

Ludo with guns

Features removed:

- The inner circle winning condition. There is no exit.
- Fixed travel direction on the game board.
- Entry restriction, where players have to roll a six to enter the game board.
- The colored tunnel feature that lead to the center of the game board. These squares now functions as walls.

We change:

- **Winning condition:** Last man standing.
- **Controller scheme:** Each player play with two dices.
- **Gameplay experience:** increased game pace, new rules and mechanics.

Rules

Winning condition:

- Last man standing

Objective:

- Eliminate the other player's pieces.

Movement

- All game pieces start in play in the designated areas.
- Players can move freely on the board.
- The colored lanes function as walls, players can't pass through these
- You may pass diagonally through the center square.
- Players have to move each turn.
- Players must shoot an opponent if possible.
- The shoot out/stand-off is always resolved with an attacker or defender getting killed.

Control scheme:

- Each player has two dices. One controls movement, the other is for shooting.

Mechanics

Elimination

- **Stab:** If a player lands on an occupied field, the occupying opponent gets stabbed and thereby gets eliminated.

- **Shoot:**

- **Stand-off:** When a piece enters a square and have an opposing player is in line of sight (any tile that is not around a corner) a stand-off initiates.
 - A stand-off starts by the aggressor rolling a dice. If the player rolls a six the player instant kills the opponent(s).
 - If the aggressor does not hit a six, each player roll their dices until one of them rolls a six. The dices is rolled as quickly as possible, with no turn based element.
 - The first player to roll a six, kills the opposing player's piece.
- **Dual/mexican stand-off:** If a piece enters a square with two pieces in line of sight (a piece behind a piece is not in line of sight) then a dual stand-off initiates.
 - A dual stand-off is essentially the same as two single stand-offs simultaneously. Effectively the aggressor starts the stand-off by rolling a dice in each hand.
 - The stand-off ends when the aggressor, or both defenders are dead.

Theory

Intended player experience:

- Hectic experience
- Fast paced
- Partially performance

Verbs of the game:

- Stab
- Shoot
- Kill
- Speed rolling
- Stand-off
- Move
- Risk
- Reward
- Aggression

Type of play:

- **Agon:** competitive.
- **Mimicry:** we mimic cowboys/gangsters, stab, shoot
- **Ilinx:** overwhelming of the senses when we throw the dices as fast as possible. Not extreme ilinx.

- **Alea:** Chance

Gameloop(s):

- **Core loop:** is Move → Kill → Move
- **Additional:** loop: Move → move
- (if you die, the loop stops)
- (We removed the entry restriction game loop, where players roll a six to enter the play field)

Context:

- **Party game:** You want to play it as four players
- **Drinking game:** Potentially a drinking game

Criticism:

It wouldn't work as a digital game, as the physical experience of rolling the dice as fast as you can adds hectic gameplay that would be hard to imitate in a digital game.

Handicapped players might have difficulty rolling two dices simultaneously.

Notes:

- If a player rolls a 5 from start, they can start a stand-off and potentially shoot two players.
- We encourage aggressive play, by rewarding the aggressor with first draw, i.e. the aggressor gets a chance to roll a six and instant kill the opponent player's piece.