

Immortals

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Game Design Fundamentals 3

v.3



Overview

Theme:

In a future where humanity has achieved immortality and time travel, civilizations from antiquity, the modern era, and the future coexist on the same timeline.

Yet, clashing ideologies and beliefs across eras drive every civilization to seek eternal supremacy.

Goal of Play:

Through resource management, mission completion, and strategic competition, be the first to achieve your civilization's mission objective

Players:

2–4 players

Playtime:

Approximately 40 minutes

Components

Setups

Prepare the following:

- Dice/Number Randomizer
- Map
- Player Pawn
- Building Pawn
- Mission cards
- Event cards
- Building cards

Initial Setup:

Each player chooses one character (Cixi, Alien, Vampire, or Adam & Eve).

All players start with their listed Money, Power, and Technology.

Place all Mission Cards, Buildings, and Items in their public pools.

The population starts at 5000 (Healthy = 5000, Infected = 0).

Determine the starting player by rolling a die; the player with the highest number goes first.

Each player places their pawn at the starting block on the map.

Character	Money	Power	Technology	Skill	Goal
Cixi	5	2	1	Plus 1 to any dice roll	Occupy over 6 buildings
Alien	1	3	5	Plus 1 to any building earnings	100% complete the Time Reverse Machine (*1*)
Vampire	2	5	3	“Bloodline Expansion” Every time you win combat, convert +500 Population into Infected type.	Infect 60% population
Adam & Eve	4	4	3	“Fertility Blessing” - Gain +500 Population every 3 rounds.	Grow the world population to 10,000 (Healthiness does not matter)

1

Time Reverse Machine:

The Machine can be unlocked using 10 Technology. Once the machine is unlocked, the build CANNOT be stopped once started. The science team will need 1 Technology build cost each round to build it. Each round, if the build is successful, Alien will gain 10% mission progress. If the build failed (Alien cannot pay the fee), -20% mission progress, and the build will be paused until the Alien manually resume it.

2

All players lose together condition

- Total Population reaches or is below 0

Public Resources

Population: Start with 5,000

The population has two types

1 Healthy Human - start with 5000

2 Infected Human - start with 0

They affect each other, yet the total population remains the same

When a player gains/loses population, they can choose the type

*Example

Toal 5000

Healthy 3000

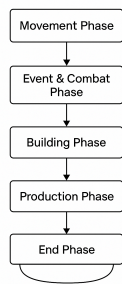
Infected 2000

Player Able to

- + total (going to be healthy initially)
- + healthy (same thing as + total)
- + infected (resulting in a decrease in the healthy population, yet the total does not change)
- total (do not + infected)
- healthy (same thing as - total)
- Infected (back to healthy, total does not change)

Gameplay

Each round consists of the following phases:



Movement Phase

Roll 1 six-sided die.

Move your pawn the exact number of spaces rolled.

Resolve the effect of the block you land on:

Notes:

If you are Frozen from combat, you skip this phase.

If you possess abilities or items that modify movement, apply them now.

Event & Combat Phase

Events

If you land on an Event Block, immediately draw an Event Card and apply the effect.

Combat

Combat triggers if two or more players occupy the same block.

Combat Resolution:

Compare Power values.

The player with the higher Power wins the combat.

Apply any character skills or items that modify combat.

*Players who step on the same blocks will be forced to enter combat

The person with more power will win the combat. The winner can choose to gain 1 resource, or the loser will be frozen for one round, meaning their moving phase will be skipped for one round.

Building Phase

During this phase, you may:

1. Build a Public Building
 - If standing on a Public Building block, and you can pay the building cost.
2. Build a Private Building
 - If standing on an Empty Block, and you pay the Build Cost.

Run Costs

- All buildings require a Run Cost each round.
- If you cannot pay the Run Cost → the building is removed.

Production Phase

Apply all ongoing effects, including:

- Public Building earnings
- Private Building earnings
- Item effects (if passive or timed)
- Character abilities (e.g., Adam & Eve +500 every 3 rounds)

- Population conversion effects
- Special building effects (e.g., Research Institute +2 Tech)

End Phase

Check for the following:

1. Character Win Condition

If any player satisfies their asymmetric win condition, they win the game.

2. Group Loss Condition

If the Total Population ≤ 0 , every player loses together.

3. Cleanup

Reset any temporary markers, resolve round counters, etc.

Map

Public Building Blocks Purple- Can build public buildings on top

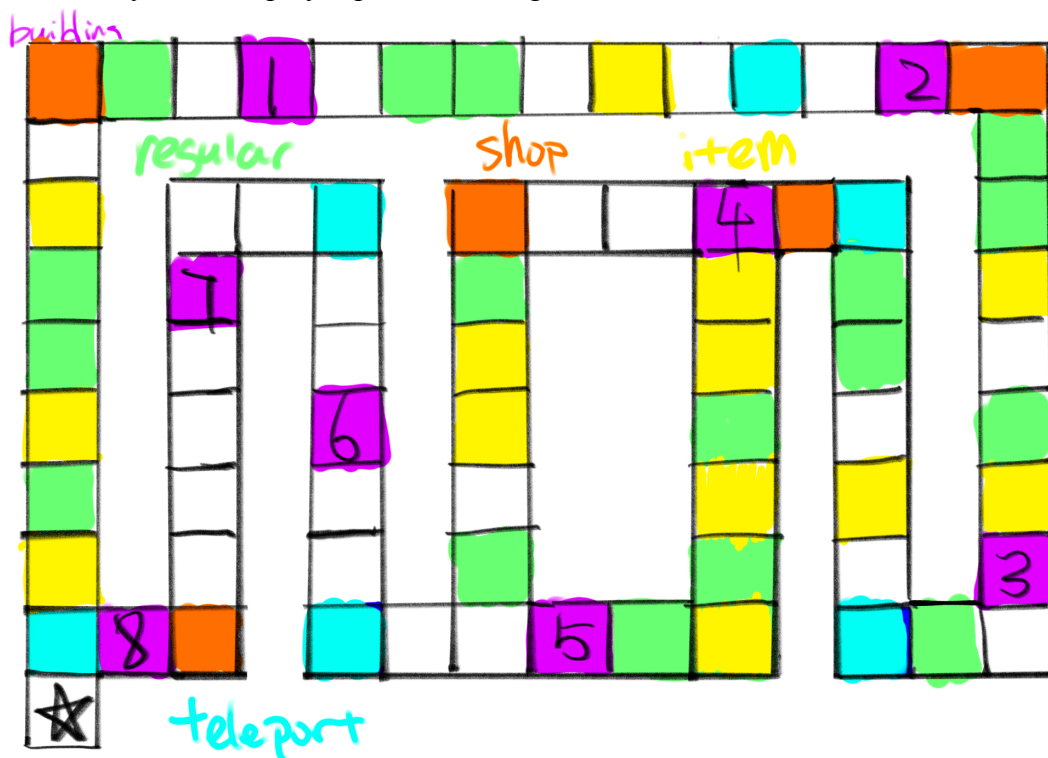
Regular Blocks Green- Have to pick an event card

Shop Blocks Orange- Able to buy missions/trade resources, 3 to 1

Combat Free Blocks Yellow - Player staying at these blocks will NOT enter combat

Empty Blocks White- Can build private buildings on top

Star - Every time the player passes it will get 5M



Event card list

- 1 gain 2 money (roll dice)
- 2 gain 1 power (roll dice)
- 3 gain 2 technology (roll dice)
- 4 lose 1 money
- 5 get an item
- 6 Treasure Case - get 1 of each resource

Items

- 1 Steal — Steal 1 random item from any player within 5 units away.
 - 2 Shield — Prevents stealing and traps once. Discard after use.
 - 3 Trap — When another player passes a block that has a trap, they lose 1 resource
 - 4 Energy Core — +3 Technology immediately. It can be used at any time.
 - 5 War Banner — +3 Power during the next combat. After combat, discard this item.
 - 6 Genesis — +1000 total population, can be used anytime
 - 7 Time Fragment — Skip the negative effect of one Event card.
 - 8 Virus Sample — Convert +500 Population into Infected immediately.
 - 9 Holy Seed — Convert +500 Infected back to Healthy.
 - 10 Teleport Chip — Move to any block on the map instantly.
 - 11 Lucky Dice — When you use it, you can determine the next dice roll.
 - 12 Ice Cube - Freeze one player's position (Including self) For one round
- *Item discarded after use.

Mission Card list

can be purchased in the shop randomly for 3M each. 3 missions will display in the shop, and rerolling a mission costs 1M. Sell Mission gets 1M. The sold missions will go back to the shop.

*All cards pool is public, no punishment for NOT completing the mission

*Once the mission is complete, the player gets a reward, and the mission card will go back to the shop.

Mission	Request	Reward
Gold Rush	owns at least 10 of every resource	got double back
The Boomers	reach 7000 population	+1000 population
The Invador (Can be completed more than once)	Win 3 combats	Gain +5 Power
The Enlightenment	Build 1 Research Institute and 1 Temple of Eternity.	Gain +5 Technology and +1 to all future building earnings.
The Great Trade	Stop at shop 3 times.	Gain +10M and +3 Technology.
Inventors	own 8 Items	get a random private building

Building Card list

*When a player is unable to pay the run cost, they lose the building, and it goes back to the card pool

Public Buildings

Name	Build Cost	Run Cost	Ability
1 Teleporter	3M 3T	N/A	Unlock teleporting blocks (Blue)
2 Birth Control Center	5M 3P 5T	1M each round / 1P every 2 rounds	+500 or -500 population each round on the owner's choice
3 Research Institute	2P 5T	N/A	Gain +1 Tech every round.
4 Black Market	4M	N/A	Can trade resource 2:1.
5 Crazy Scientist Status	5P	1 Item every 2 rounds	The scientist hears your wish.. Every 2 rounds, it will give you a mystery weapon(see*1* below)
6 Lottery Station	5M 2P 5T	1M every round	Every round, get a lottery ticket, choose a resource first, roll a dice to get 1 - 3 determined resources 1 2 = 1 3 4 = 2 5 6 = 3 If choose power, can only get 1
7 Police Office	2M 4P	N/A	+5 Power every time you pass it
8 Space Boots	3M 2P 5T	1T each round	Can move twice a round

Private Buildings

Name	Build Cost	Run Cost	Ability
Land Infector	2M 1P 2T	N/A	Can infect an empty block on the map. Every time a player stops on it, they will lose 1 resource of their choice
Battlefield	3P	N/A	Can produce a resource every time you enter a combat (Power not included)
Temple of Eternity	2M 2P	N/A	Every round, +1 to all resources if the population is above 7000 (Power not included)
Blood Market	3P 4T	1P every round	Every rounds, the owner can exchange 500 population for 2 resources (Power not included)
Disease Bed	5M 2P	1P every round	Infect 500 population every 2 rounds
Big Landlord	2M 2P 2T	N/A	Increase 1 of all resources of the other player's building cost.
Factory	3M 3T	1M every round	Gain an item every 2 rounds.
Long-term War	4P	N/A	Now, players within 5 blocks of this building owner count as entering combat
Orphanage	1000 population	1M every round	+200 population every round
Death and Taxes	3M 3P	N/A	If the player stops on it, they will have to give you 3 resources of their choice

Revision Logs.v1

- Added preliminary Engine System and Economic System.
- Replaced “Mission Bar” mechanic with individual asymmetric winning goals.
Revised winning goal, increased tension between players
- Added Map Block system (Public / Regular / Shop / Empty).
- Added Private Building framework and clarified building ownership.
- Introduced the Combat system with resource stealing and freeze penalty.
- Defined Event and Item placeholder structure.

Revision Logs.v2

- Reduce combat failure punishment - freezing and stealing resources is now a choice the player has to make
- Adjusted values, character strength
- Added/removed/relocated public and private buildings
- Reduce the price of buildings, making it more affordable and engaging

Revision Logs.v3

- Map adjustment
- Updated buildings
- Added images and decorations for the rulebook
- More ways to gain resources, reduce punishment