

TRIP TO THE MOON

Game Design Document

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Premise

School is back in session at Grover Elementary, and you've spent all morning learning arithmetic. Luckily, it's 12:13 PM, and that means you and your friends have only *two* minutes until lunch: a one-hour, twenty-five minute recess. And today, you have some *very* BIG plans. You crazy youngsters are going on a *Trip to the Moon*. You may be asking yourself, how the heck are we going to get there? The answer: a healthy dose of imagination.

Welcome to *Trip to the Moon*, a game that encourages players to access their childhood imaginations. Players choose 1 of 10 elementary school characters: a group of children who have grand aspirations, and a desire for victory in this race across the schoolyard. The starting point? The Shed, a harrowing place filled with the deceased pets of classes. Finish line? Across the Meadow, on the other end of the schoolyard... past Gecko's Candy Corner, the almighty Jungle Gym, and even the dreaded Sandpit. There, you will find the back-alley fence, or as it's better known to Grover Elementary... THE MOON.

Player Experience

We want the players, no matter how old they are, to inhabit the minds of children and access the fantastical imagination of kids. We want them to remember what it's like to be a kid, where the possibilities for what things are (ie. defining "objects") and what can happen (ie. storytime scenarios) are endless. The only limitation is your own mind: your own imagination.

Game Objectives

- Objective #1: Be the first player to get to the Moon.
- Objective #2: Inhabit the weird, chaotic, fantastical realm of children and have fun exploring the playground!

Components & Setup

- Components: Board, 1 die, 10 character cards, 10 object chips, 32 mystery cards, 8 storytime cards
 - Per zone:
 - 1 STORYTIME space
 - anywhere from 1-3 MYSTERY spaces
 - the rest are neutral spaces
 - MYSTERY cards:
 - 6 distinct events $\times 5 = 30$
 - 2 more events (move forward a zone or move backward a zone) = 2
 - 32 total cards
 - STORYTIME scenario cards:
 - 8
 - one per zone
 - the art on each card makes it VERY CLEAR to the players which zone it pertains to.
- How to do the set-up?
 1. Place 8 STORYTIME scenario cards face-down next to the corresponding STORYTIME tile, one per zone. The back of these cards are clearly marked to show players which zone it pertains to (eg. Fern Creek, Bugland, etc).
 2. Shuffle/randomize object chips and place one in each of the 8 zones next to the storytime tile, face-down.
 3. Shuffle/randomize deck of 32 MYSTERY cards and place them face-down on the table.
 4. Players start by choosing 1 of 10 character cards: this is your PERSONA during gameplay!!

Mechanics and Rules

- 4-6 players
- Turns and rounds
 - First, players choose from the 10 **character cards** which character they will be throughout the game. An essential part of this game is role-playing! You *will* be using your character's traits during **STORYTIME**, so choose wisely.
 - Second, introduce yourself to the class (the rest of the players) in 3-4 sentences. Who ARE you? The character card has some information about your character, of course, but you have the freedom to tell us more about yourself. What's your (as in, your character's) favorite movie? What's your favorite food? Do you like chocolate or vanilla ice cream? Take this time to get into the mind of your character. This is where the role-play begins!!
 - Then, all players roll the die to see who goes first. The order of play can be clockwise from the starting player.
 - The first player rolls the die, and moves forward that amount of spaces.
 - Clarifying Note: Multiple players can occupy the same space on the board.
 - If a player lands on a **MYSTERY** space, they choose a **mystery card**. Additional rules or actions now apply to that player. For example: If you draw "The Principal" card, your turn will be skipped next round!
 - Clarifying Note: "The Principal" card only skips the player's dice roll. If the same player happens to win STORYTIME, they are still allowed to move forward +6 spaces.
 - If *any* player lands on a **STORYTIME** space, the player must stop. Even if their roll dictates that they would land on a space further ahead (i.e. they cannot progress forward). Players then do the following:
 - All players are now active in STORYTIME! Involve the entire table... in a ROLE-PLAY. The player who landed on the storytime space is now **the judge** (the judge does not role play).
 - The judge flips the **object chip** for the zone, which is located directly next to the storytime space.
 - The judge picks up the **storytime scenario card** for the zone that the player is in. The card will pertain to that specific zone, eg. Bugland or King's Court. (There is one storytime card per zone.) The judge reads the card. There will be a description of a scenario with a question at the end.
 - *Example: You are trying to save a baby bird. What do you do?*
 - In 30 seconds, the other players must make up some fantastical way to deal with the scenario. In this case, how would the players save the baby bird? This can be as realistic or absurd as you want: it's a roleplay! The only rules are:
 - 1) You must use the uncovered **object** in your response. This object could be a stick, ball, jumprope, etc... but as a child, your imagination runs wild, you can see it as something entirely different.

- 2) Your response must involve your chosen **character**. Think of how their personality type, their dream job would respond to this scenario. This is a creative role-play; try to inhabit the mind of a child, especially the character you chose at the beginning.
- After 30 seconds of individual creative brainstorm, each player shares their response to the scenario and how they would deal with it. The WINNER of this mini-game is determined by the judge, similar to Apples-to-Apples or Cards Against Humanity. Know your audience! Impress your fellow players! Use your imagination!
- The WINNER gets to move forward +6 spaces.
- When **STORYTIME** is over, the special tile is flipped and cannot be triggered again.
- A round ends when every player has rolled the die and had their turn.
 - Clarifying Note: If Player A lands on the **STORYTIME** space in their turn, but Player B wins the scenario and moves forward +6, Player B *still gets to have their turn rolling the die*.
 - Clarifying Note 2: If a player wins the storytime scenario, moves forward +6, and then lands on a MYSTERY space, they are allowed to draw a MYSTERY card.
- **Victory condition**: One player makes it to the end of the board, ie. "The Moon".