Homework 1

Afrikan tähti (The Star of Africa?)

Game is a classic Finnish board game where the players travel through Africa with the goal to find diamond called the star of Africa.

Holistic components

Game instance

Set up the game. Place the cardboard pieces randomly on the board where they places are. Give every player starting money and the players then choose form which one of the starting cities they want to start.

Players play the game until someone finds the star of Africa and returns it to the starting city. Then the game ends. Reset the game by doing the setting up process described above.

Game session

Starts with the setting up the board and pieces. Players play until the winner is found that ends the game session. Game isn't very long so it is usually played as long as the winner is found. It is very difficult to disassemble game and pick up later from what it was left.

Play session

Same as game session.

Boundrary components

Rules

Participants must choose from which one of the two starting cities they start the game.

Player who rolls the highest number starts the game. After this players take turns.

Player throws the dice and chooses where to go. Players must follow paths in the game board but they can freely move their piece in any direction they want. Dice number decides how many steps the player can move.

There are three different routes in the game: land, air and water. In order to use air route player has to pay 300 game money and sea route costs 100. Every time player chooses to use these two routes

payment is charged. But if player doesn't have any money he can move two steps in a turn via sea route.

When player stops to a square where there is a cardboard piece, he can turn the piece by paying 100 game money or by throwing 4, 5 or 6. There are different kinds of jewels to be found from the pieces. These jewels give player a certain amount of money which is defined in the game rules. If player turns a robber piece, he loses all of his money. There are also empty pieces and ones with a horseshoe on them.

When a player finds star of Africa he starts to move as quickly as possible to one of the starting cities. Other players try to find a horseshoe and bring to horseshoe to a starting city before the player with the star of Africa. Whoever gets first to the starting city with the horseshoe or the star wins the game.

Modes of play

Game ends someone finding the star of Africa and bringing it to the starting city or other player with the horseshoe.

Goals & Subgoals

Main goal: find the star bring it back to one of the starting cities.

Subgoals: collect jewels to get money and move faster around the board. After someone finds the star, search for horseshoe and try to beat the player with the star.

Temporal components

Actions

Roll the dice and move around the board.

Open the pieces on the board.

Purchase different routes.

Events

Robber loses all your money.

There are different events happening different part of the board. For example if you are the first to arrive in Cape Town you will receive 500 game money.

Closures & Subclosures

Landing on a square. Opening a piece.

End conditions

Someone finds the star of Africa. Someone returns the star to starting cities.

Someone finds a horseshoe after the star of Africa has been found. Someone returns horseshoe to the starting cites.

Evaluation functions

Check the dice number.

More money can equal to faster movement on the board.

Structural components

Interface & Game elements

A dice

Five player pieces

Cardboard pieces (Jewels, the Star of Africa, Robbers, Horseshoes, Empty)

Money (1000 pounds, 500 pounds, 100 pounds)

Board (Continent of Africa, with set of towns and other graphics related to that part of Africa)

Players

Player moves his own piece around the board.

Game facilitator

Board game so the game board is one facilitator. One player should be the banker who gives money from the found jewels and takes money from the routes.

Game time

Players take turns. Usually fast decisions because the game is based on luck.