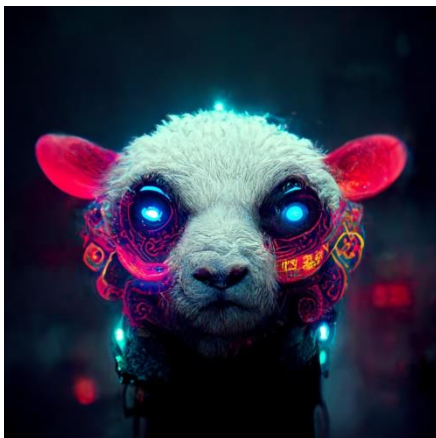
Aidan



Hannah



Carry



Amanda



Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



SPECIAL ACTION
Harvests resources for
3 other players, one factory each.
If action is used, cannot
harvest their own resources
in the same turn.

AMANDA
Double Handed
Has high dexterity and can handle
multiple tasks at once. He is a busy bee and
orks to make anyone
comfortable. Can usually
listen to Sarah for a short while.

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



SPECIAL ACTION
Get 1 cheese for yourself
OR
2 cheese for another player,
from the earth.

OLIVIA
Mouse shapeshifter
Pretends to be a mouse
and plays with Sarah's cats.

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



Illusion Breaker
Sarah always knew the aliens were among us disguised as people, but felt no one else believed her. She has found comfort in her 20 cats.

SARAH

SPECIAL ACTION

Look at the next 5 cards, and discard any cards that can be used to harm other players.

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



Share Giver
Community enthusiast. Does not care about the aliens, but tries to build strong relationships with his neighbors.

Share Giver

AIDAN

SPECIAL ACTION

Can trade with multiple players in one turn, in any way. Can only trade once with each player in a turn.

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



Get 1 toilet paper for yourself
OR
2 toilet paper for another player,
from the earth.

SPECIAL ACTION

Secretly hates everyone, but tries
to act nice so others
will help him when needed.

The unnamed

JASPER

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



Can trade resources to the earth
to build factory pieces.
Trade 2 resources for
each piece you want to build.
The resources must be
the same as the factory.
Can build max 3 pieces per turn.

SPECIAL ACTION

Spends a lot of time in nature. Has seen
often sparks in the sky, but did not
know they were aliens.
Married to Wayne, but
has a secret crush on Carry.

Trading Partner

HANNAH

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



To use the action, the player must have at least one completed factory, and at least 5 any resources.
 Give all your factories and resources to save a player when he is being killed by the aliens or by another player.
 You lose everything, the other player loses nothing and you both get to continue to play.
 Usable multiple times, only once per turn.
 Cannot play another action next turn (or this turn if he hasn't played yet), if you are the player being killed, you cannot save yourself or other players

SPECIAL ACTION

Secretly worships the aliens, which makes him feel extremely guilty. The guilt can drive him to sacrifice himself for another player.

Martyr

CARRY

Build Factory
Build Radar ***
Harvest
Trade/Donate
Use Card
Resurrection
Special Action



Get 2 whale for yourself
 OR
 2 whales for another player,
 from the earth.

SPECIAL ACTION

Married to Hannah. Can speak with the whales, who warned him about the aliens. They tell stories of how the aliens try to brainwash their people.

Whale trainer

WAYNE

Playable Cards

Cheese ****



o Engineer o



o Brave Heart o



x Envy x



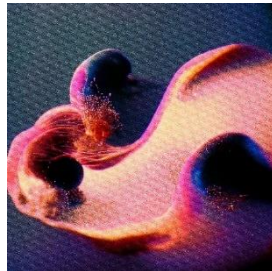
+ Briber +



Paper ****



o Magic Dust o



o Resurrection o



+ Factory +



+ Builder +



o Water to Wine o



x Theft x



+ Halo +



- Killer -



Whale ****



o Robin Hood o



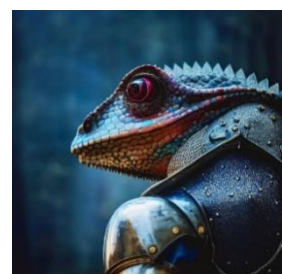
x Harvesting x





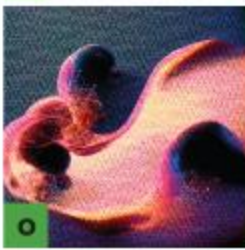


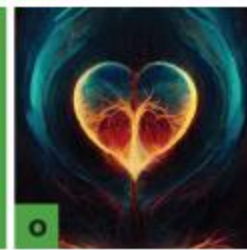






+ Harvester +














- Spy Eye -



 <p>T</p>	<p>Paper</p> <p>GET **</p>	 <p>T</p>	<p>Paper</p> <p>GET ****</p>
 <p>V</p>	<p>Paper</p> <p>GIVE *</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>	 <p>V</p>	<p>Paper</p> <p>GIVE ***</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>
 <p>T</p>	<p>Whale</p> <p>GET **</p>	 <p>T</p>	<p>Whale</p> <p>GET ****</p>
 <p>V</p>	<p>Whale</p> <p>GIVE *</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>	 <p>V</p>	<p>Whale</p> <p>GIVE ***</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>
 <p>T</p>	<p>Cheese</p> <p>GET **</p>	 <p>T</p>	<p>Cheese</p> <p>GET ****</p>
 <p>V</p>	<p>Cheese</p> <p>GIVE *</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>	 <p>V</p>	<p>Cheese</p> <p>GIVE ***</p> <p>If you do not have as many resources as indicated by the card, you are eliminated. You can be saved at this moment, if other players (1 or more) pitch in for you.</p>

 <p>O</p>	<h3>Engineer</h3> <p>Build 1 radar piece without using any resources.</p>	 <p>O</p>	<h3>Engineer</h3> <p>Build 1 radar piece without using any resources.</p>
 <p>O</p>	<h3>Magic Dust</h3> <p>All the resources taken by the aliens are returned to the earth.</p>	 <p>O</p>	<h3>Water to wine</h3> <p>Pick any 5 of your resources and transform them into what you want (by exchanging with the earth, and earth must have those resources available). Max 5, can be less or none.</p>
 <p>O</p>	<h3>Robin Hood</h3> <p>Steal 2 any resources from the aliens for each player and give it to them. You may keep them all for yourself. Either keep all or give all.</p>	 <p>O</p>	<h3>Brave Heart</h3> <p>Steal any 5 resources from the aliens (or as many as they have). Resources can be distributed among allies or kept. Either keep all or give all.</p>
 <p>X</p>	<h3>Theft</h3> <p>Steal any 5 resources from 1 ally.</p>	 <p>O</p>	<h3>Resurrection</h3> <p>Resurrect any of the destroyed factories (by aliens or other players) for yourself.</p>
 <p>X</p>	<h3>Harvestian</h3> <p>Steal from one player, all resources that are not harvested, in one factory.</p>	 <p>X</p>	<h3>Harvestian</h3> <p>Steal from one player, all resources that are not harvested, in one factory.</p>
 <p>X</p>	<h3>Envy</h3> <p>Destroy 1 factory from any ally (which does not have +Halo+). Factory does not have to be completed.</p>	 <p>X</p>	<h3>Envy</h3> <p>Destroy 1 factory from any ally (which does not have +Halo+). Factory does not have to be completed.</p>

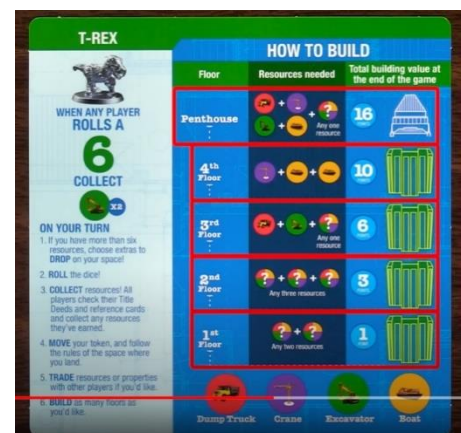
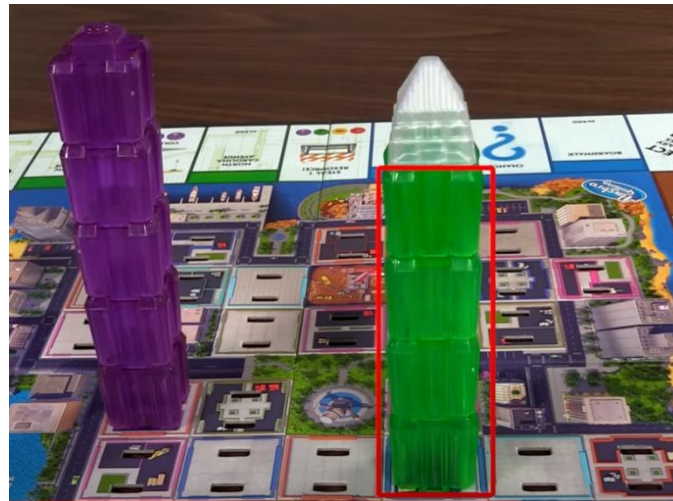
	<p>Factory</p> <p>Increase production in one factory by 1. Can be stacked. Permanent until the factory is destroyed.</p> <p>Can be gifted once, after picking it up.</p>		<p>Factory</p> <p>Increase production in one factory by 1. Can be stacked. Permanent until the factory is destroyed.</p> <p>Can be gifted once, after picking it up.</p>
	<p>Builder</p> <p>When choosing the build action, you can build 3 pieces at once.</p> <p>Can be gifted once, after picking it up.</p>		<p>Resurrect 1 player</p>
	<p>Halo</p> <p>Use on one of the factories to make it impossible to be destroyed (by aliens or by other players). Upon death, give the factory to an ally of your choosing.</p> <p>Can be gifted once, after picking it up.</p>		<p>Halo</p> <p>Use on one of the factories to make it impossible to be destroyed (by aliens or by other players). Upon death, give the factory to an ally of your choosing.</p> <p>Can be gifted once, after picking it up.</p>
	<p>Harvester</p> <p>Automatically harvests all resources from all your factories each round.</p> <p>Can be gifted once, after picking it up.</p>		<p>Briber</p> <p>Pays only 1 resource to the aliens, even if they request 2.</p> <p>Can be gifted once, after picking it up.</p>
	<p>Killer</p> <p>Eliminate one player and take his factories (factories do not have to be completed).</p> <p>Can be discarded.</p>		<p>Killer</p> <p>Eliminate one player and take his factories (factories do not have to be completed).</p> <p>Can be discarded.</p>
	<p>Spy Eye</p> <p>Get 1 of each resource (3 total) from the aliens (not from earth) for each radar piece destroyed.</p> <p>Can be discarded.</p>		<p>Spy Eye</p> <p>Get 1 of each resource (3 total) from the aliens (not from earth) for each radar piece destroyed.</p> <p>Can be discarded.</p>

Research

Similar Games – Resources

Monopoly Builder

- https://www.youtube.com/watch?v=3KqBJqc3_88



Monopoly Space

- <https://www.youtube.com/watch?v=pino2nIhj-M>

Pandemic

Teotihuacan - City of Gods

- https://www.ozone.ro/product/teotihuacan-city-of-gods/?gclid=CjwKCAjw7p6aBhBiEiwA83fGuh9t32nMS1WLIMxKpUFCsBWkukcJzicF2QjQyF9w1SatRt-vbF5iBhoCQrUQAvD_BwE

Pyramids

- <https://www.youtube.com/watch?v=g7enyH71aSM>

Abomination The Heir of Frankenstein

- <https://www.youtube.com/watch?v=edJgH18IX4Y>
- https://www.youtube.com/watch?v=Gz4wiR_4UUI

Everdell

- <https://boardgamegeek.com/image/4224803/everdell>

Terraforming Mars

- <https://boardgamegeek.com/image/3542442/terraforming-mars>

Spirit Island

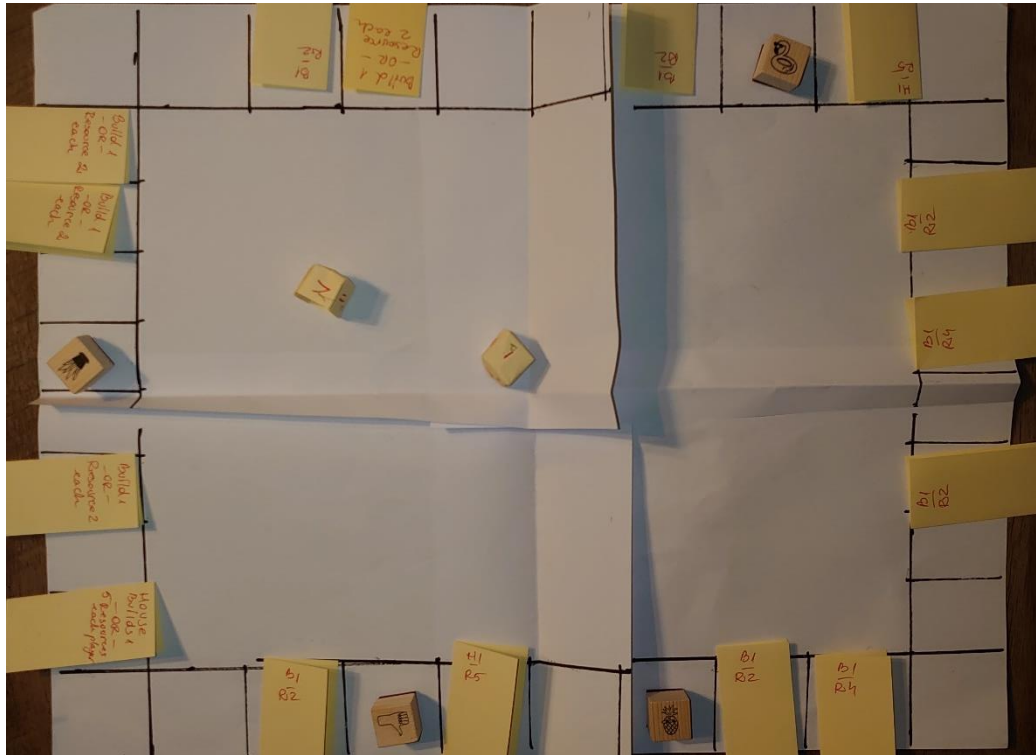
- <https://boardgamegeek.com/image/7030948/spirit-island>

Mechanics

- Generating resources
- Automatic resource growth
- Building towers
- Ownership
- Pieces as map
- Cooperation
- Player elimination
- Card drawing
- Taking turns
- Actions
- Trading
- Negotiation
- Each player has a specialty
- Dice rolling

Game Variants

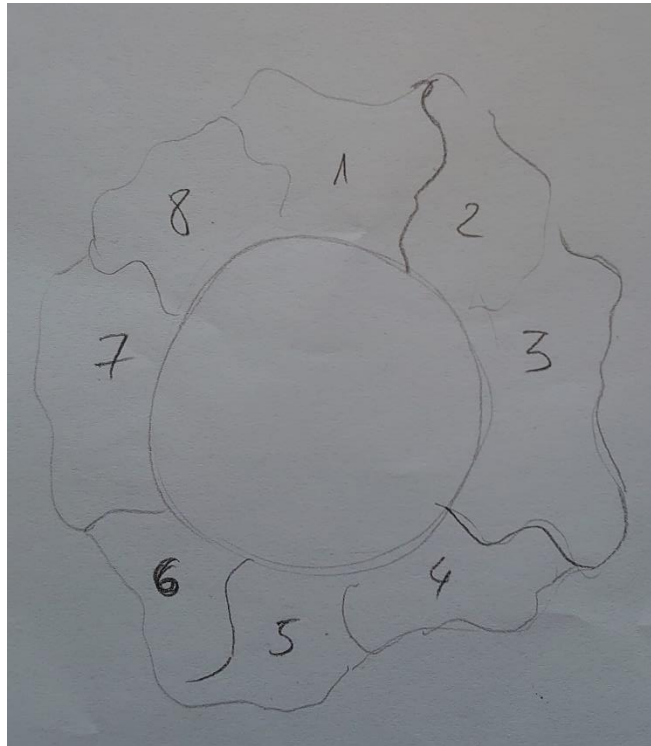
Variant 1 – The Board



Variant 2 – The Construction Set



Variant 3 – Drafts



RESOURCES - WHALES (1 4 7)
 - ~~WHALES~~ CHEESE (2 6)
 - WRAPPING PAPER (3 5 8)

2 ~~max~~ players : 2-4 buildings
 3-4 : 1-2
 5-8 : 1

- each building - whales 7
 cheese 3
 paper 5

- trade, build, gather

Variant 4 – The Cards

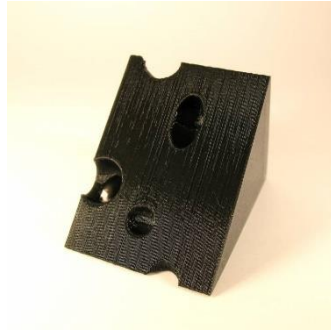
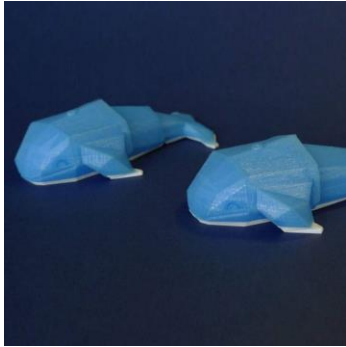


Packaging



Variant k - Physical Game Resources

Whale resources - <https://www.myminifactory.com/object/3d-print-whale-toy-24216>



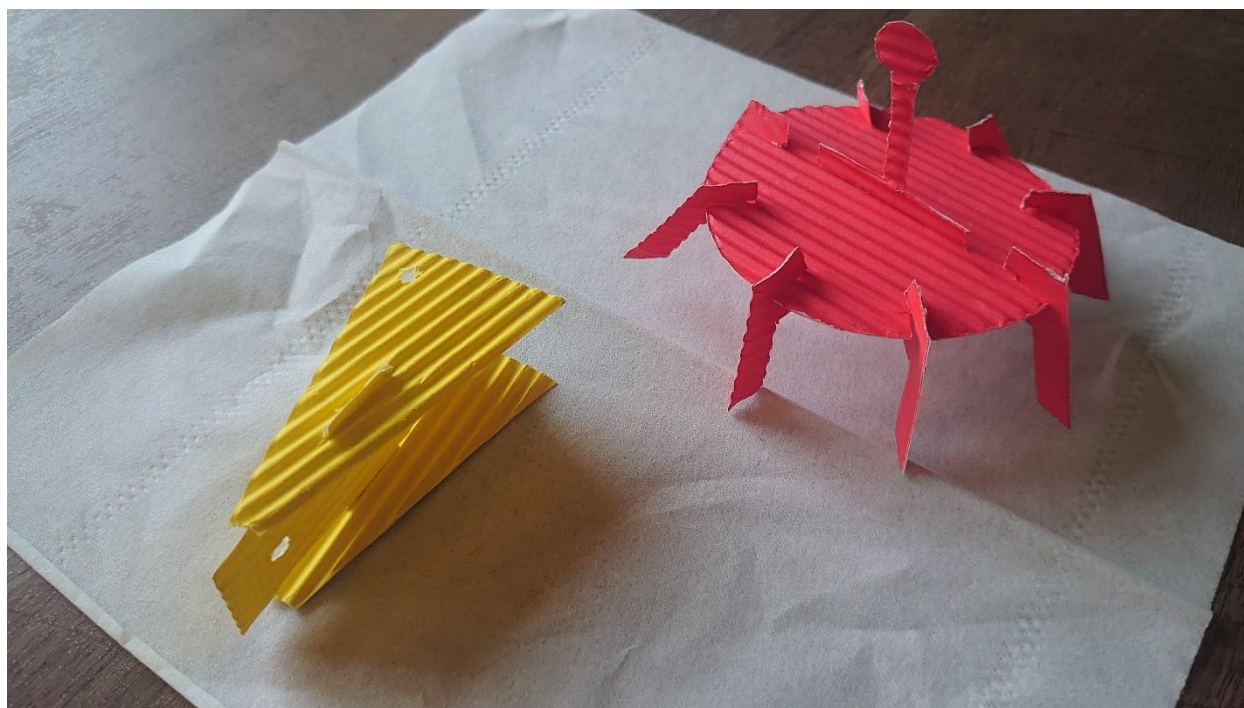
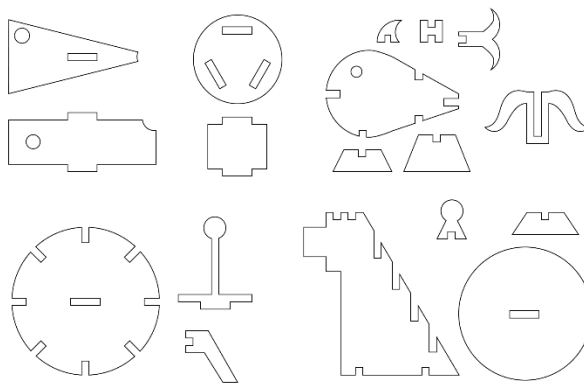
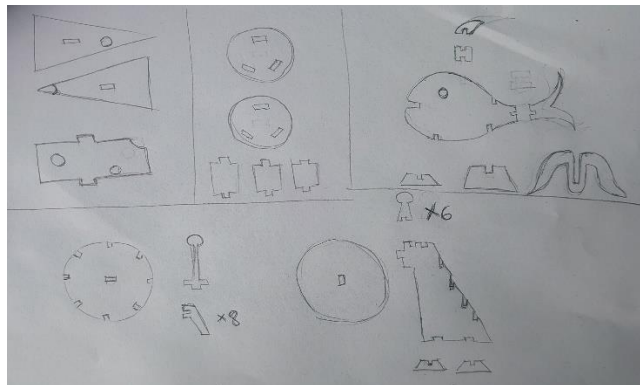
Cheese resource - <https://www.myminifactory.com/object/3d-print-cheese-34524>

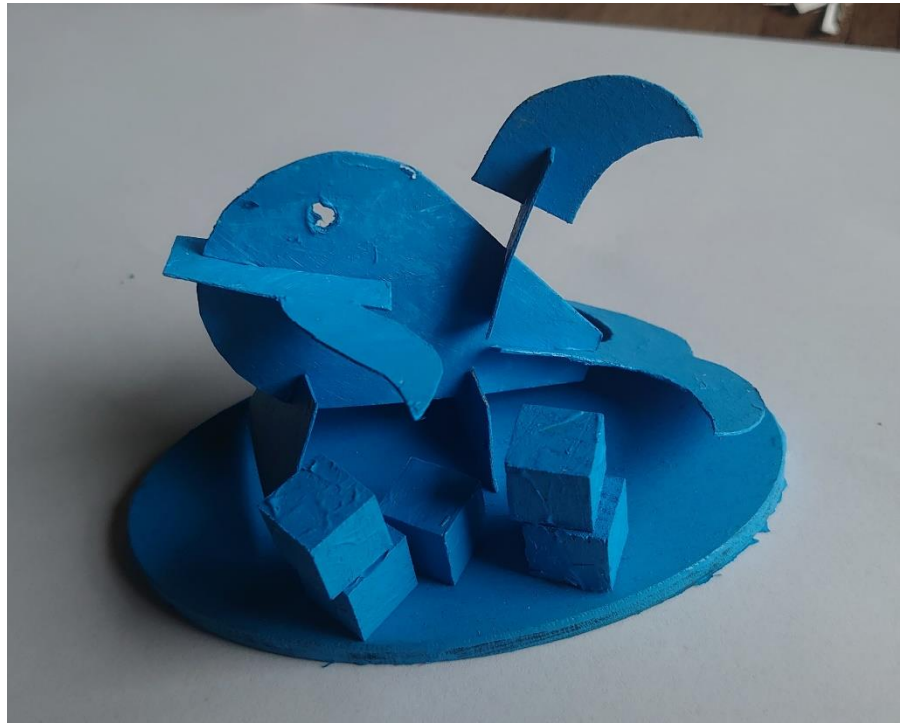
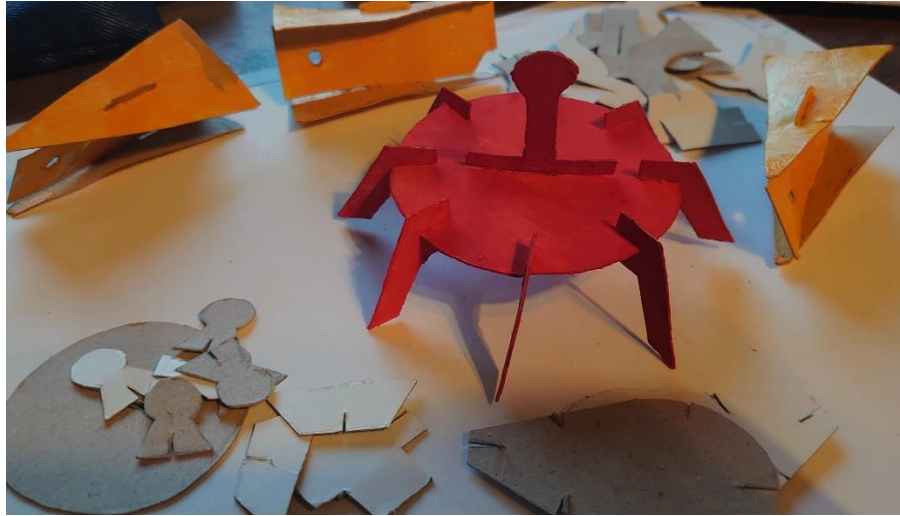
Paper resource - <https://www.myminifactory.com/object/3d-print-toilet-paper-roll-114240>

Base holder for buildings - <https://www.myminifactory.com/object/3d-print-paper-towel-roll-holder-84729>



Variant 5 – 3d puzzle factories





WHALELORAMA



Playtesting

Playtest 1 (home)

- There is no common goal => add a radar
- Game is too linear => add cards

Playtest 2 (1st at workshop)

- Player draw cards out of curiosity; there are many resource cards and they start hoarding resources this way as the game becomes too easy => half of the resource cards become “bad” cards where players need to give resources back; this way, the risk is increased when drawing cards
- Player gift upgradable cards at any time and use it multiple times as a community, breaking most rules => make them giftable only after picking up
- Add more layers of diversity => Introduce player roles / cards

Playtest 3 (2nd at workshop)

- At the endgame there are few players remaining, with increasing amount of resources
- Many players get eliminated without the ability of getting back
- Add rule: Resurrect players: on the same turn, each player must give 2 different resources to the aliens to resurrect one player; you can only resurrect 1 player per turn and all players must participate; you cannot give 2 cheese, 2 paper or 2 whale, the resources must be different
- Add rule: Lose condition: if aliens gather 20 resources each, they can take off and all the players loose
- Too many factory cards, remove one, and add another killer card, maybe a new resurrect card
- Find a way to kill players or make them play more resources to the aliens?
- when martyr is dying, the same round he can save somebody else
- Aidan can trade only once with each player

Playtest 4 (xmas party)

- 7 players, collaborated very well, built radar in 11 turns, no one died
- Players do not really use cards
- Make building radar harder, limit to once per turn
- Limit does not impact the cards, limit is just for when the players build with resources
- Unclear why building radar with card takes resources from earth, maybe specify

Playtest 5 (xmas party)

- 5 players

- Players can get eliminated too soon with the give resource card, make rule to only give resources after the aliens finish building spaceship
- Game goes into a limbo after a while, where it is stuck in a loop
- Add new rule: when aliens reach 20 resources of only one type, players are dealt the death actions, where they can start playing against one another
- Resurrection mechanic: make sure the player is not eliminated right away, and find a way to give minimum resources and factory

References

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[/YXBwaWQ9aGlnaGxhbmRlcjt3PTY0MDtoPTM2MA--/https://s.yimg.com/os/creatr-uploaded-images/2020-12/56e99e10-4b06-11eb-9bf8-2485606a4610](https://s.yimg.com/os/creatr-uploaded-images/2020-12/56e99e10-4b06-11eb-9bf8-2485606a4610)

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midjourney weasel character

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midjourney fluid

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midjourney wine bottle

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midjourney lizard knight

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midjourney octopus

midjourney sheep

midjourney elephant

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