

Reparera

Love is integrity.

Game Jam 2020 LIU POST

by

Matthew Ketchell

&

Jimmy Alvarez

Objective: Reparera is a physics based bridge building card game set in the expanded IKEA universe lore. The goal is to repair a bridge and get both Manlig and Kvinna on the same side, which one does not matter.

Contents: 1 Manlig Player card

1 Kvinna Player card

16 Skog Cards

16 Brikk Cards

16 Metskel Cards

1 Player board

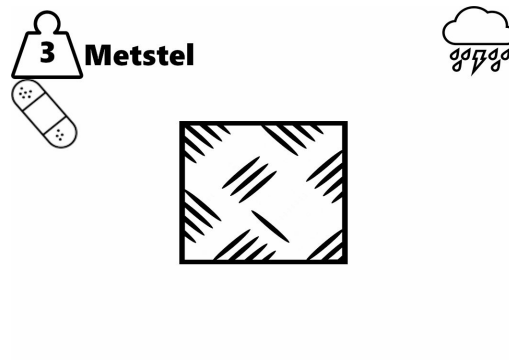
The board: Reparera is played on 6x3 grid representing the broken bridge that you two must traverse.

1						
2						
3						
	1	2	3	4	5	6

Set Up: To begin the board set up shuffle the deck of material cards. Once the deck is properly shuffled begin the process of laying the foundation for the bridge. Draw a card and then roll a die. The number that you roll will determine which column that piece of material falls into. The material will fall to the third row unless there is another material preoccupied, if so place the material in the next available space above it. Once all three starting foundations are

placed you may begin playing. Note: All materials on the lowest row are considered the “foundation” for that column.

Card Key and terminology.



- **Weight:** The weight represents how much a material weighs.
- **Band aid:** Bandaid represents the reinforcement of this building material. When reinforcing feel free to write the value over the bandaid to keep track.
- **Weathering:** This number is randomly assigned to materials at the end of the round. This reduces the threshold total of the foundation.
- **Threshold:** The amount of weight that this material can handle in total, this keeps reinforcement in mind. $(\text{Weight} + \text{Bandaid}) - \text{Weathering} = \text{Threshold Total}$.

Bridge Physics: Reparera is based on simple math to simulate a constantly wearing and repairing bridge. Each material has a base weight and threshold that is represented by the number in the weight icon. If the materials stacked on top exceed the threshold of the foundation material the entire column will shift down by one. If a material in the third row is shifted down it is considered destroyed and goes into the discard pile. Below are some important caveats regarding bridge physics.

- The foundation laid in the beginning of the game is allowed to float until it becomes attached to another part of the bridge. This material can still be weathered.
- Material must be on top of foundation or have two other materials flanking it on both sides.

- If a foundation falls and the next piece of material cannot support the rest the remaining weight the column will continue to fall until a material can withstand the weight on top of it or if there is nothing on top of it.

How to play:

Reparera is played in two phases Player Turn and Weathering. Kvinna always starts the building round. (ladies first!)

Player Turn {

Building: A player's turn consists of gathering, an action and a movement.

Gathering: A player may draw a new material from the deck, they chose to draw they **MUST** use that material even if it compromises the integrity of the bridge.

Action: A player can either choose to Build or Reinforce

- **Build:** Take your selected material and place it in a legal space. If your only legal move will cause a collapsed you will have to deal with the consequences.
- **Reinforce:** Use selected material and add its weight value to the Bandaid to calculate a new threshold.

Movement: each player may move to the left or the right. A player can only move on the top row. If a player falls below the first row they are placed back on the nearest top row material on their side and must make a weathering roll on their turn, this roll does not replace the actual weathering roll of the round.

}

Weathering:

After both Manlig and Kvinna had both taken their turns the weathering phase begins. During this phase the bridge begins to buckle under the growing pressure and two random pieces of the bridge will begin to wear down. Roll a die to determine the column and then roll a d3 to determine which row. Use these rolls to locate the two pieces and add 1 to the weathering score represented by the rain cloud.

- The threshold of that material is reduced by the weathering score.
- Weathering is cumulative and persistent.
- Both weathering rolls can affect the same piece. Ergo weathering stacks.
- If the weathering coordinate is unoccupied the weathering should affect the closest piece

D3 Roll Chart: a D3 is a three sided and can be substituted with a regular die with the following conversion chart.

Die Roll	D3 conversion
1-2	1
3-4	2
5-6	3

Victory:

Winning is done by getting Kvinna and Manlig on the same side. The side does not matter as long as they are together.