(TableTop game Planning)

Game Title	Power Surge
Game Style/ Genre	Tabletop Games
Background Story	In the year 2037, an unknown rodent mistakenly entered one of the most important nuclear power plants in the United States, three years later the power plant was abandoned, making it a perfect place for those rodents to reproduce. Over the years the radiation mutated those rodents. The first rodent outbreak was in the year 2076, a Major city in Ohio State was swarmed by mutated rodents, they are described as "gargantuan, glowing eyes and electric force-field surrounding them. As a countermeasure, a special task force called Pest Control was established, and is the only hope of defeating these monsters.
Time / People	20~40 minutes Max 4 players
Game Setup	Take out everything in the game box. Lay flat the Battle Arena on the table. Proceed to separate load-out cards(blue), ability cards(red), and figures. Place them in the center of the Arena. Each player will choose a figure which represents them in-game and place figures in front of them. Players will roll a dice and whoever has the largest number will become the Power Monster. Each player will now proceed to choose their load-outs.
How to Play	Each round will start with the Monster's action. Then each player will use their load-out/ability card to counter/attack their opponent(s).
Rules/ Mechanics	Each player will have 12 points, players can choose their own load-out(ability cards) Stronger cards take more points(ex. Flood(Paralyze the Power Monster for 1 round) cost 3 points. Load-out cannot be seen before the start of the first round nor can be switched during the game. Each human role holder will have 50 health points, Power Monster roll holder will have 100 health points. **In each round, human players each have 15 battle points. Each card played will cost a certain battle point.(EX: Flood will cost you 8 points while Attack only cost you 5 points) Once a player has used up his/her/their/its battle points. Their round is considered over.** Whoever has a zero or negative health point after the end of the

	round, is counted as lost and cannot rejoin the game. Load-outs cannot be changed mid-game. There's no "regret", once a hand card is shown, the player shall not take it back or switch to another card.
Player Objective	Human players : They need to stop the Power Monster to destroy the Power Plant. The Power Plant has 20 Health points. Or they can choose to defeat the Power Monster. Monster: Defeat all human players or destroy the Power Plant
Winning Condition	Monster: The Power Plant has been destroyed / All human players are out. Human: The Power Monster has been defeated.
Art Style	Minimalist

GAME FLOWCHART
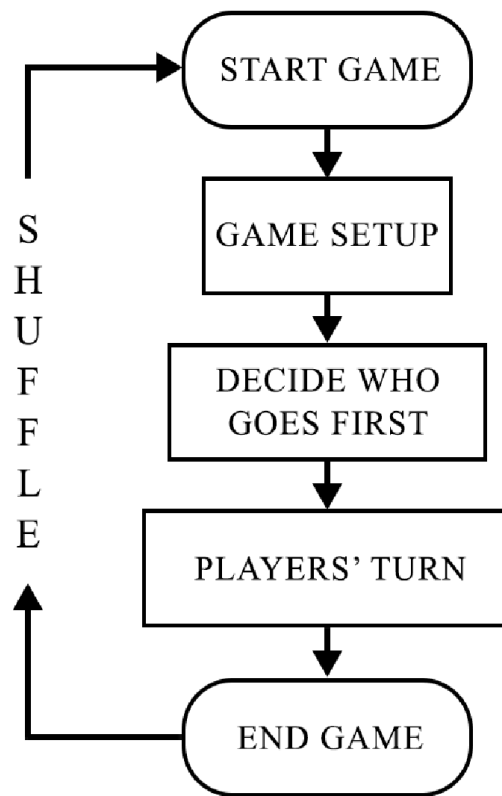
START GAME:

Gather 4 players in a circle with a table or a flat ground as the base for playing, then open the box of Power Surge to start the game.

GAME SETUP:

1. Get all game pieces out on the table with their categories.

2. Each player rolls the dice, and the player with the largest points will be the monster.

3. Humans and the monster will choose their own load-outs (adding cards to their deck).

DECIDE WHO GOES FIRST:

- Monster will go first in round 1.

PLAYERS' TURN:

On one player's turn, he/she must do one of the following actions:

- Decide an action, either from loadout cards or power cards.

- If health is damaged, players must change their health amount tab.

- Monster players will be responsible for the health bar of the power plant.

Players can do more than one action until their power Points out but cannot Interrupt the same player over two times, unless he/she is affected by the area of effect cards such as Power Surge, then proceed to the next player in sequence.

END GAME:
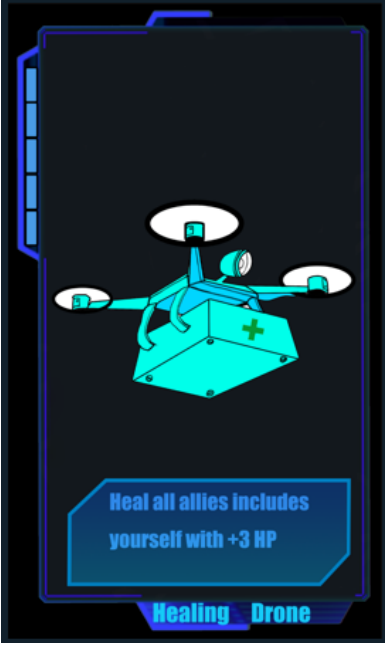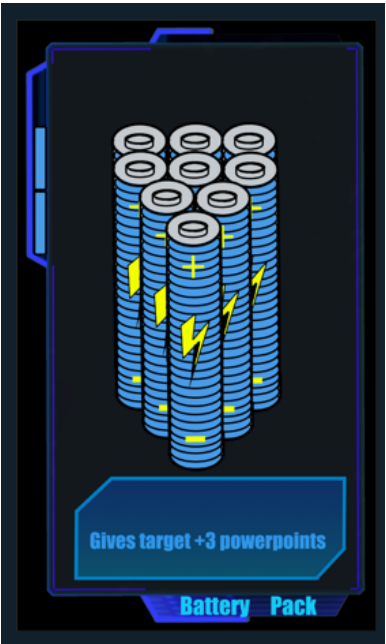
If:

Power plants run out of health
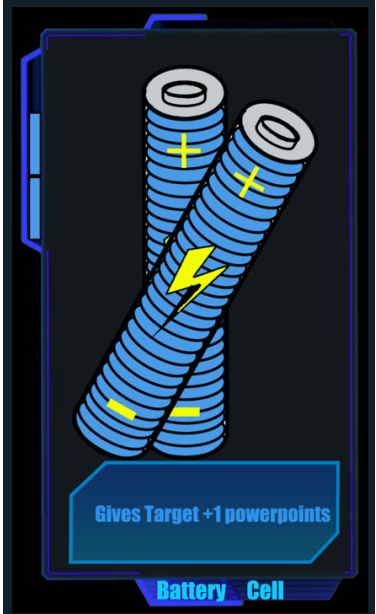
Or:

All human players ran out of health
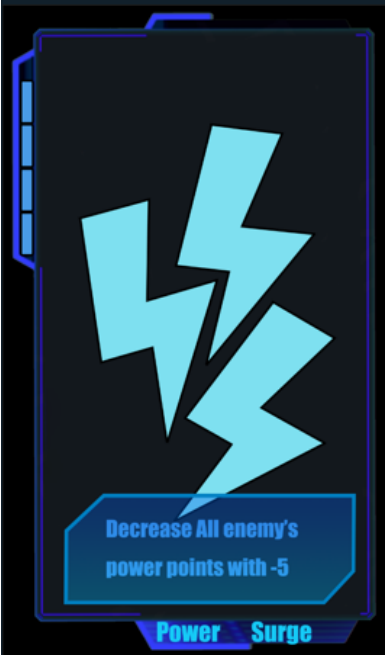
Then Monster wins

If: Monster ran out of health

Then humans win.

Game Pieces

Ability Card(General) (Draw & Print)(BLUE)

Name	Visual	Description	Quantity	Cost(powerpoints)
Power Surge	Large Lighting	Decrease All enemy's power points with -5	4(1 max each player)	4 Pts
Healing Drone	A drone with a green cross	Heal all allies including yourself with +3(Health +3)	8(2 max each player)	5 pts
Short Circuit	A broken cable with a spark	Deals 3 dmg to target and -3 power points	12(3 max each player)	4 pts
Battery Pack	A box of battery	Gives target +3 powerpoints	8(2 max each player)	2 pts
Battery Cell	A battery	Gives Target +1 powerpoints	12(3 max each player)	1 pts

Gives Target +1 powerpoints Battery Cell				
Flood Paralyze target(s) for 1 round Flood	Flood with lighting	Paralyze target(s) for 1 round	4(1 max each player)	5 pts

Ultimate Gaming PSU	A 1200w desktop PSU	Gives target(self) +5 power points	4(1 max each player)	4 pts
Tazer	A stun gun	Deals 1 dmg to target	12(3 max each player)	2 pts

Lighting Strike	A lighting strike	Deals 5 dmg to target	4(1 max each player)	5 pts

Ability Card(Monster Only) (Draw & Print)(RED)

Name	Visual	Description	Quantity	Cost(powerpoints)
War Cry	A monster howling	Boost next-ability card's Effectiveness(+3 dmg and/or + 3eff)	1	4pts
Death rattle	Dying monster howling	Deals 1 dmg to all player	1	0pts(activates when Monster's health fell below 3)
Sacrifice	The monster dripping blood on its wrist	Boost it's dmg(dmg+3) Lose 2 health And grants extra powerpoints	1	1 pts

Ability Card(Human Only) (Draw & Print)(Lapis)

Name	Visual	Description	Quantity	Cost(powerpoints)
Technical Support	A blue phone	Heals all human players(Health +1)	6(2 max each player)	2 pts
Aerial Recon	A surveillance drone	Grants 3 extra power points for one round	3(1 max each player)	2 pts

Unplug	An unplugged plug	Deduct target's powerpoint for 3.	3(1 max each player)	4 pts

Non-Cards pieces (Draw and Print)

Name	Visual	Description	Quantity
Action Figures	3xMonsters 6xHumans	Represents players in-game Different Character Figures	3+6
Arena Map	A map of the arena	The place of the player's gaming	1
Powerplant Figure	A powerplant model	The Human's goal is to protect it, monster's goal is to destroy it.	1
Dice		Use to do decide (roll)	2+1(backup)
Health Cards	A flip card with green cross at up-left	A flip card that numbers in it can change according to the player(s) health	4+1(blank)

Human Cards (Draw & Print)(Black)

Name	Visual	Ability
Lilith(Health: 12/Damage: 5)	**Female human wearing military uniform**	**Can call in Aerial Recon every three rounds**
Alex(Health: 20/Damage:2)	**Male human in standard technician uniform**	**Sacrifice his health(-3 Alex's health points), all allies but himself gain +2 dmg for one round.** **"They got Alex!"(Cooldown: 1 round)**
Hunter(Health: 18/Damage: 3)	**A human wearing a triangular hat and gas mask with a tube connected**	**Becomes a powerful beast, damage + 4, but lose 5 health points(cooldown:3 rounds)**
Watson(Health: 15/Damage: 4)	**A female human wearing a racer suit and a motorcycle helmet.**	**Places a passive drone on the field, and activate when the enemy uses any ability cards, when the drone activates, the enemy's card is destroyed**

		and will not deal any effects. (cooldown: 3 rounds)
Lynn	A female human wearing a Japanese High School uniform	Heartbroken: All allies gain +3 damage for one round but lose 1 health permanently(cooldown: 3 rounds)
Karl	A male human wearing a trench coat	Good intentions: All allies gain +1 health permanently but lose 1 damage in this round(cooldown 3 rounds)