

The Story

The year is 2321 and the earth is near death. Colonization on other planets has been attempted many times and have failed horribly. You are project colony 5 and you are our last chance of survival. You are being sent to a planet that has yet to be explored called Eden. You must survive for the sake of the human race.

You blast off in a shuttle and after years in cryo sleep, you awaken just as the shuttle releases your pod into the orbit of the strange looking planet below. You watch your decent and see your allies falling with you as well as the equipment for your colony. The pod shakes as it breaks through the ozone layer and flames burst around you. The ground below you falls dangerously fast towards you as you brace for impact.

The small crater left in the ground smolders as the pod releases you and you stumble outside into the new world. Your allies clamber out of their pods as well and regroup with you. You all notice as you look to the skies from which you fell, that your precious equipment became scattered from the impact of the ozone and are falling out of the target zone. They smash into the ground across the planet and you know that you must retrieve them if you are to survive the world of Eden.

What is this game about?

This is a game about people surviving against nature and the unknown, all the while exploring and struggling to preserve the lives of mankind.

What is the game like?

The main game board consists of a deck of map tiles that should be shuffled and set within reach of all the survivor players. To start playing the game, the players must decide one player to act as Nature, while the other players (2-4 players) will be the survivor players. To start playing, the survivors' turn is first. They draw a map tile from the deck and place it on the playing surface face up. Players may start anywhere on the tile except on token spaces or corners of the map.

The Survivors goals are to obtain all 5 pieces of their lost equipment (crystal token), that are spread across random map tiles that they encounter. The players must survive the constant assault of monsters from nature and collect the tokens to win.

Nature's goals are to destroy the alien invaders and stop them from collecting their equipment. Nature wins when all of the players are dead and their clones destroyed. (we'll get to those)

The Map

The map starts off as the one map tile, but as players travel to the corners of the tiles, they may place new tiles down on either side of the corner their character stands at. Each map has its own unique design and layout of tokens and environmental hazards.

How to use all the tokens

On each of the map tiles, there are images that match each of the map tokens. The tokens represent that the space has not been stepped on yet, and once a survivor does step on the space, remove the token and draw a card from the deck related to the token. Example: The ? token is stepped on, then draw from the ? event cards to see what happens.

- The map tokens in the game are:
 - Event (?) – contains good and bad things.
 - Objective (crystal, no cards) – necessary to win the game for survivors
 - Equipment (!) – contains useful equipment

The environmental effects work similar as to as soon as you step on them, something happens. The player must roll a D6 die, and look at the chart for what they roll to see what happens. Some locations may do good or bad things for the survivors. The environmental table must be rolled on every time an environmental space is stepped on, even if it's already been stepped on before. Monsters that Nature play are not affected by the environment.

I'm a survivor! Let's do this!

Survivors have three main statistics that they pay attention to. Health, which effects the amount of damage that players can withstand before death occurs, Energy, which is used to obtain free movement points, add damage dice, or use specials on equipment, and movement which is what the players use to move around the maps.

Players roll out each of the three statistics using the following dice

Health: roll 4-4 sided dice (D4 dice) Energy: roll 3-4 sided dice Movement: roll 2D4 sided dice

Each of the three statistics represent the maximum number those attributes can reach, and should be recorded on each player's individual note pads.

- Health :
 - Can be healed by using med-kits (item)
 - Are reduced by damage taken from monsters and environmental effects

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- Energy:
 - Used to add free movement (one energy per movement point)
 - Used to add damage dice (1D4 per 2 energy)
 - Used to use specials on weapons (1 per use)
- Movement:
 - Used to navigate the board
 - Used to use items such as med-kits and energy drinks (1 per item)

Skills

Next step! Each player draws 2 skill cards. Skill cards are things that the player keeps throughout the game that gives their character perks to help them survive.

Equipment

All players then draw 2 equipment cards. Equipment consists of weapons, armor, and shields, which are all used in battle against nature.

Equipment stats consist of

- Weapons
 - Damage (how much they deal)
 - Special (any special abilities they may have)
 - Uses (how many times you can use it before discarding the weapon)
- Armor
 - Damage Reduction (how much damage it reduces)
 - Special (any special abilities it may have)
 - Uses (how many times it can reduce damage from you)
- Shields
 - Damage reduction (how much it reduces)
 - Uses per turn (how many times you can use the shield per turn)
 - Special (any special abilities it may have)
 - Uses (how many times you can use it)

All players also start off with 1 med-kit and 1 energy drink (med-kits recover 3 health points and energy drinks recover 3 energy points)

Actions

Players have 4 main actions they can perform during gameplay.

- 1.) Most important, is moving. Players may move up to their movement per action and do not have to use all of it (but it still costs an action)
- 2.) Fighting monsters. Players may use an action to attack any monster within range

- 3.) Using Items is important for players that are low on health or energy
- 4.) Preparing actions. Characters may prepare one of their actions to use during Nature's turn, and may use any of the other three action typed during that phase.

Players have 2 actions to spend during each of their turns.

What happens when I die?

The magic of technology has brought the survivor characters clones! For each survivor, there are 2 clones (can all be used with each other). So if there are 3 survivors there would be 6 clones, and one person (if they really die that much) could use up all 6. Once you've exhausted your clones and die again, game over.

However, once you die, you may start on a map tile adjacent to one with another survivor character (anywhere) with 2 equipment cards. Players ALWAYS keep their skills.

Nature Takes Control

Nature always plays after the survivors, to give them that head start they'll need from you. Every turn you will draw cards equal to the number of survivor players (so if there are two survivors, then you'll draw two cards). Your cards consist of two things, either they're monsters or they're obstacles. Monsters are what you'll use to try to kill the survivors, and obstacles you'll use to get in their way or to try to make tactical decisions with.

Now to play your cards ever turn you'll roll a D20 die, and depending on what you roll, that's the points you'll have to spend on your cards. Each card has a play cost at the bottom, so you'll have to keep track of how many points you spend during your turn. Points cannot be saved for future turns, and the maximum hand size Nature is allowed is 7 cards.

Monsters

Monsters are your main weapon. Each monster has its own statistics just like the survivors, except monster's never change and are all listed on the cards. The main stats for monsters are:

- Health (how much damage they can take)
- Damage (what dice they roll to deal damage)
- Movement (how far they can move per turn)
- Size (how many squares on the map they take up)
- Special (any special abilities they may have)
- # (how many monsters of that kind the card plays)
- Cost (how many points you need to spend to play the card)

Monsters have a few rules to play. They cannot be summoned within 3 squares of ANY survivor, they cannot attack on the turn they were summoned, they cannot use tokens or environmental spaces, though they do have 2 actions like the players.

Blocks are used for these purposes

- Blocks are obstacles that take 3 movement points to pass
- Blocks allow monsters to be spawned within 3 spaces of players as long as they are behind the block and not within sight of survivors
- Cannot place blocks on spaces with tokens

Specials

The types of specials that will show up on either monsters or equipment are

Stun (lose an action, can only be stunned once per turn)

Poison (nullifies one point of health recovered per poison counter)

Entangle (Loses movement for next turn)

Burning (when striking monster with burning, only melee, then lose 1D4)

Spread# (# indicates the spaces from target that take damage as well as the target)

Sweep (hits all targets within range)

Throw# (discard card to throw range of #)

The D6 rolling chart and list of affects from environmental factors is:

1. quick sand - fall into quick sand transported 11 spots backwards
 2. quick sand - discard one equipment card in your hand
 3. quick sand - teammates fall into quicksand all teammates moves back 5 spaces
 4. quick sand- find rare stone draw equipment card
 5. Quick sand - find resting spot + 1 to energy
 6. Quick sand - almost drops weapon into quicksand + 1 to range
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1. Grass lands - eat wild plant -2 to health
 2. Grass lands - use your weapon to bat off large bug - 1 to weapon usage
 3. Grass lands -found a plant that could be used for energy drinks all teammates gain 1 energy drink
 4. Grass land - cut by tall grass - 1 to dice rolls while in grass land
 5. grass lands - attacked by grassland animal loses 1 health point
 6. Grass lands - finds path + 1 to movement
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1. Swamp - loses 1 health point each turn they are in the swamp spots from Radiation
 2. Swamp - attacked by swamp creature loses 2 health points
 3. Swamp - tangled in wild plants - 1 to equipment cards

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4. Swamp – avoid man eating plant gain 1 energy point
 5. Swamp – got thirsty and drank some swamp water gain 1 energy point
 6. Swamp – Teammate sees glowing eyes in the water gets scared and bumps into you discard 1 equipment card
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1. Lava - Loses 5 Health points
 2. Lava - hit by fireball loses 2 health points
 3. Lava - find mineral to increase metal weapons +1 hit points to all metal weapons in hand while in lava area
 4. Lava – finds wild berry -1 to all lava environmental effects
 5. Lava – Avoids fireball + 2 to movement while in lava area
 6. Lava – almost drops weapon into lava + 1 to range
-
1. Jungle - loses 2 health points from poison plants
 2. Jungle - gain 1 health from eating a wild berry
 3. Jungle - teammate gets bitten by Alien mosquito creature teammate to the players right loses 1 health point
 4. Jungle - jungle creature spits poison at you, you bat it off with weapon + 1hit point to melee weapons
 5. Jungle – use your weapon to bat off large bug - 1 to weapon usage
 6. Jungle - finds resting space + 3 to energy for all players
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1. ice land - Loses an action from stepping ice frozen
 2. Ice land - loses 2 energy from walking in snow
 3. Ice land - fell from walking on thin ice -3 to energy
 4. Ice land - found vegetable under the snow +2 to energy
 5. Ice land - slide on ice + 3 to movement
 6. Ice land – Teammate is hit by falling ice -1 energy for a teammate
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1. Desert - gets dehydrated loses 1 health point
 2. Desert - loses 2 energy points from walking
 3. Desert - get lost in a sand storm discard one equipment card in your hand
 4. Desert - find cactus +2 to energy
 5. Desert - Left Teammate sees a mirage and runs 2 space forward
 6. Desert - you see mirage and run 3 spaces forward
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1. Tar Pits - step on tar -1 to movement
 2. Tar Pits - +1 hit points energy weapons
 3. Tar Pits - step on oil slick +2 to movement
 4. Tar pits - find resting spot + 2 to energy
 5. Tar pits – found a weapon draw an equipment card
 6. Tar Pits – found a plant that could be used for med kits all teammates gain 1 med kit
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1. Rocky hill - Trips over rock -2 to movement
 2. Rocky Hill - finds mineral + 3 to weapon 1 equipment card

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3. Rocky hill - teammate gets hit by falling rock teammate left of player -2 to health point
 4. Rocky Hill – rock fell on your teammates foot -1 movement for the whole team
 5. Rocky Hill – climb over large rock -2 energy for the whole team
 6. Rocky Hill – eat wild animal +1 to health
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1. Cave - fall in dark hole discard one equipment card in your hand
 2. cave – loses 1 health point from Radiation
 3. Cave - find rare crystals draw equipment card
 4. Cave - too dark to see -1 movement while in the cave
 5. Cave - fall through cavern move backwards 4 spaces
 6. Cave – found a light source + 2 to movement while in the cave

Board Game Concept

Colony 5

Surviving the unknown

Evil Player “God” vs. Survivor Characters

Story (flavor for gameplay)

The year is 2321 and the earth is near death. Colonization on other planets has been attempted many times and have failed horribly. You are project colony 5 and you are our last chance of survival. You are being sent to a planet that has yet to be explored called Eden. You must survive for the sake of the human race.

You blast off in a shuttle and after years in cryo sleep, you awaken just as the shuttle releases your pod into the orbit of the strange looking planet below. You watch your decent and see your allies falling with you as well as the equipment for your colony. The pod shakes as it breaks through the ozone layer and flames burst around you. The ground below you falls dangerously fast towards you as you brace for impact.

The small crater left in the ground smolders as the pod releases you and you stumble outside into the new world. Your allies clamber out of their pods as well and regroup with you. You all notice as you look to the skies from which you fell, that your precious equipment became scattered from the impact of the ozone and are falling out of the target zone. They smash into the ground across the planet and you know that you must retrieve them if you are to survive the world of Eden.

(obviously we can change the name Eden to something else, it’s just all I could think of)

- Evil player
 - Goal is to kill players
 - Controls Game Elements
 - Creatures
 - Weather
 - Natural Disasters
 - Geography
 - Uses card drawn from deck to determine abilities
- Survivor Characters
 - Goal is to survive and rebuild Civilization
 - Controls individual Characters
 - Decisions and equipment
 - Uses equipment and technology at their disposal
 - Can explore the world around them
- Mechanics
 - The Board
 - Board consists of the starting point and is surrounded by ? areas
 - ? are locations, when adjacent draw location card
 - Location card is placed on the board, and when players enter small map gets used

- Each location has a small board for the players to play on when in those areas
- Locations are necessary to play through, to obtain necessary equipment to build home base to full potential
 - GETTING ALL LOCATIONS MEANS WINNING THE GAME for survivor characters
- 5 locations on each board (10 possible to draw from deck)
 - This keeps the gameplay changing each time players play, thus making people want to play multiple times and not getting bored
- One large board (probably 20x20) and one 8x8 board for each location
- There are small ? tokens that are placed on marked parts of the board.
 - When player steps on piece “event” is activated and they draw an event card
 - Cards contain missions, equipment, and consequences.
 - Not necessary to play game, but adds more flair to gameplay
 - Each token has a rarity number on back of token that determines quality of equipment acquired or danger that they face. Players then draw from the specific deck that works with the token. (3 for equipment, 1 for events, and 2 for missions; 6 decks total (about 5-15 cards each)
- The Survival group
 - Actions Possible
 - Movement: can move up to their movement #. (can use as both actions to get double)
 - Battling: Can attack monsters within range (roll damage die)
 - Use item: meant for med-kits, energy drinks, or other misc. items
 - Movement
 - Move up to players movement score
 - Can move less than available movement score
 - Use movement to travel to **any** adjacent square on board
 - Can move through other players, but cannot be on same square as one
 - Battling
 - Turn based
 - Player must be next to a monster or in the player’s “range” to fight it
 - Player attacks by rolling damage dice
 - Number rolled is damage. Damage is reduced by armor and abilities of monsters and players
 - Players will have weapons and armor equipped
 - Each weapon deals different damage
 - Each Armor reduces different damage
 - Use Items

- Players can use items to replenish health, fatigue, or accomplish other feats (for missions or to break “god” player’s strategy)
 - Ex: Explosives can break blocks that “god” player can place as obstacles
- Each player has 3 lives (their starting life and two clones)
- Each player can pick up resource tokens (like points)
- The “God” Player
 - Each turn, player draws cards equal to the amount of players facing him/her
 - Maximum hand size of seven cards
 - God player draws two cards every turn
 - God player can choose to skip their turn if they choose.
 - Rolls a D20 to determine how many points player has to spend on using cards
 - Each card has a point cost to use
 - Ex: he/she rolls a D20, and rolls a 13. Say they want to use goblin swarm (costs 5), fallen trees (costs 3), and winter winds (costs 5).
 - This would work because the points equal up to 13
 - Ex: he/she rolls a D20, and rolls an 18. Say they want to use Hell Giants (costs 20).
 - This can’t work, because they don’t have enough points to use it. They can’t play that card until they roll a 20 (maximum roll).
 - Player Can
 - Summon Monsters
 - Used to attack players directly. Basically his/her weapons
 - Each card will have different monsters and different amounts of monsters on the card
 - Each card has a different cost to play as well
 - Each monster has a determined amount of movement and health.
 - **Cannot** summon monsters within three spaces of the players.
 - Monsters typically have low amounts of life and low movement (to keep game balance)
 - Control weather conditions
 - This can impair the players or make the monsters more powerful
 - Ex: Winter winds: costs 12 (subject to change), for the next 3 turns the players are minus 1 to their movement, and each turn they’ll lose 2 fatigue due to the cold conditions.

- Like monsters, each card has a specific cost to play
- Weather cards only last a determined amount of turns
- Control Geography
 - This does not mean the “god” player decides what the board looks like and what locations are visited
 - This is for obstacles that the players have to get past or move around
 - Mostly used to block off paths and cut off line of sight so monsters can be summoned closer for ambush purposes
 - Each card has a cost same as all others for the “god” player
 - Ex: Fallen Trees, The pathways are blocked off by lines of fallen trees. “god” player decides three rows of three to be blocked off by trees. If players want to move over obstacle, must use twice as much movement to overcome spaces. Costs 5