POSITIVE DISINTEGRATION

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Positive Disintegration is a deck-building game where each card has two sides representing positive and negative personality traits. Players will take turns placing cards onto a grid, where their cards will interact. The goal is to end the game with the highest percentage of positive traits in your personality.

Rules:

Materials:

1. A set of **personality trait** cards (total 37 cards from 8 types)
2. 3 sets of **player tokens** (9 of each color, total 27)
3. A 3*3 **grid** board
4. 3 **Self-Actualization tokens**

Setup:

- Setup the **Unconscious**, the area from which players add new cards to their decks. All the cards in the Unconscious should start with their negative side (the black side) face-up. The “Unconscious” has three areas which are signified by shapes. The original setup should be:
    - Square:
        - 8 “Unreliability / Dependability” cards
        - 8 “Clinginess / Seductiveness” cards
        - 6 “Addiction / Self-Control” cards
    - Triangle:
        - 4 “Vengeance / Forgiveness” cards
        - 4 “Jealousy / Goodwill” cards
        - 4 “Intolerance / Acceptance” cards
    - Circle:
        - 3 “Existential Dread / Self-Actualization” cards

  Each type of cards should be shuffled before being put into the “Unconscious”

- Each player should grab nine **player tokens**.
- Put the **grid** in the middle of the table.
- Put aside the 3 Self-Actualization tokens.
- Each player should take one card of each type from the Square area of the Unconscious (one “Unreliability / Dependability” card, one “Clinginess / Seductiveness” card and one “Addiction / Self-Control” card), and one card from the Triangle area to form their base decks.

- Each player should shuffle their decks and draw the top two cards to form their starting **hand**.

Goal:
At the end of the game, players will count their hands and evaluate their personalities. **The player with highest percentage of positive personality traits at the end of the game is the winner**. (Number of positive cards / Total number of cards in deck).

Ending condition:
When the three Self-Actualization tokens have been put down, the game will end after the current round.

Game play:

- The player who has most recently received a personality test should go first. Play will then proceed to the right.

- On your turn:
    a. Choose one card from your hand to place down on one of the empty grid spaces. When you put down a card, **place one of your player tokens** on top of that card.
    b. Put into action the effects of your placed card, and the cards which surround it on the grid.
        - **Grid effects** are caused by the cards surround the grid. Say you put down a card in a space with an “Unreliability” card pointing to it. The card you put down should **be flipped immediately**. Then you can perform the action indicated by the now-flipped card that you placed down.
        - The effects described on a card are triggered when the card is put down **or flipped**. Say you put down a “Self-Control” card, which allows you to choose and flip any other card on the board. When you flipped that card, it’s effect triggers, you can take another action according to that effect.
        - If more than two cards with **flip** or **move** effects are pointed at the same grid space, the effects cancel each other out. However, if the effects are not related to movement or flipping, they still affect the grid.

c. Repeat steps a & b until you have placed all the cards in your hand. Then, **Surface** one card from the “Unconscious”, the card type is indicated by the grid space in which the final card that you placed came to rest. The surfaced card goes to the top of your discard pile.

d. It is now the end of your turn. If, during your turn, your deck runs out, you should shuffle all the cards in your discard pile (being careful not to flip any of them) and put them into your base pile.

- The player who sits the right hand side should be the next player who take his/her turn.
- Once the nine grid spaces are filled or player can no longer put down cards on the board, the round ends. Players should take back their cards from the board and put them into their discard piles. **Players should never flip the cards they get back from the board**.
- The next round begins with a blank board. Turn order continues as normal.
- When the three Self-Actualization tokens have been put down the game will end after the current round. Players should take back their cards on board and evaluate their personalities by calculating the percentage of positive cards in their decks.

Design Process

Early State:

Our constraint is Map, Uncomfortable Social situation, and Deck Building. We first discussed what kind of situation it could be, such as you really want to impress someone, but the process may be too rush to drive them away. Those situations usually related to certain personalities. Thus we have a primary direction which is building your ideal personality.

Finding Reference:

We want to explore something different for board games thus we're searching for a loose game structure. For deck building, we take Ascension and Dominion. For the structure and flavor, we take Tarot cards as the reference. There are several things interested us in Tarots:

1. **Tarot Layout.** Tarots have multiple initial layouts(Spread) for different situations. The same card can have different meanings in the layout. And they should work together to get the outcome. So we make cards able to interact with other cards.
2. **Sides Matter.** In some version of Tarots, the side of the cards matters. For example, if you place tarots upside down, the meaning of that card is opposite. That's something we want to try, so we make our cards flippable and has opposite meanings on each side.
3. **Personality Test.** The meaning of the tarots is to let the players know themselves or have a direction to go to when confused. It's more like a personality test rather than a traditional board game. It's rare to see a board game like Tarots, thus we want to try to make one.

Design Stage:

1. The first problem we come across is that personality tests have loose structure without a specific goal for the player. Because of that, players don't make the decision based on any optimistic strategy but guidance by heart. However, most of the board games have very clear goals for players to achieve.There should be a united goal for all of them or the interactions become meaningless. One way to

go around that is to make a solitaire game, but we don't have enough time to dig into it.

2. The second one is what kind of card we want. We think this is the hardest part for all of the deck building games. Because they're so hard to balance, and coupled with every part of the game system. Our first version of the cards includes effects like drawing cards, additional move, flipping cards, empty the board and so on. But during our playtest, the feedback of the card is not very interesting. Some of the cards are not drawn at all. And the most fun part of deck building, COMBO, is not there. In the second version, we put the level up card in the "Market" and modify some of the cards. However, we find that the game phase is very slow and the position of level up cards is not important to players, so we just make level up system embedded in the board. In, the last version of the card, we redesign many cards and let them more focused on the interesting interaction between cards. And the playtests within the group is good, because it creates a lot of combos and most of the cards are useful to create combo now.
3. The third one is the phase of the game. In deck building games, the real fun part starts at the middle stage of games. And players have the clear sense of how close to the ending. Because players in our games can only play 2 cards by default each turn, their cards are slowly consumed, and it is difficult for them to use the card they just draw once the deck becomes huge. So we want to keep players building deck too fast. Thus we decrease the amount of the card in the market so players can't draw cards from certain levels sometimes. The other thing is when to end the game. We want the ending to be clear and controllable to some degree. The first version is to draw all of the cards and play one more turn to end the game. But that takes too long for players. So we change it to that players need to play a particular card 3 times to end the game. But we don't want one player to end it that quick. So the risk of getting that card should be very high at the beginning.

Visual Material:







