

DICE**CANYON**
game design 2014
casey ging

DICE GAME INITIAL BRAINSTORM

game design 2014

casey ging

mechanics

- call your shot card
- build a tower
- turn based card game
- using die probability to determine which cards you pick
- roll against a pin number
- stealing each dice from other players
- knock eachother out of game

what do i like about dice games?

- being able to pick up and play
- dont want there to be a ton of rules, sort of simple but a relatively deep layer of strategy
- bar games
- low barrier to entry
- combination of physical and mental mechanics (ie: 7s 11s doubles)
- strategical elements
- one of few games where i don't feel the need for a story
- technology is a non-factor because people don't trust computers for their dice rolling

aesthetics

- green tables
- golf
- architecture
- world building
- indiana jones
- city/urban/ real estate

MISSION:

create a dice game with a deep level of strategy but also allow the randomness of the dice create moments of luck and excitement. i strive to create those moments where dice are rolled, and people scream with delight, or sigh upon the revelation of loss.

DICE GAME: CLOSEST TO PIN

initial design
casey ging

core mechanic

- everyone picks from 4 dice however many they want to roll.
- closest to the d20 roll gets to take a dice from someone else. (in a tie, those players roll again against each other)

overview

A player rolls a D20 the result is “The Pin”. Now everyone else picks from their 4 dice how many they would like to roll in order to try and get closest to the pin. the player closest to the D20 number gets to steal someones die. All others take a card from the pile.

To play cards, the person with the closest roll gets to play their card first, then it goes clockwise from them. you do not have to play a card on a turn.

If you go over you lose a die. that die goes to the call your shot pile. (at any point a player may call their shot, then they pick a number and roll for that number, if they are correct, they get all of the dice in the call your shot pile.

If you roll a 7 you pick from the 7's pile. collect all the dice to win.

requirements

- 1 D20 die
- 4 dice for every person playing
- A deck of “call your shot” cards
 - add one to your score
 - subtract 1 from another score
 - subtract a die from another score
 - use someone elses roll in your roll
 - Call your shot - call a number, you get as many rolls as die you throw to roll that number, if you hit it you can steal that number of dice from the board.

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DICE GAME: CLOSEST TO PIN

first playtest

Playtesters: January 31, 2014
Casey Ging (23) Start Time: 5:13 pm
Nathan Baran End Time: 5:57 pm
Arseniy Klishin(23) Total Time: 44 min

REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their three die in an effort to roll a number closest to the pin without going over. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- 1) **+ # me!** Play this card to add that number to your roll
- 2) **- # me!** Play this card to subtract that number from your score
- 3) **+ # opponent!** Play this card to add that number to any opponents roll
- 4) **- # opponent!** Play this card to subtract that number from any opponents roll
- 5) **Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- 6) **Steal!** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
- 7) **Switch!** Play this card to switch one of your die with an opponents.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- Any player may play any card at any point in a turn.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head role. The closest to pin at this point, wins the hand.
- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 dice, and all are the same you automatically win the hand, even if over.



DICE GAME: CLOSEST TO PIN

first playtest (cont.)

Playtesters:	January 31, 2014
Casey Ging (23)	Start Time: 5:13 pm
Nathan Baran	End Time: 5:57 pm
Arseniy Klishin(23)	Total Time: 44 min

General Notes:

The game started a little slow as people tried to understand the rules. There was a little confusion on when you were supposed to take a card. (was it after you win, when you lose, or both). There were moments around the 10 minute mark where everyone understood the rules and players were playing cards in rapid succession. This was something I did not anticipate but was really fun. Nathan cited as the most fun part of the game. I think this is a feature I want to play up in the next version of the game. I could have taken Nathan out of the game a few minutes after that but I let it go so I could get more data from the test. I should not have done this, as a result the game took a long time.

Strategy

One of my objectives, as always, is to make sure there is a fun sense of strategy. Both players felt that there could be more strategy if the cards had more value. Also if they can affect the main D20 Die. Sometimes it felt fun to be spontaneous.

Cards

Some of the cards were not clear as to what they did. I will need to be clearer. I initially had constraints on who could play a card and when. I should remove this to add effect and spontaneity. The value of the cards needs to increase. Just a +/- 1 is not enough. I will experiment with +/- 3 and 5s in the next iteration. Also everyone will get a card on every turn whether they win or not. (unless they roll over the pin). In this Playtest I had 5 of each card. (+1 you, -1 you, + 1 them, - 1 them, Switch, Steal, Call it)

Dice

Having 4 dice each was too much. I will reduce to 3 for the next iteration. Some people thought that having different color would add a nice sense of competition and clarity. Also Nathan suggested having a barrier so the dice don't get mixed up. The testers suggested having a reward if you roll triples. I am thinking of adding in a rule that if you roll triples you win the turn even if its over, but I am not sure yet. I will ask for feedback on the next playtest about this and see what happens.

DICE GAME: CLOSEST TO PIN

second playtest

Playtesters:	February 1, 2014
Casey Ging (23)	Start Time: 4:15 pm
Mac Lotze (30)	End Time: 4:35 pm
Jon Lew (25)	Total Time: 20 min

REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their three die in an effort to roll a number closest to the pin without going over. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- **(2) +/- 5 score** Play this card to add or subtract 5 to your or an opponents roll
- **(3) +/- 3 score** Play this card to add or subtract 3 to your or an opponents score
- **(5) +/- 1 score** Play this card to add or subtract 1 to yours or an opponents score
- **(1) of each +/- 1,3,5 pin** Play this card to add or subtract that number to the pin
- **(5) Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- **(5) Steal!** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
- **(5) Switch!** Play this card to switch one of your die with an opponents.

RULES

- Players may roll as many dice as the desire on any given turn. They are limited only by the number of die they have in their hand
- Any player may play any card at any point in a turn.
- In the event of a die, if those who are tied are closest to pin, they will roll again in a head to head role. The closest to pin at this point, wins the hand.
- Anyone may continue to play their cards at this point
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Casey Ging (23)	Start Time: 4:15 pm
Mac Lotze (30)	End Time: 4:35 pm
Jon Lew (25)	Total Time: 20 min

General Notes:

Both Players picked the game up very quickly and got competitive right away. As soon as Mac stole Jon's first die, the die was cast...yup. Jon went after mac the rest of the game. The interesting thing was that Jon fell behind and had just 1 die left but eventually came back and won the game. He employed a card hoarding strategy, which Mac was not happy with. The balance of the cards seemed to be about right. And both players were happy with the 20 minute length of the game.

Strategy

Both players felt like they had a good sense of strategy and the game was not simply random, even though there are 2 random components, the dice and the cards. Players found a way to make them work in their favor. There is still a weird moment where no one necessarily wants to play the card first. It doesn't feel quite right yet.

Cards

The balance seems to be right. There also seems to be enough in the deck that we wouldn't run out. Mac seemed upset that Jon had a lot of cards and recommended maybe scaling how many cards you could play and when, based on the two playtests so far, everyone else seems to be in favor of card rules similar to what they are. Mac felt a little hopeless at the end of the game, he said he may not have felt that way except the cards he had were not helpful to him. Both players felt that maybe introducing a stop card would be a nice touch. A card that prevents players from playing any other cards. Can you reward a player for playing their card first? should the +/- be able to just affect anyone no matter what, rather than specifying on the card. Need a rule explicitly stating that once you play a card it is played no matter what, you can not pick it back up. Also, jon recommended not allowing a card pick up at a certain number of dice. I am thinking 5.

Dice

Both players thought the dice part of the game worked well, and I just need to focus on the card playing mechanic. They both believe I should use colored dice, as was recommended in the last test. A barrier would be nice so the die don't go all over the place. A great rule suggestion is to reward the player for hitting the pin. If you hit the pin number, you win the round. I can't believe I didn't think of that.

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PLAYTEST MODIFICATIONS

REQUIREMENTS

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INSTRUCTIONS

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RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- Any player may play any card at any point in a turn.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll **with a single die each.** The **highest roll,** wins the hand.
- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 dice, and all are the same you automatically win the hand, even if over.
- All cards are expired after 1 use.
- **Once a card is placed on the table, it may not be picked up or otherwise exchanged.**
- **If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.**

DICE GAME: CLOSEST TO PIN

third playtest

Playtesters: February 1, 2014
Casey Ging (23) Start Time: 10:50 pm
Doug Roberts (23) End Time: 11:05 pm
Tim Rosko (24) Total Time: 15 min



REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- **(2) +/- 5 score** Play this card to add or subtract 5 to your or an opponents roll
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- **(5) +/- 1 score** Play this card to add or subtract 1 to yours or an opponents score
- **(1) of each +/- 1,3,5 pin** Play this card to add or subtract that number to the pin
- **(5) Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- **(5) Steal!** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
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Doug Roberts (23)	End Time: 11:05 pm
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General Notes:

The players figured out the game quickly so I believe the ruleset is working. The interesting thing to note is in this game I was down to my last dice and came back to win just the same as the last game with Jon. Both players had fun and felt that there was a sense of strategy. The balance of the cards in number seemed to be just about right. To date, no one has hit the “call it!” card, though no one seems to care about it that much. Tim hit the pin 4 consecutive times, but then rolled over about five times.

Strategy

Both players felt like they had a good sense of strategy and the game was not simply random, even though there are 2 random components, the dice and the cards. They both felt that when they were behind they felt a little helpless.

Cards

Tim felt that the cards should be a little more rewarding, like you should not just get one on every turn. He also felt that perhaps there are too many +- 1 cards. He is the first to suggest this so I will play another test without change and see if it comes up again. They like the egyptian rats style feeling to the cards but felt having a lot of them is intimidating. The “steal” Card name is a little confusing.

Dice

Both players enjoyed the dice part of the game and Tim hit the pin a bunch of times, but also went over. Both instances produced a moment of yelling, which is what I am trying to go for. I feel comfortable with the dice part of the game.

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third playtest

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PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
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INSTRUCTIONS

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- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 die, and all are the same you automatically win the hand, even if over.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- **You may not have more than 5 cards in a hand at one time.**
- **When holding five or more dice you may not collect a card.**

DICE GAME: CLOSEST TO PIN

fourth playtest

Playtesters: February 2 2014
Casey Ging (23) Start Time: 3:51 pm
Betty Lou Ging (61) End Time: 4:30 pm
Tim Ging (61) Total Time: 39 min



REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- **(2) +/- 5 score** Play this card to add or subtract 5 to your or an opponents roll
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- **(1) of each +/- 1,3,5 pin** Play this card to add or subtract that number to the pin
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- **(5) Steal!** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
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RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
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General Notes:

This round took a pretty long time. It took a few more turns to understand the rules than normal. I think this is due to the fact that these two playtesters are not in the game design class, and therefore are not in the game design mindset. I found that people in the class easily understand complex rules with less explanation. Maybe it is age but I would need to test this demographic more to find out. Both players were reluctant to play cards as they weren't sure how other players would play their cards. They both felt the cards should be played in an order, rather than a free for all format. In this game, again the person who was first to be down to one die eventually went on to win. This is the third such phenomenon in a playtest. There is still a weird moment where you have to count everything up a lot to ensure you know who is winning and who has what score. I am thinking maybe adding a small white board or something so people know what everyone has. Tim was out first but had a few cards left. Perhaps he can play a card or something after he is knocked out. Revenge card?

Strategy

There was a new strategic element in play in this test because you were only allowed to hold five cards at a time. Players had to decide which card they wanted to let go of. Both players had fun trying to out duel the other

Cards

The new rule of only holding 5 cards works well. Though in most cases the "call it!" card was being discarded in favor of other cards. Also only being able to pick up cards when you have less than 5 dice seemed to balance the game nicely. This way its not a runaway, once a player gets up.

Dice

The hitting the pin number mechanic is working well. To date, no player has been able to call their roll effectively. All in all I think the dice mechanic is working well, most adjustments need to happen in the card realm.

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PLAYTEST MODIFICATIONS

REQUIREMENTS

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INSTRUCTIONS

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- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- You may not have more than 5 cards in a hand at one time. **(you may pick up your card first, then determine which you'd like to discard.)**
- When holding five or more dice you may not collect a card.
- **Once knocked out of the game, you may pick a single “revenge” card from your hand to play at any point for the duration of the game.**

DICE GAME: CLOSEST TO PIN

fifth playtest

Playtesters: February 2 2014
Rock Zhang (26) Start Time: 8:26 pm
Minjong Lee (23) End Time: 8:40 pm
Prajwal Manjunath Total Time: 14 min



REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
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INSTRUCTIONS

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- **(5) Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- **(5) Steal! Borrow** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
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5

General Notes:

This round took a pretty long time. It took a few more turns to understand the rules than normal. I think this is due to the fact that these two playtesters are not in the game design class, and therefore are not in the game design mindset. I found that people in the class easily understand complex rules with less explanation. Maybe it is age but I would need to test this demographic more to find out. Both players were reluctant to play cards as they weren't sure how other players would play their cards. They both felt the cards should be played in an order, rather than a free for all format. In this game, again the person who was first to be down to one die eventually went on to win. This is the third such phenomenon in a playtest. There is still a weird moment where you have to count everything up a lot to ensure you know who is winning and who has what score. I am thinking maybe adding a small white board or something so people know what everyone has. Tim was out first but had a few cards left. Perhaps he can play a card or something after he is knocked out. Revenge card?

Strategy

All the players played with a good sense of strategy. Minjong played a lot of cards that actually hurt her chances of winning which was funny. Prajwal felt a sense of strategy even after he was knocked out because he was focused on getting back at Rock.

Cards

Still that call it card is giving me trouble. No one seems to get it right or play it that often, though they think its a good idea. It takes a little while for everyone to sort out the math before they play a card. Next playtest I will establish an order and see what that does to the gameplay.

Dice

Dice are still working fluidly, now I need to figure out a way to make people remember their current scores.

DICE GAME: CLOSEST TO PIN

fifth playtest

Playtesters:	February 2 2014
Rock Zhang (26)	Start Time: 8:26 pm
Minjong Lee (23)	End Time: 8:40 pm
Prajwal Manjunath	Total Time: 14 min



PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards **in turn** until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- ~~Any player may play any card at any point in a turn.~~ The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 dice, and all are the same you automatically win the hand, even if over.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- You may not have more than 5 cards in a hand at one time. (you may pick up your card first, then determine which you'd like to discard.)
- When holding five or more dice you may not collect a card.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.

DICE GAME: CLOSEST TO PIN

sixth playtest

Playtesters: February 4, 2014
Casey Ging (23) Start Time: 1:17 pm
Christian Karrs (23) End Time: unfinished
Anthony Scott (26) Total Time: N/A
Jimin Song (24)



REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- **(2) +/- 5 score** Play this card to add or subtract 5 to your or an opponents roll
- **(3) +/- 3 score** Play this card to add or subtract 3 to your or an opponents score
- **(5) +/- 1 score** Play this card to add or subtract 1 to yours or an opponents score
- **(1) of each +/- 1,3,5 pin** Play this card to add or subtract that number to the pin
- **(5) Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- **(5) Borrow** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
- **(5) Switch!** Play this card to switch one of your die with an opponents.

RULES

- Players may roll as many dice as the desire on any given turn. They are limited only by the number of die they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elected not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 die, and all are the same you automatically win the hand, even if over.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- You may not have more than 5 cards in a hand at one time. (you may pick up your card first, then determine which you'd like to discard.)
- When holding five or more dice you may not collect a card.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.

DICE GAME: CLOSEST TO PIN

sixth playtest

6

Playtesters:	February 4, 2014
Casey Ging (23)	Start Time: 1:17 pm
Christian Karrs (23)	End Time: unfinished
Anthony Scott (26)	Total Time: N/A
Jimin Song (24)	

General Notes:

Everyone figured out the game but had questions about the cards as the game went on. They all said the game was fun but it seemed to lack the emotional moments. No one seemed really intent on knocking someone out of the game so it took what seemed like a long time, about 15 minutes in everyone still had 3 dice. This was the first playtest with 4 people, as well as the first play test with ordered card playing turns.

Strategy

Christian really liked the card strategy. He got into it and felt that was a result of the turn based structure. Jimin felt that she was victim to luck because she couldn't draw any cards when she got to 5 dice, so she couldn't impact the game.

Cards

Everyone seemed to really like the card aspect of the game and the turn based structure made it more strategic. Everyone seemed to like the general mechanic.

Dice

Dice are still working fluidly, now I need to figure out a way to make people remember their current scores.

DICE GAME: CLOSEST TO PIN

sixth playtest

Playtesters:	February 4, 2014
Casey Ging (23)	Start Time: 1:17 pm
Christian Karrs (23)	End Time: unfinished
Anthony Scott (26)	Total Time: N/A
Jimin Song (24)	

6

PLAYTEST MODIFICATIONS

No modifications were made as a result of playtest 6. I want to carry the same rules into my meeting with Jesse tonight at 6:15

DICE GAME: CLOSEST TO PIN

seventh playtest

Playtesters: February 4, 2014
Casey Ging (23) Start Time: 6:25 pm
Jesse Schell End Time: 6:55
Total Time: 30

REQUIREMENTS

- 1) 3x Dice per number of players
- 2) 1 D20 die
- 3) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

CARDS IN THE DECK

- **(2) +/- 5 score** Play this card to add or subtract 5 to your or an opponents roll
- **(3) +/- 3 score** Play this card to add or subtract 3 to your or an opponents score
- **(5) +/- 1 score** Play this card to add or subtract 1 to yours or an opponents score
- **(1) of each +/- 1,3,5 pin** Play this card to add or subtract that number to the pin
- **(5) Call It!** Play this card then call a number, if you roll the number you called, you may steal the number of dice you rolled from any player or combination of players. (note: this roll counts as your closest to pin roll)
- **(5) Borrow** Play this card to borrow an opponent's die and add it to your total. (played for only one turn)
- **(5) Switch!** Play this card to switch one of your die with an opponents.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of die they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- Anyone may continue to play their cards at this point
- At any point, if you roll more than 3 die, and all are the same you automatically win the hand, even if over.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- You may not have more than 5 cards in a hand at one time. (you may pick up your card first, then determine which you'd like to discard.)
- When holding five or more dice you may not collect a card.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.



DICE GAME: CLOSEST TO PIN

seventh playtest

Playtesters:

Casey Ging (23)

Jesse Schell

February 4, 2014

Start Time: 6:25 pm

End Time: 6:55

Total Time: 30



General Notes:

This visit consisted of a general playtest of the same rules as playtest 6. Over the course of the time we played with a few new rules that solved a few things. The balance of power, card distribution, and randomness. We played with the idea of picking up cards on doubles and adding in a new wildcard die. This should keep the game interesting a little longer. The reflection of the new rules follow.

DICE GAME: CLOSEST TO PIN

seventh playtest

Playtesters:

Casey Ging (23)

Jesse Schell

February 4, 2014

Start Time: 6:25 pm

End Time: 6:55

Total Time: 30



PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on)

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)

DICE GAME: CLOSEST TO PIN

eighth playtest

Playtesters:

Casey Ging (23)

Tim Rosko (24)

Alex Yu Hue (23)

February 6, 2014

Start Time: 8:49 pm

End Time: 8:56 pm

Total Time: 7 minutes



REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on)

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)

DICE GAME: CLOSEST TO PIN

eight^h playtest

Playtesters:	February 6, 2014
Casey Ging (23)	Start Time: 8:49 pm
Tim Rosko (24)	End Time: 8:56 pm
Alex Yu Hue (23)	Total Time: 7 minutes



General Notes:

This was the first iteration with 3 players and the wildcard mechanic. It worked reasonably well however the players felt there was not enough incentive to not use the wildcard. I think there is an opportunity for strategy with the wildcard use so I will modify to reflect this. I noticed that the first person usually passed their turn. I am still unconvinced that there should be an ordered structure to how the cards are played. Tim has played the game multiple times at various forms. He likes the original version better.

Strategy

Both players felt there was a strategy to selecting how many dice you roll, but Alex felt the card playing wasn't very strategical. Alex liked the idea of coming back after the game ended.

Cards

Alex felt there was not enough variety in cards and he felt they didn't impact the game enough for him. He also believes there should be a +/- 7 card.

Dice

The wild card adds a new interesting element to what was originally a little to random facet of the game. Having players collect cards only on doubles mean that there were not a lot of cards in the game. Maybe if you hit the pin you get a card. Both players felt there were not enough cards in the game.

DICE GAME: CLOSEST TO PIN

eighth playtest

Playtesters:	February 6, 2014
Casey Ging (23)	Start Time: 8:49 pm
Tim Rosko (24)	End Time: 8:56 pm
Alex Yu Hue (23)	Total Time: 7 minutes



PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

You pick up a card at the end of every turn unless you have or are tied for the most dice. Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on). **You may not have more than five cards in your hand at a time.**

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)
- **You may pick up one card at the end of every turn, unless you are the current leader.**

DICE GAME: CLOSEST TO PIN

ninth playtest

Playtesters: February 8, 2014
Casey Ging (23) Start Time: 5:09 pm
Steve Foster(23) End Time: 5:16 pm
Doug Roberts (23) Total Time: 7 minutes



REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

You pick up a card at the end of every turn unless you have or are tied for the most dice. Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on). You may not have more than five cards in your hand at a time.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)
- You may pick up one card at the end of every turn, unless you are the current leader.

DICE GAME: CLOSEST TO PIN

ninth playtest

Playtesters:	February 8, 2014
Casey Ging (23)	Start Time: 5:09 pm
Steve Foster(23)	End Time: 5:16 pm
Doug Roberts (23)	Total Time: 7 minutes



General Notes:

Both players felt that it was too easy for one player to steal all the wild dice and create an unfair advantage. They desired a way to protect yourself from having your wild stolen. Players did not immediately understand the cards so the game went very fast.

Strategy

Both thought there was a strategy but wanted more from the dice. They felt it was arbitrary who they stole from and why.

Cards

The players didn't immediately understand the cards but got into it once they did.

Dice

Dice are working well though there should be more of a strategy element as to which dice are played and which die you can take.

DICE GAME: CLOSEST TO PIN

ninth playtest

Playtesters:	February 8, 2014
Casey Ging (23)	Start Time: 5:09 pm
Steve Foster(23)	End Time: 5:16 pm
Doug Roberts (23)	Total Time: 7 minutes



PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

You pick up a card at the end of every turn unless you have or are tied for the most dice. Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on). You may not have more than five cards in your hand at a time.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)
- You may pick up one card at the end of every turn, unless you are the current leader.
- **When stealing die, you may only steal a die that has been rolled. It also must be the player's highest rolled die.**
- **If the wild is the highest or is modified to be the highest rolled die, it is able to be stolen.**

DICE GAME: CLOSEST TO PIN

tenth playtest

Playtesters:

Casey Ging (23)

Steve Foster(23)

Doug Roberts (23)

Katie Ging (25)

February 8, 2014

Start Time: 9:04 pm

End Time: 9:40 pm

Total Time: 36 min-

10

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

You pick up a card at the end of every turn unless you have or are tied for the most dice. Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on). You may not have more than five cards in your hand at a time.

RULES

- Players may roll as many dice as they desire on any given turn. They are limited only by the number of dice they have in their hand
- The person who rolls the Pin is first to play their card, then you go counter clockwise around the table to play cards. You may only play one card at a time, though you may play as many as necessary over an entire turn. You may elect not to play a card.
- In the event of a tie, if those who are tied are closest to pin, they will roll again in a head to head roll with a single die each. The highest roll, wins the hand.
- All cards are expired after 1 use.
- Once a card is placed on the table, it may not be picked up or otherwise exchanged.
- If your roll matches the number on the Pin, you win the round automatically, and no cards may be played.
- Once knocked out of the game, you may pick a single "revenge" card from your hand to play at any point for the duration of the game.
- When rolled, a wildcard may represent any number 1-6. It is locked into the chosen number despite cards played.
- At any point, if you roll doubles every other player receives a card. (see getting cards)
- You may pick up one card at the end of every turn, unless you are the current leader.
- When stealing die, you may only steal a die that has been rolled. It also must be the player's highest rolled die.
- If the wild is the highest or is modified to be the highest rolled die, it is able to be stolen.

DICE GAME: CLOSEST TO PIN

tenth playtest

Playtesters:

Casey Ging (23)

Steve Foster(23)

Doug Roberts (23)

Katie Ging (25)

February 8, 2014

Start Time: 9:04 pm

End Time: 9:40 pm

Total Time: 36 min-

10

General Notes:

This game was incredible long, as has been the case with most times I have tested with 4 players. Once the first player was knocked out, everyone became passive. There needs to be some incentive for knocking out a player, that way people will not play so passively. Keeping track of adding and subtracting is a little tedious.

Strategy

The strategy of not only how many dice to use but which dice to use really worked. It proved to be interesting.

Cards

The cards worked well, players were making use of all of them and they were distributed well. When played with four players, there needs to be a larger deck. After this playtest I think you should discard one before picking up a new one if you have five.

Dice

Adding the stealing rules really helped make a strategy to what dice you roll and how you change the rolls with wild dice.

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tenth playtest

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PLAYTEST MODIFICATIONS

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

Each player gets 3 dice. Each player takes 1 card from the Closest to Pin deck. The oldest player is first to roll the D20. The D20 is considered "The Pin". All players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, however you may still play your cards if you desire. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

GETTING CARDS

You pick up a card at the end of every turn unless you have or are tied for the most dice. Whenever doubles are rolled, every player other than the one who rolled receives a card (can be played on that hand or any hand that follows.) When triples are rolled every other player receives 3 cards, quadruples will receive 4 and so on). You may not have more than five cards in your hand at a time.

10

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- You may pick up one card at the end of every turn, unless you are the current leader.
- When stealing die, you may only steal a die that has been rolled. It also must be the player's highest rolled die.
- If the wild is the highest or is modified to be the highest rolled die, it is able to be stolen.
- **You must discard a card before picking up a new one if you have 5 cards.**
- **All players must simultaneously roll their dice, and are not obligated to tell opponents how many they are rolling.**
- **If you knock a player out, you may steal an additional die.**

DICE GAME: CLOSEST TO PIN

final rule set

fin.

REQUIREMENTS

- 1) 2x Dice per number of players
- 2) 1x Wild Dice per number of players
- 3) 1 D20 die
- 4) Deck of Closest to Pin Cards

INSTRUCTIONS

The objective of the game is to capture all of the dice. Each player starts with 3 dice. Each player takes 1 card from the Closest to Pin deck. Roll to see who rolls the d20 first. The D20 is considered "The Pin". Roll the pin then all players simultaneously roll their chosen number of dice in an effort to roll a number closest to the pin without going over. If your roll matches the number on the pin, you win the round and no cards may be played. If you go over, you are out of the hand, and you may not play cards. Players may now play cards in turn until they run out, or reach a moment where playing cards is no longer relevant to the outcome of the hand. You may not have more than 5 cards in your hand at any time. Once a card is placed on the table, it may not be picked up or otherwise exchanged. At this point, the person closest to pin may steal a die from any other player. This cycle continues until 1 player has all the dice.

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COST ESTIMATE

Card Printing = \$4.99

Dice \$9 retail, Bulk = \$5

Additional costs (boxing, instructions) = \$4.95

Total \$14.99

Total with Mark Up = \$19.99

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DICE GAME: CLOSEST TO PIN

final rule set

fin.

Lessons Learned:

This project was not only an exercise in sticking to an agenda, but also in how to organize playtesting. I found that it is absolutely necessary to document the playtest immediately after conducting it. In this document the playtests with less information are the ones where this did not occur. Also over time, I started to refine what I was targeting with my playtests to they got more succinct. Organization was key, and learning over the course of the assignment helped me get to the right results, when I wanted to.

As for the game itself, I am relatively happy with the way it turned out. I found that the more I tinker with it the worse it gets at this point so I am sticking with the final rule set. I also found that the game was most fun in the middle tests. Somewhere I ended up with far too many rules as I was trying to iterate. Unshown in this document is an actual board that would have went along with the game with all kinds of theming and extra pieces. I started to get away from my core tenants, which were to make a simple game that had several layers of strategy. In the end, I came back around and ended up with something that made me relatively happy, though I feel as though it got a bit too complex, the strategical payoff was worth it. Also, I found that three players was the sweetspot. I thought the game would be infinitely scalable to accomodate different size groups, but it is too much when theres too many players.