

Board Game Jam – Rules Template

Game name	Donkey Dilemma Wama Drama.
Creators	David + Kay.
Summary:	Game of Bluff Based on a crime where 2 gangs (Donkey + Wama) aim to stay out of prison, but where they play against each other.
Number of players	2
Age range	4 to 120 12+
Duration(mins)	10-15 min
Resources needed (dice, counters, board, cards, etc.)	cards - proof/no proof (3 proof / 7 no proof) deal 3. - deny / confess - story cards: Jewels (Rd 1) Scene of Crime (rd 2) Witness (3) The Getaway (4) DNA (5) The Fence (6) & 1693. Illustration of 2 Wamas & 319 (CC BY-NC-SA).
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Rules

- ① Shuffle Zebra deck + draw 6 cards face down.
- ② For Donkey + Wama have choice of 2 - confess or deny.
- ③ Discuss: In 1 minute discuss what you ~~wether~~ whether you want to confess or deny your crime in each of the 6 rounds, each of which has a different named piece of evidence. (You Both Donkey + Wama are guilty)
- ④ Place the D + L can place confess / deny card face down, with chosen confess / deny upmost.
- ⑤ Turn over proof / no proof card. 5b) turn over your card
- ⑥ Outcome of proof / no proof generates points

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- ⑦ After 6 rounds if ≥ 14 pts $\Rightarrow$ jail
- ⑧ Person with lowest point score ~~the~~ Wins

Pole	Llamas	Donkeys	LP	DP
PROOF	C	C	3	3
	C	D	1	~~7~~
	D	C	~~7~~	1
	D	D	4	4
No PROOF	C	C	2	2
	C	D	5	0
	D	C	0	5
No	D	D	0	0

- Round 1 - The Jewels
- Round 2 - The Scene of the Crime
- Round 3 - The Witness
- Round 4 - The Getaway
- Round 5 - DNA
- Round 6 - The Fence.

L	D
~~4~~	~~4~~
13	7
18	

Least ②

Prison 14

MAX 36

Setting
This can be the geographic location, time period, and/or imaginative environment where the game is taking place. E.g. Ancient Rome, a space station, a rail network, the arctic pole, etc.

Mechanics

Select 2 mechanics to drive your game.

Dice rolling – this can be to move pieces around a board, or to gamble on a predicament (examples, roll higher than four to escape the trap, all players roll and the highest wins the prize, roll an even number for an amount of goods an odd number for a different amount)

Co-operative play – players work together to pool resources, track down a target, overcome obstacles, and beat the game.

Hand management – players try to play cards in certain sequences or groups to accomplish some goals or to stay in the boundaries of a certain constraint.

Maze – creating or navigating a maze. Creating a set of obstacles to prevent another player from winning (e.g. place cards on the board that will need to be overcome). This could be a co-operative game with 3 players attempting to prevent the fourth player from reaching the end goal, or attempting to locate and catch the fourth player).

Deck-building: card games where the players pick up and discard cards strategically to obtain a winning hand.

Bluffing: players need to hide their true intent or actions by using bluff, lies, or misdirection.

Modular Board – the board itself is created through the gameplay by players placing tiles to create the playing space and build up points or resources. E.g. Carcassonne.

Pick up/deliver: Players pick up or deliver an item or good when they land on or reach a particular destination. Different destinations may deliver different goods, which incorporates an element of strategy.

Memory: players need to recall previous game events or information in order to reach an objective.

Set Collection – players work to collect a set of items, tokens, beans, resources, to win the game.

This document by Stephanie (Charlie) Fark...

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Rules

- 1) Shuffle Zebra deck + draw 6 cards face down.
- 2) Both Donkey + Hama have choice of 2 - confess or deny.
- 3) Discuss in 1 minute discuss what you whether whether you want to confess or deny your crime in each of the 6 rounds, each of which has a different named piece of evidence. (You Both Donkey + Hama are guilty)
- 4) Player do D + L can place confess/deny card face down, with chosen confess/deny opponent.
- 5) Turn over proof/no proof card. 5b) turn over your card
- 6) Outcome of proof/no proof generates points

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- 7) After 6 rounds if ≥ 14 pts $\rightarrow$ jail
- 8) Person with lowest point score wins