

“Domination: Iron Fist” Dossier

Game Title:

Domination: Iron Fist

Game Description:

Domination: Iron Fist is a Strategy RPG board game set in a medieval fantasy world where you fight amongst 3 other opponents to assert dominance. As someone who’s quite new to board games outside of monopoly but a veteran of video games, Shadow Wars reflects what I value in games.

From playing games like Seasons and Flash Point Fire Rescue, I saw that there was much more to board games than rolling a die and taking turns. Board games like Flash Point Fire Rescue and Seasons were key inspirations for Domination. While video games such as Fire Emblem and Mario Party. Seasons inspired Domination’s emphasis on fast real time play. Flash Point was full of chain reactions and this inspired the combat system for Domination. Fire Emblem is a Strategy RPG series which inspired the method of movement and Mario Party was used as the basis for “Culling Time”.

Storyline:

You and your friends are transported into an alternate realm by a fiendish deity who is always bored and seeks entertainment. This deity sees you and your friends as their entertainment. In order to return home, you must show your worth to the deity and defeat your friends in battle. Only one can return home, however the reward is unspeakable power that even Gods fear.

Will you survive and dominate with an iron fist or will you fall prey to the enemy?

Play details/Structure:

The game begins once the players have 5 cards in their hand. Once everyone is ready, everyone rolls a single die and will move in any direction they want. There are only three phases of gameplay. Movement, combat and then Culling Time (This will be explained near the end).

Movement:

- Players move with 1 die
- If a player rolls under 3, they obtain a point
- The point can be stockpiled to add to next roll
- Points can be added any time

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Play detail/Structure (Continued)

Combat:

- Players and avatars don't share HP
- Players have 10 HP
- Avatars have 5 HP
- Player takes 1 damage when Avatar is defeated
- Avatar instantly revives at 5 HP
- Two separate Power Triangles: Attack and Spell
- Power Triangle: Red > Green > Blue > Red
- Attack is used against avatars
- Spell is used against players
- All attacks and spells deal 1 damage
- Power Triangle is reversed when defending: Red < Green < Blue < Red
- Reflection Chain occurs when player defends against an attack
- Player defending initial attack can choose for the attack to go clockwise/anti-clockwise
- Cannot change direction
- Reflected attack stays the same color and does not change when reflected
- Reflection chain cannot stay between two players
- Reflection chain ends when a player takes damage

Safe Zones:

- Safe zones are spread across the grid map
- Allow players to stay out of battles for 1 turn
- Heal player and avatar for 1 HP
- +1 extra HP for both player and avatar for every card sacrifice
- Can only be used for 1 turn
- Once used up, the player can never use that specific safe zone again

Obtaining cards:

- Pick up 1 card from deck at the beginning of a new turn
- Draw card spaces spread throughout map
- When a player lands on a draw card space, roll for the amount of cards you pick up
- Movement points cannot add to amount of cards picked up

1 on 1 battle:

- When two players are next to each other, the two must enter battle
- Reflection Chain between two players can occur here

Culling Time:

- 20th turn, Culling time occurs
- Fight to the death
- A winner must be decided here

Summary of structure:

Movement > Obtain cards/Safe Zone > Combat > 20th Turn > Culling time

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Rules:

Aim: Destroy and dominate all opponents

Contents of Box:

- 1x game board (14x12 Grid)
- 4x Avatar pieces
- 4x Dice
- 1x Instruction Manual
- 4x score pad (Keep track of movement points)
- 6x safe zone spaces (To be placed on the board)
- 7x draw card spaces (To be placed on the board)
- 126x cards

How to setup

1. Place game board on a flat surface
2. Place 1 avatar on each corner of the board
3. Set set safe zone spaces anywhere on the map (As long as they're 6 spaces away from each other, it's up to the players)
4. Same rules apply to draw card spaces

Reasons behind game mechanics:

Movement: The point system was made as a catch up mechanic so people with bad rolls aren't left in the dust. This mechanic was put in after feedback from test 1. All players moved/rolled at the same time to keep them engaged. This was implemented after test 1

Combat: As someone heavily obsessed with RPGs and videogames in general this is where most of the time was spent developing the game. Constantly refining and balancing combat. During test 1, I noticed players not paying attention when it wasn't their turn. Real time combat was made to keep all players engaged

Safe zones: Added as an extra layer of strategy. The safe zone can act as protection for a player who is low on cards and doesn't want to participate in the next battle. But 1 time use encourages the player to keep going. These were added after test 2.

Reflection Chain: It keeps everyone engaged and punishes players for being too stingy with their cards. This mechanic was added after test 1.

Obtaining Cards: This mechanic was needed to keep the game flow smooth and fast. Draw card spaces were added after playtest 1 because drawing 1 card per turn discourages aggressive play

1 on 1 battle: They can be exciting if you have a rival among your opponents or if you want to destroy someone specifically

Culling Time: It acts as a blessing if you're tired of hoarding your cards and want to let loose on someone. It also acts as a curse if you used up all your cards to finish opponents early but failed to do so.

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Platform genre/info:

Type:

- Multiplayer
- Family(?)

Category:

- Action
- Strategy
- Fantasy
- Card game

Marketing:

A video overview of Domination would be made to be spread across various social media such as Twitter, Instagram and Facebook. On top of this advertising campaigns would be made.

Distribution:

The idea is to show my game off to a publisher and prove to them my game is worth publishing over other developers.

Target Market:

The target market for Domination: Iron Fist is young teenagers from 12 years old all the way to older people at 60. There is no rules preventing anyone of any age as there is no vulgar content that would prevent younger players from playing. However Domination is not responsible for any profanity that comes from the players themselves.

Cost of production for a single copy of Domination: Iron Fist (Prices done through

<https://www.thegamecrafter.com/>)

Item	Amount	Cost (USD)
Large Square Board	1	\$6.49
Poker Deck	7 (18 cards per)	\$11.62
Dice	2 (2 pairs)	\$5
Score pad	4	\$1.20
Mini circle tile	12	\$1.68
		Total
		\$25.99

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Downfalls/failures:

Being someone who plays a lot of video games, I was able to create Domination’s mechanics and balance them easily. However I lack the artistic ability to create artwork or design characters which is where this game fails. Everything about mechanics is sound and where I want it to be. But when it comes to appearance, all the prototypes were lackluster. In order to remedy this, next time I’ll collaborate with someone who can cover my lack artistic ability.

Prototype materials:

- A4 grid paper was a substitute for the board
- 50 cent coins acted as avatars
- 20 cent coins were safe zones
- 5 cent coins were draw card spaces
- All the cards were cut up paper with either “Attack Red/Green/Blue” or “Spell Red/Green/Blue” on them

Feedback from Playtest 1:

- Players lose attention when it’s not their turn
- HP for both player and avatar are too high
- Map is too big for 4 players
- Drawing 1 card per turn isn’t enough
- Game speed is a little slow when it comes to movement phase
- Catch up mechanic for low rolls is requested
- People who choose to hold onto cards aren’t engaged enough in combat phase
- Aggressive players punished too heavily if they fail to kill opponent early on

Feedback from Playtest 2:

- HP has been revised, but player HP is too low
- Game favors aggressive play if 2 or more people are aggressive
- Safe zones added to balance punishment for aggressive players
- Map being reduced from 20x20 grid to 14x12 grid works
- Draw card spaces are received well
- Overall game speed is frantic

Origin of Domination: Iron Fist:

The very first idea for Domination: Iron Fist was a game based on the concept of overpowering your opponents through sheer force and buffs. As an avid player of the card game Shadowverse, I loved the idea of building a monster to mow down an entire field. However in Shadowverse, you were heavily punished if you focused on only one unit. So that was the basis of the first idea of Domination came from. Sadly, it was quite complicated to keep the process of buffs simple was difficult. It became even more difficult when accounting your opponent’s stats and trying to figure out how damage would be calculated. So the idea was trashed.

The idea was to keep things simple due to juggling various other subjects at university. While it would be nice to have that original idea, I simply didn’t have enough time to perfect and balance that idea.

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References:

1. Boardgamegeek.com, 2017, 'Browse Board Game Mechanics', BoardGameGeek. <<https://boardgamegeek.com/browse/boardgamemechanic>>
2. The Game Crafter, 2017, 'Game Pieces & Board Game Parts', The Game Crafter, <<https://www.thegamecrafter.com/>>