

Battlegrounds

The Board Game

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Premise



PLAYERUNKNOWN'S BATTLEGROUNDS

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PLAYERUNKNOWN'S
BATTLEGROUNDS

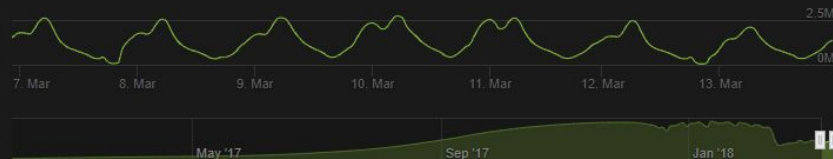
1,364,185
playing an hour ago

2,094,124
24-hour peak

3,236,027
all-time peak

Zoom 48h **7d** 1m 3m 6m 1y All

From Mar 6, 2018 To Mar 13, 2018



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Month	Avg. Players	Gain	% Gain	Peak Players
Last 30 Days	1,331,665.9	-59,349.4	-4.27%	2,793,285
February 2018	1,391,015.3	-193,871.5	-12.23%	2,934,761
January 2018	1,584,886.8	+148,728.3	+10.36%	3,236,027
December 2017	1,436,158.5	+101,988.4	+7.64%	3,080,769
November 2017	1,334,170.1	+247,531.2	+22.78%	2,915,723
October 2017	1,086,638.9	+426,446.1	+64.59%	2,390,946
September 2017	660,192.7	+270,665.3	+69.49%	1,550,463
August 2017	389,527.4	+159,825.7	+69.58%	874,171
July 2017	229,701.7	+89,799.5	+64.19%	481,291
June 2017	139,902.2	+32,460.6	+30.21%	267,194
May 2017	107,441.6	+37,646.6	+53.94%	189,456
April 2017	69,795.0	+52,243.8	+297.67%	140,104
March 2017	17,551.1	-	-	67,846

Before playing

1. Every player needs: One (1) D12 and three (3) D6 dice.
2. Every player rolls their D12; highest roll gets to position his/her first unit on the map first. Players rotate clockwise until all units have been placed.
3. Every player uses their 3 D6 to track the health of their 3 units.
4. The last player to place their unit takes their turn first, then the turns go counter-clockwise.

How to play

1. **Action Points (AP)** — The player's *pool* of points they can spend on actions. 10 per turn per character. Used for movement, chest opening, and attacking. Will be reduced as the player takes damage (“wounded” mechan).
2. **Chests** — The *source* of loot for players.
3. **Weapons** — The *converter* between player actions and other players' health.
4. **Reaction Points (RP)** — The *balancing loop*. Given to players to allow them to take cover or shoot back at an enemy that initiates an attack.
5. **Tsunamis** — Sinks the map

Board

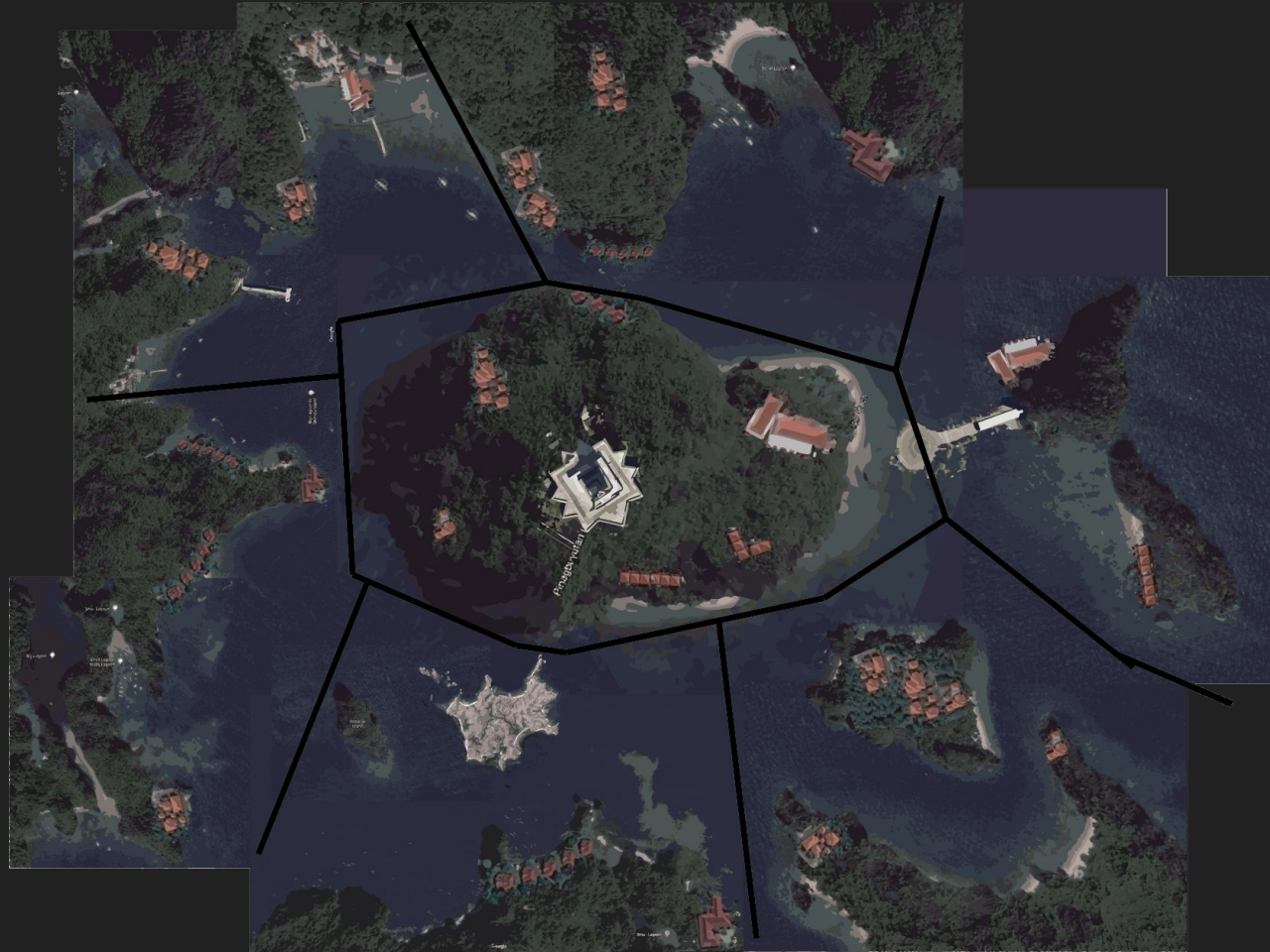
Custom-made

Anything red (and Statue of Liberty) == cover

Anything blue with no land == water (2 AP to move) *compiler error - land used before declaration

Everything else == land (1 AP to move)

7 zones of control — roll a D6 to see which one gets flooded next (middle zone can't ever drown)



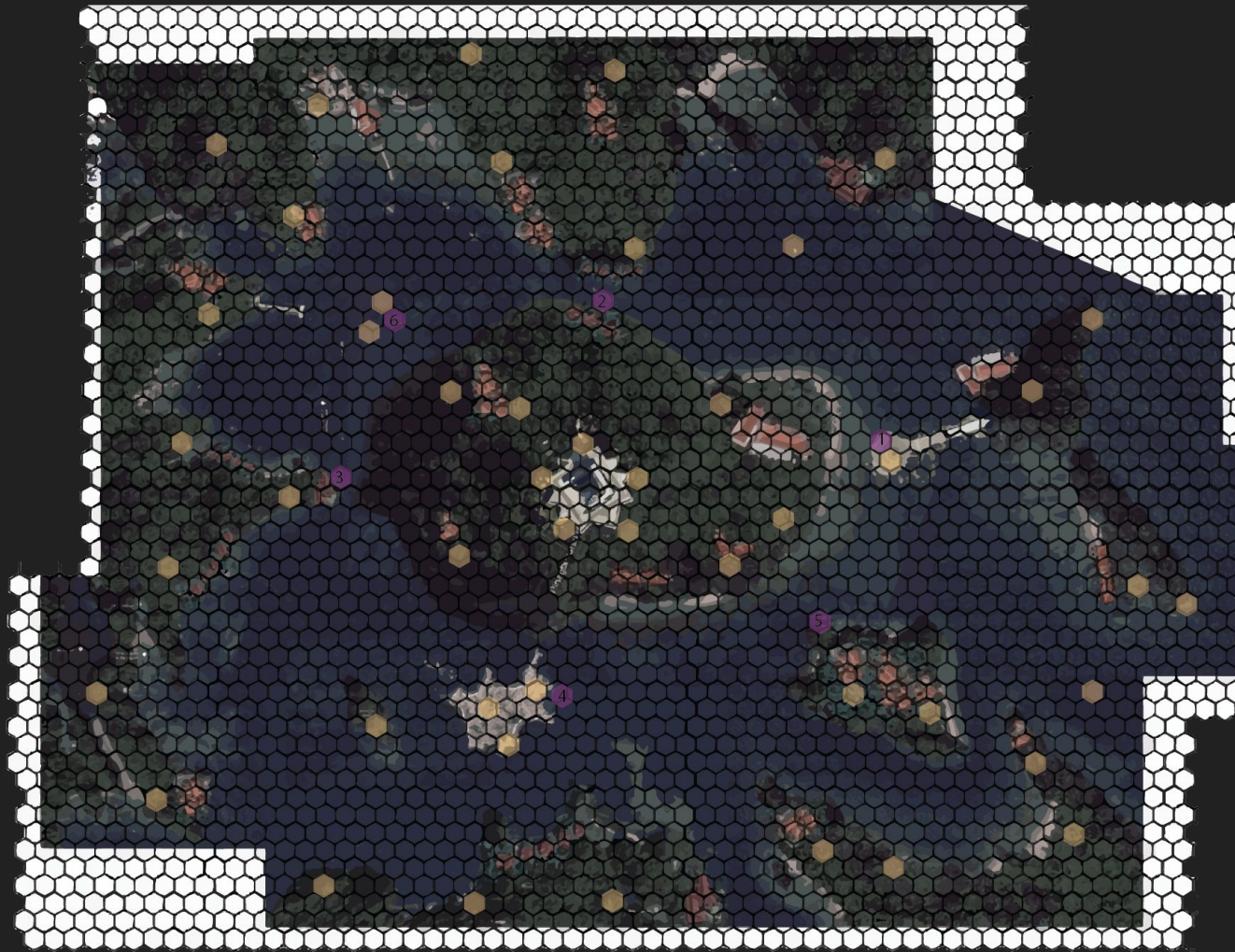
Board after grids and smoothed

Chests (yellow)

- Pieces placed on top at beginning of game and removed when a player opens them
- 2 ap to open

Super chests (purple)

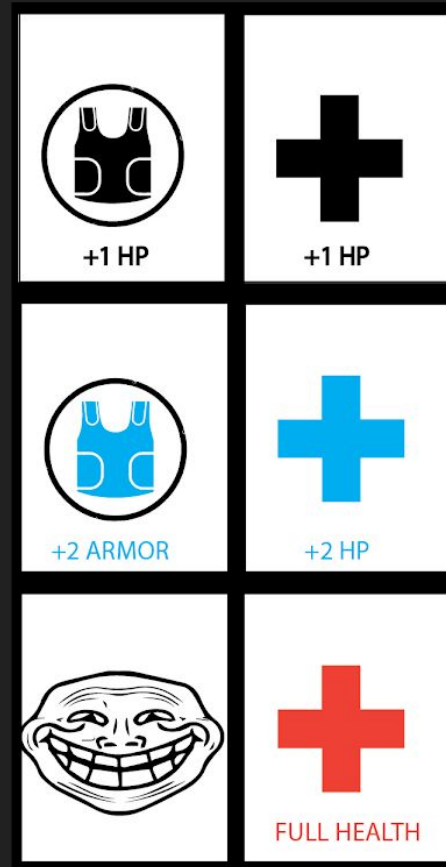
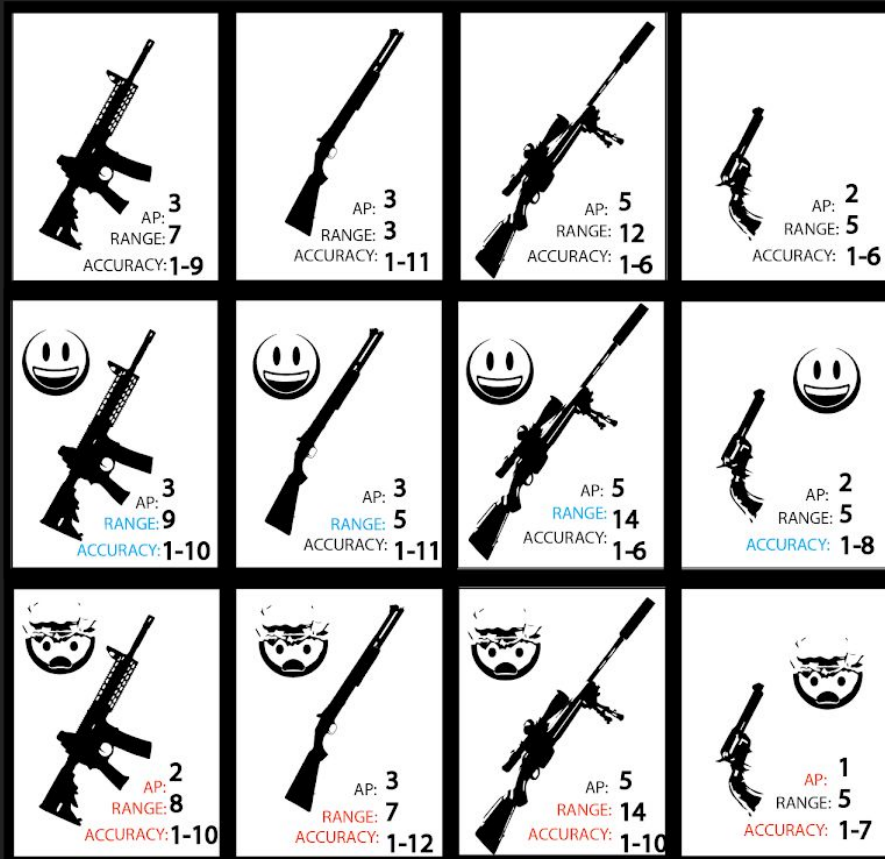
- Same as chests except guarantee a legendary item.
- 4 ap to open
- Spawn every third round when there are only two islands left



Cards

Draw two when you open a chest. Damage, range, and hit chance specified on card. Roll a twelve sided die for accuracy

Different rarities. Cards proportionally distributed — lots of trolls, not a lot of epics.



Other rules/parts/behaviors

Health points have a maximum of 6 and are represented by a 6 sided die. Health packs can bring you up to 4. Only armor can bring you higher

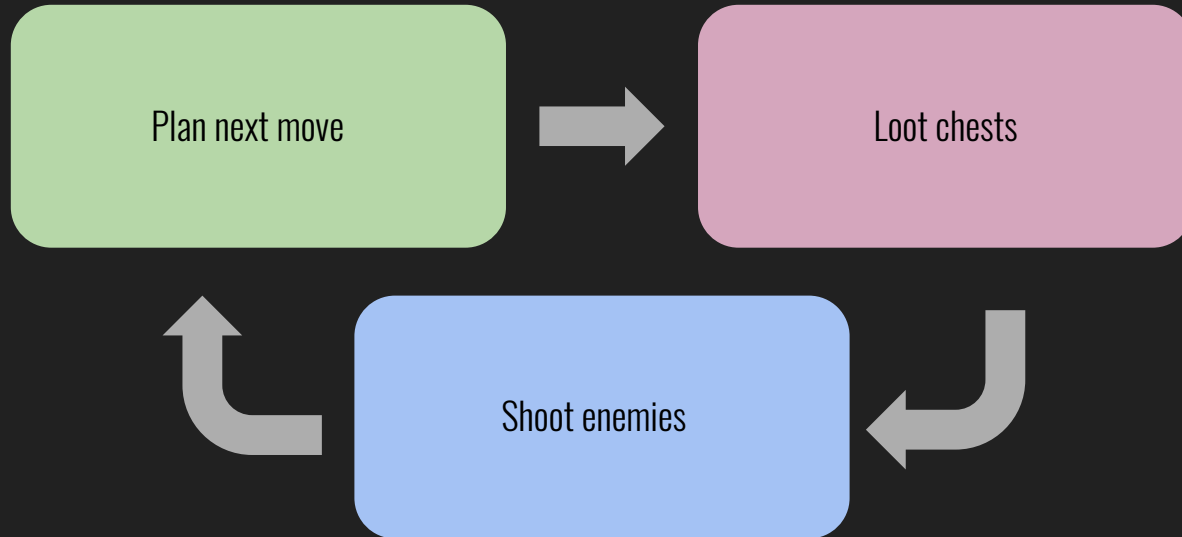
Players may initially hide their item cards in their hands, but when a card is used it must be placed face up on the table for all to see.

When your character dies, place a skull-and-bones on your death location. A player can open your skull-and-bones and take all weapons in the dead character's inventory at a cost of 5 AP if they are in the same hex (reinforcing loop).

Max 6 weapon type slots. Can have multiple of the same type of item per slot (inflation prevention)

System design process

1. **Gun mechanics** – Roll for hit chances, range checks.
2. **Chest-hunting** – Loot!



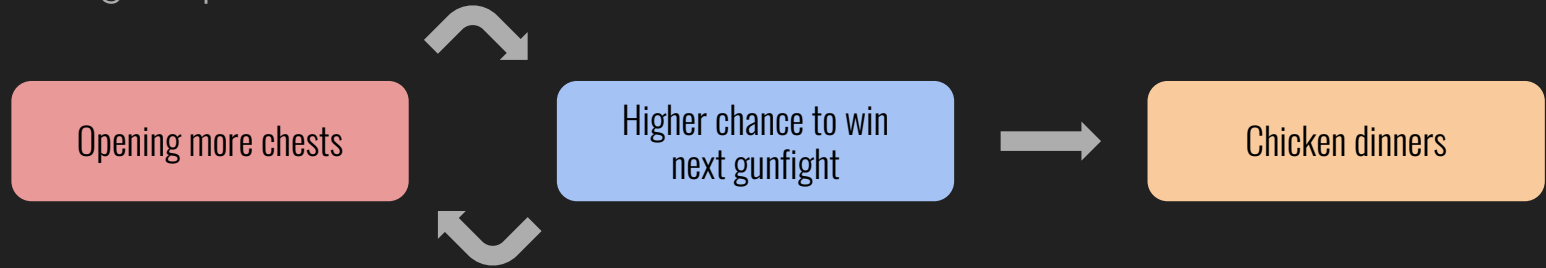
Behaviors

1. Promote strategic planning.
2. Optimize pathing and movement.
3. Acquire loot boxes.
4. Win skirmishes.
5. ???

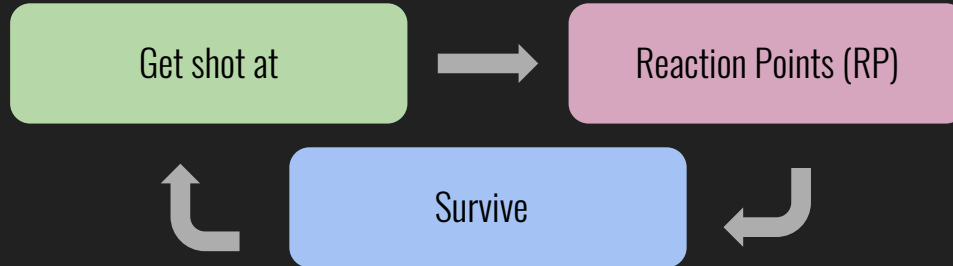
6. WINNER WINNER CHICKEN DINNER!

Loops

Reinforcing loop



Balancing loop



Machinations

The screenshot displays the Machinations software interface. On the left, a list of components is visible, including:

- The Machinations Wiki
- Getting your Machinations
- Setting up a Machinations project
- Creating Diagrams
- Exporting to a Game Engine
- The Machinations Editor
- The Machinations API
- The Machinations SDK

Below the list, a message reads: "Warning: Machinations runs on Flash. Please make sure your browser supports Flash!"

The main workspace shows a flowchart with various nodes and connections. The nodes include:

- Start (green triangle)
- End (red circle)
- Resources (green circle)
- Actions (red circle)
- Transitions (green circle)
- Conditions (red circle)
- Goals (green circle)

On the right side of the workspace, there are three red circular buttons and a yellow sun icon. Below the workspace, a red banner reads "Download Machinations".

At the bottom of the interface, there is a footer with the text: "If you like to test the Machinations software, you can test it on the following link: [http://www.machinations.com](#). If you want to use it in your game, you can contact us at: [http://www.machinations.com](#). This might need to be added in an external project, out of the Machinations Editor. You can do this by creating the file in a standard game engine."