

# Card Game Pitch

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3/10/22



# What You Said You Wanted


- Card Game
- Sports Themed (Basketball, football, boxing)
- Most Points Wins
- “Take That” types of mechanics
- Cobot can help everyone
- Cobot is humanoid
- Should have a physical component to it
- Should have sports “personalities” on it

# Game Story

**No guts, no glory!**

**Welcome to Battle of the Hill, where you play a team of adventure loving sports stars trying to beat each other in a race to the top.**

**Assemble your team and try to reach the top of The Hill where glory, gold, and fame awaits. But watch out! Everyone has their own agenda, and the Cobot Referees aren't immune to tampering...**

A decorative graphic consisting of several short, thick, yellow dashed lines arranged in a curved, upward-sloping pattern in the bottom right corner of the slide.

# How the Game is Played

- 2-6 Players
- The object of the Game is to reach the top of a large hill in a race. The person who completes the race with the most points wins. There are many paths to get to the top.
- There are multiple cobot referees you can program using cobot cards. Their abilities can affect everyone.
- There are four types of sports themed “suits”: Boxing, football, basketball, and weightlifting. Each suit has “face” cards, cards that can be played against other players, and cards that can help you.

# Basic Turn

- On your turn you can play one card.
- You can either move your team forward by playing a neutral card, mess with the other players by playing an “action” card, **OR** you can change the cobots programming.
- At the end of your turn you can draw one card from the cobot deck, or the main deck.
- You can also play “face” cards to eliminate obstacles. Each obstacle, has a value. Since it blocks the path for everyone, everyone can help (or not) to get rid of the obstacle.



**DODGE**



**SACKED**

*Lose a Turn*

**Julius "The Kingmaker" Hill**

+5



**When KO'ed  
Gain 1 Card from the discard pile**

Types of Cards- Examples NOT FINAL ART

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# Game Pieces

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Our game will have many different pieces.

- 6 different game player markers
- A card deck with for sports “suits”
- Another card deck for the cobot
- A Game board
- Points pieces that look like money

# The Hill

The hill should have obstacles, paths, and stations for the cobot to go.

This is a mock up of our game board; we can also make our game board physical.





# The Cobot

- The Cobot Cards can either help everyone or hurt everyone.

Example: When you get KO'ed you lose your turn. If the cobot card is programmed with this card you would be able to still get a card even though you lose your turn.

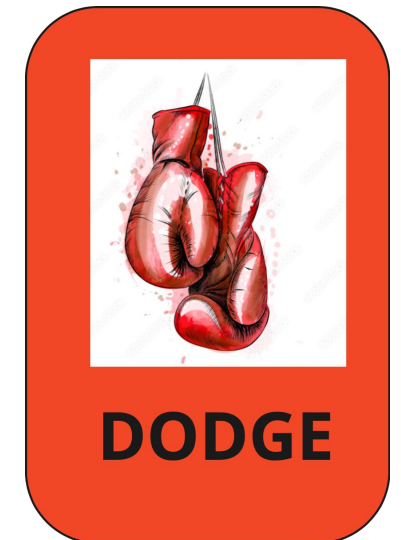
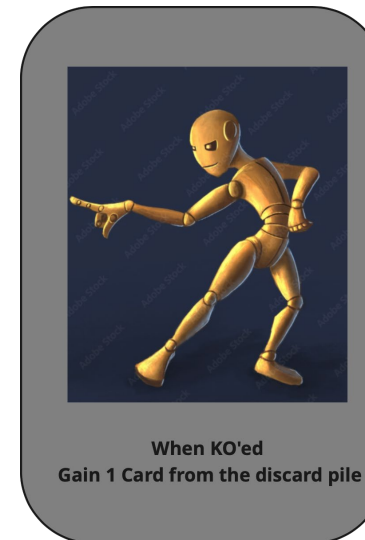
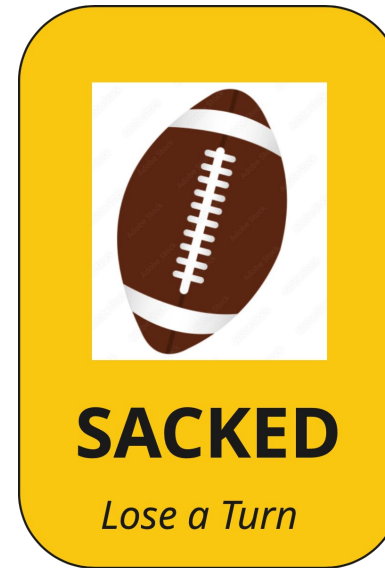


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# Let's Iterate! Part 1

1. What do you like about this pitch?
2. Is there anything you'd like to change?

We're going to give everyone 4 cards. We'd like you to make 4 cards you'd like to see in the game. A cobot card, a "face" card, and an ability card. Then tell us what you did.



## Let's Iterate Part 2

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- Let's look at our board, What would you change about the board?
- What should it have?
- How would you change it?
- What are some paths or objects that can stop players?
- What are some cool things you can do on the map?

