

Kyle Kolash

Themes Covered  
**Integrity**  
**Delusion**

# Save Humanity!

- Once corrupted Humanity must make a concerted effort to the opponents yellow line in three turns. Failure to do so causes delusions to take over and you lose the game.
- Attacking is part of the total possible spaces you can move per turn after movement has finished. Providing you have at least one space to convert over per space you want to attack. You can only attack once per turn.
- You can move through your pieces but not your opponents.

### **Corruption**

- When an opponent takes control your Bodyguard, Humanity suffers and becomes corrupted. Humanity gains movement speeds of three and you have three turns to get across the opposing player's yellow line.
- Humanity can now take control of any player's piece by attacking it. Control is gained till the end of the game or lost by opposing player's Humanity.

### **General**

- The board size is a 6 X 9 grid.
- The oldest player goes first. In subsequent games, the losing player from the last round goes first. Only a two-player game.
- The equipment consists of 16 pieces:
  - four pieces marked "M."
  - four pieces marked "S."
  - four pieces marked "L."
  - two pieces marked "B."
  - two pieces marked "H."
- The pieces Bodyguard and Humanity mirror each other.

### **Winning**

You can win three different ways.

- Move Humanity to the other side of the opposing player's yellow line.
- Move corrupted Humanity to the other side of the opposing player's yellow line. In three turns or less or you slip into delusions and lose your sanity.
- Kill opposing player's Humanity

### **Goals (G)**

The Goal of Save Humanity is to get a member of Humanity safely across the board. I am using Integrity and Delusion as my core principles. Integrity is implied by doing the right thing while still protecting your beliefs that people are valuable and should not be sacrificed or abandoned in their time of need. Delusion comes in when you leave someone alone without a way to connect the plug back in and keep you from going insane.

## **Rules (R)**

### **Movement**

- Magistrates "M" can move up to three spaces in any direction. They attack one space to the left or right
- Loyalist "L" can move up to three spaces in any direction. They attack two spaces to the left or right
- Seekers "S" can move up to three spaces in a diagonal pattern. They attack forwards and backwards one space.
- Bodyguards "B" can move up to three spaces in any direction. They attack in any direction two spaces.
- Humanity "H" can move one space at a time in any direction. Unless they become corrupted then the next turn they gain movement of up to three spaces in any direction. They can attack only when corrupted and in any direction up to two spaces.
- Once corrupted Humanity must make a concerted effort to the opponents yellow line in three turns. Failure to do so causes delusions to take over and you lose the game.
- Attacking is part of the total possible spaces you can move per turn after movement has finished. Providing you have at least one space to convert over per space you want to attack. You can only attack once per turn.
- You can move through your pieces but, not your opponents.

### **Corruption**

- When an opponent takes control your Bodyguard, Humanity suffers and becomes corrupted. Humanity gains movement speeds of three and you have three turns to get across the opposing player's yellow line.
- Humanity can now take control of any player's piece by attacking it. Control is gained till the end of the game or lost by opposing player's Humanity.

### **General**

- The board size is a 6 X 9 grid.

- The oldest player goes first. In subsequent games, the losing player from the last round goes first. Only a two-player game.
- The equipment consists of 16 pieces:
  - four pieces marked "M."
  - four pieces marked "S."
  - four pieces marked "L."
  - two pieces marked "B."
  - two pieces marked "H."
- The pieces Bodyguard and Humanity mirror each other.

### **Winning**

You can win three different ways.

- Move Humanity to the other side of the opposing player's yellow line.
- Move corrupted Humanity to the other side of the opposing player's yellow line. In three turns or less or you slip into delusions and lose your sanity.
- Kill opposing player's Humanity

### **Actions (A)**

- Attack the opposing players
- Convert your bodyguard back to your side
- Move your pieces from your side to the opponents
- Corruption event occurs (INV)
- Select the first player deciding who is the oldest. Then the next time by who lost. (INV)
- Corrupt the opposing player's pieces.

### **Transitions (T)**

- Once corruption has occurred, movement has changed for Humanity
- Game over
- By reestablishment of Bodyguard and control of Humanity.
- Change of player turn
- Corruption check
- Start of game
- Reestablishment of sanity through control of Bodyguard.

### **Items (I)**

- Four pieces with an "M" Magistrate and move/ attack indicator. (Two green edged two back edged)
- Four pieces with an "L" Loyalist and move/ attack indicator. (Two green edged two back edged)
- Four pieces with an "S" Seeker and move/ attack indicator. (Two green edged two back edged)
- Two pieces with a "B" Bodyguard and move/ attack indicator. (one green edged one back edged)
- Two pieces with an "H" Humanity and move/ attack indicator. (one green edged one back edged)
- Two index cards to be cut up for markers
- 2 players
- 6 X 9 box grid board with yellow stripes lines four and six Yellow. Can make line 5 red for contrast.
- 2 different colored markers

### **Setup (S)**

- Prepare the game board by removing all obstructions from previous matches.
- Place all starting pieces on the board.
- The Oldest player goes first. In subsequent games, the losing player from the last round goes first. Only a two-player game.

### **Meaningful Action Analyses**

#### **Movement**

- Magistrates "M" can move up to three spaces in any direction. They attack one space to the left or right
- Loyalist "L" can move up to three spaces in any direction. They attack two spaces to the left or right
- Seekers "S" can move up to three spaces in a diagonal pattern. They attack forwards and backwards one space.
- Bodyguards "B" can move up to three spaces in any direction. They attack in any direction two spaces.
- Humanity "H" can move one space at a time in any direction. Unless they become corrupted then the next turn they gain movement of up to three spaces in any direction. They can attack only when corrupted and in any direction up to two spaces.
- Once corrupted Humanity must make a concerted effort to the opponents yellow line in three turns. Failure to do so causes delusions to take over and you lose the game.

- Attacking is part of the total possible spaces you can move per turn after movement has finished. Providing you have at least one space to convert over per space you want to attack. You can only attack once per turn.
- You can move through your pieces but, not your opponents.

### **Corruption**

- When an opponent takes control your Bodyguard, Humanity suffers and becomes corrupted. Humanity gains movement speeds of three and you have three turns to get across the opposing player's yellow line.
- Humanity can now take control of any player's piece by attacking it. Control is gained till the end of the game or lost by opposing player's Humanity.

### **General**

- The board size is a 6 X 9 grid.
- The oldest player goes first. In subsequent games, the losing player from the last round goes first. Only a two-player game.
- The equipment consists of 16 pieces:
  - four pieces marked "M."
  - four pieces marked "S."
  - four pieces marked "L."
  - two pieces marked "B."
  - two pieces marked "H."
- The pieces Bodyguard and Humanity mirror each other.

### **Winning**

You can win three different ways.

- Move Humanity to the other side of the opposing player's yellow line.
- Move corrupted Humanity to the other side of the opposing player's yellow line. In three turns or less or you slip into delusions and lose your sanity.
- Kill opposing player's Humanity

### **Explicit Actions:** Attack, Convert, Move, Corrupt player pieces, Play, Restore

Attack- this is a meaningful action because it takes planning and strategy to accomplish an attack. You want to eliminate specific pieces in a certain order to avoid triggering certain events to happen that benefit the other player.

**Convert-** this is a meaningful action as making this happen comes with consequences and requires skill to be able to handle what happens next.

**Move-** this is a meaningful action. Unless you have no other options left the choice to move a specific piece in the game represents risk and reward based on the outcome of the exchange.

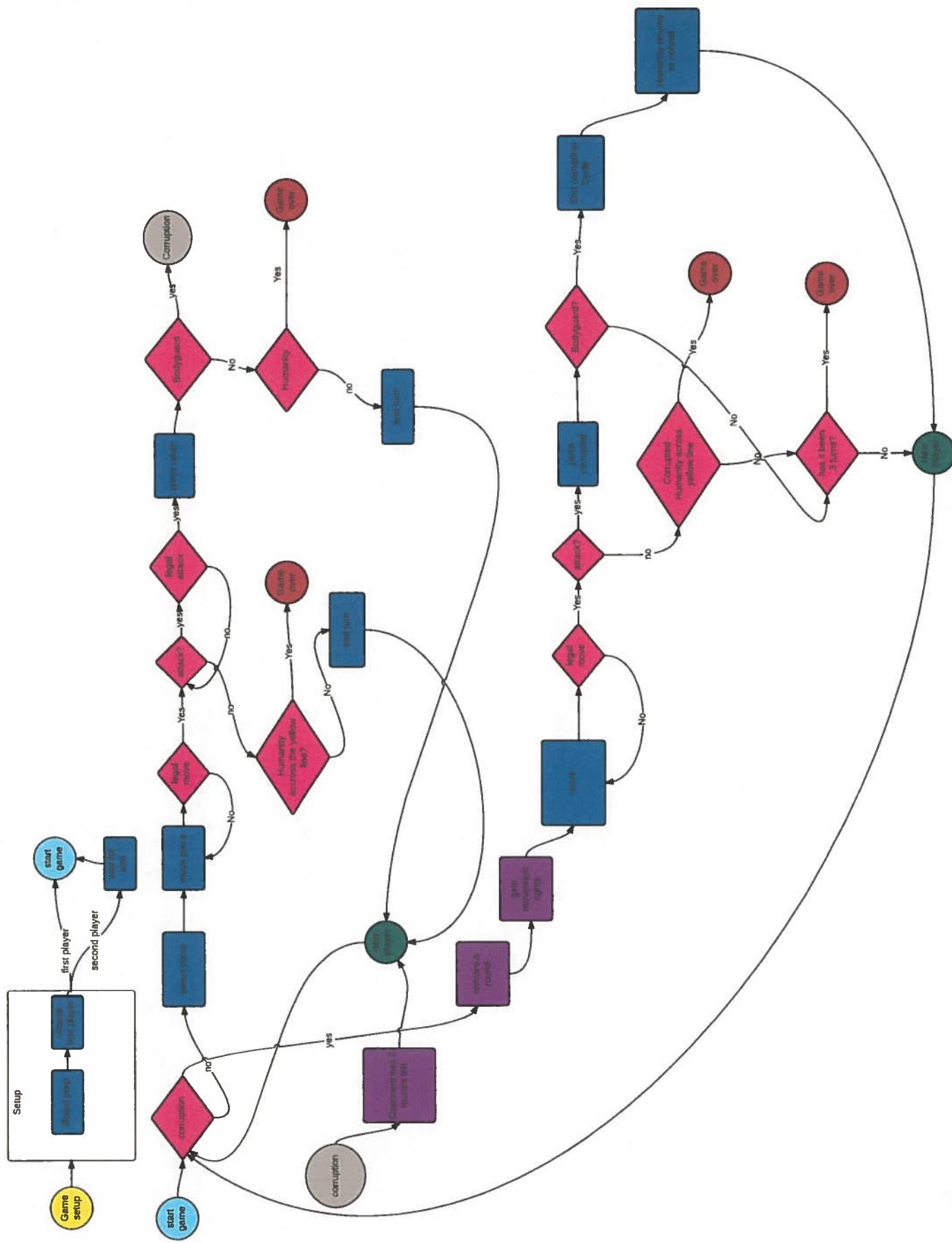
**Corruption-** this is not a meaningful action as it is a result of a rule. By taking out the opponent's Bodyguard, you set into motion a process in the game. The effects of taking out the opponent's Bodyguard can cause the game to transition to the next phase, with all pieces becoming targetable.

Select the player to go first- this is not a meaningful action, as a rule governs it.

**Corrupt player pieces-** this is a meaningful action in the sense that it is a calculated set of moves and setup to make this happen. You also have to weigh the risk of what will happen once it is done. See convert as well.

**Play-** this is a meaningful action because rules handle almost none of the decisions. The game cannot run itself. It requires the players to provide input and strategy to make it work.

**Restore-** this is not a meaningful action as much as I would like it to be. Restoring a Bodyguard back to your side is a Process and contained in the rules of the game. The process then restores normalcy to Humanity.



# Save Humanity!

## Postmortem

**Kyle Kolash**  
**Game Design**  
**June 2015**  
**Themes covered:**  
**Integrity**  
**Delusion**

My name is Kyle Kolash, and I am the creator of Save Humanity a game about avoiding delusion while maintaining integrity. The game was created for people aged 21 and up. The game was created based on the topics of Delusion and Integrity that I researched. I decided to pick these two as, they to me represented to me opposites, and I could create an interaction based off of that. When I started my research, I already had a great understanding of integrity through my days in the Marines and ROTC in High School. These formed core values that I try to live by today. Delusion was something I was less familiar with and needed to research. I found reasons why we cheat and how that ties to delusion. I found examples of delusion while in game play. I now understand how some delusion can actually be good for us. Finally, I found some answers as to why people lose their minds. The original game I created had a requirement that the bodyguard maintain a proximity to humanity to give it an anchor with reality. This proved challenging as it required a lot of movements and it was not very fun to constantly move a piece then another while neglecting the rest of the board. This concept proved to be a challenge and in the end I really enjoyed the connection to my themes. I wanted to have some similarities to chess in the movement cycle but have my own twist on movement and how it was played. Not everyone enjoys playing chess and in order to make it fun I had to bring in the possibilities of taking another piece from an opponent and making it your own.

My game now plays as eight vs. eight-piece attack on a 6 x 9 board.



Simple movement exchanges between players until conflict ensued. The twist is you attack and move in different directions most of the time. This keeps people on their toes. Take an opponent's bodyguard and kick the game into high gear. It then becomes a speed match to where the bodyguard less player now has three turns to make it to safety or become corrupted, and humanity is lost. Games can be played aggressively, defensively or with lots of strategy the choice is up to you.

My game started out on a 10 X 11 board. The pieces were spread into three different groups. Their movement in small amounts with opposite based attacks from how they move. The object was to keep the bodyguard within 2 spaces of Humanity. Taking Humanity all the way across the board to the other side to win. If the bodyguard was taken Humanity locked up for a turn. It could not attack or be attacked. When it was able to move again it now had significant speed and a timer on the rest of the game. You still had to make it to the other side but now there was a sense of urgency.

As soon as I started to play testing it was obvious the board was big, and the pieces were too slow. It was taking too long to get initial conflict and even then the other player had enough time to counter move. There was no incentive to attack or make the first aggressive move. The games were taking a long time because of how long it took to get set up to win. The testers did not feel like they were encouraged or forced into making decisions in the game.



As I began to make adjustments to my design, it became harder and harder to hold on to the core of the game play I wanted to maintain. The board size was shrinking game by game. The pieces began getting movement adjustments to speed things up. After some changes I began to see the games speeding up and encouraging conflict.



There still was an issue around meaningful action with humanity. Players were waiting until later in the game to start making a run for it with humanity. The issues with movement were beginning to see resolution but still needed more work. The testers who were experienced with making games had lots of questions and I didn't know the answers yet. I as the designer I realized I was not ready to do the testing but had to press on. It was an important lesson for me.

Early tests brought new challenges that I never thought about like red & green colorblind people who could not see my pieces that I spent so much time on. This required a major rethink of the pieces. I experimented with removing the proximity for the bodyguard and humanity going in and out of corruption mode. One of the issues with movement was resolved by creating an outline on the pieces to distinguish teams.

The testers wanted to know if they could move through pieces, or if they had to move around them.

As the game began to take shape to its current 6X9 grid, I started to see the speed pick up. With every tweak of the rule set questions about movement or attack began to lessen. Additionally, questions about how the corruption cycle lessened with every tweak as well. Most of the pieces got a movement overhaul. They were allowed to move up to or a fixed number of spaces they wanted to go. They were allowed to move through friendly players but not enemies. This allowed them a greater range of motion and freed up decisions that were previously limited in scope. With corruption now only happening when the bodyguard is taken. I removed remove two turns off Humanity's round timer mostly because the board was now significantly smaller and it was just extra rounds. I made it to where you can take the opposing player's bodyguard to restore balance. I found that it made the last three decisions you made to be more interesting. The game plays like chess; many of the people that liked it and said it made it easier to understand once they knew that. One of the things that kept coming up was the player wanting to attack multiple people at turn. I decided against it because it would have changed the current flow of the game.

As of today, the game is ready for play. That being said, even just now I got a few new ideas of how I can add this item to the game. If it were to go into production, it would need some custom pieces created. There is always room to add or change to the rule sets. It plays very well and smooth. Games last about 15-25 minutes and can be a fast paced or slow grind it out sessions to sharpen your skills. There is something for everyone.

