

riizz-off

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game
name

WHY FIZZ-OFF?



"Fizz Off" is a bold and catchy name that perfectly fits our game. It represents the playful, competitive spirit where drinks battle to steal bubbles and out-fizz each other. The name has a cheeky vibe, matching the fast-paced and energetic nature of the gameplay, while being memorable and fun for players.

jammers

THE JAMMERS

Aakarshi Bhawsar

Aarushi Kailay

Khushi Doshi

Pradnya Mohite

Sakshi Khandelwal

Suhani Rathod

concept

CONCEPT



Welcome to the Fizz-Off, the ultimate competition to determine the fizziest drink in the bar! Each card in this game represents a character's unique ability to attack, defend, or dominate with strength. Use these cards wisely to protect your fizz, sabotage your opponents, and reign as the last fizzy drink standing.

OBJECTIVE



Be the player with the most Bubble Coins at the end of the game. If you lose all your Bubble Coins, you are out of the game.

REQUIREMENTS



Players: 3 to 6 players.

COMPONENTS



Attack Cards



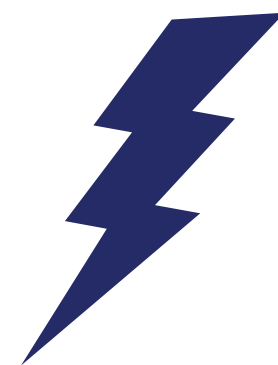
Defence Cards



Strength Cards



Bubble Coins



Power Cards

Attack Cards: These cards let you target opponents and reduce their fizz or manipulate their game. Use them strategically to gain an edge!

Defense Cards: These cards protect your fizz from being stolen, sabotaged, or drained. Some defense cards even come with clever counterattacks!

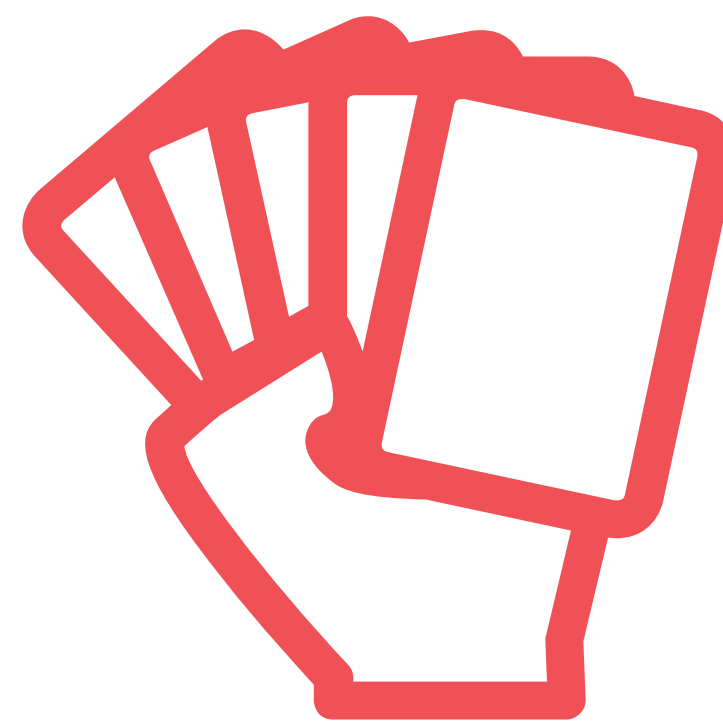
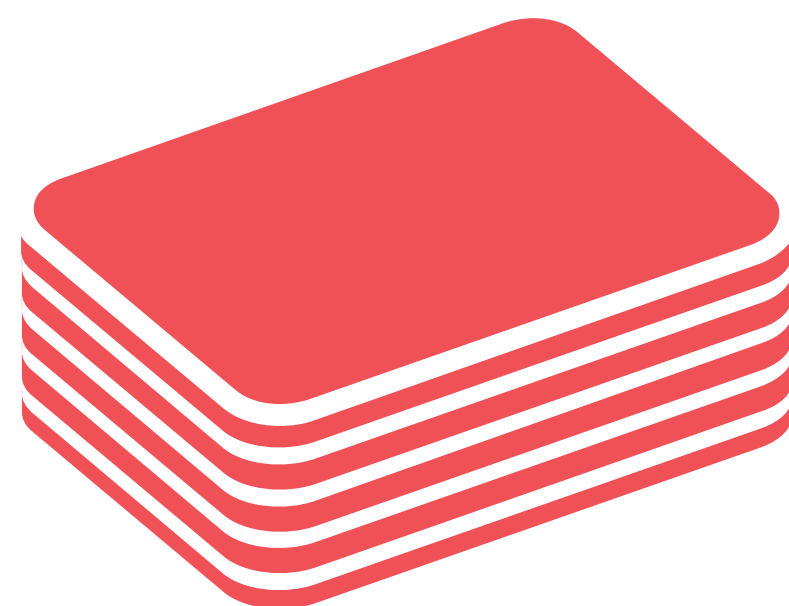
Strength Cards: These are rare, powerful cards that give players the upper hand. They can change the game entirely, providing fizz boosts or devastating all opponents.

Power Card : Mystic Mist's Mystic Pulse card.

Bubble coin: Tokens representing the bubble of the game.

platform

PLATFORMS



After researching about various types of the games, we decided to make a card game. We then sketched out card types, their roles, and potential interactions, focusing on simplicity for new players. Early prototypes were playtested with placeholders, leading to iterative refinement of rules, card effects, and balance. Feedback from these sessions was valuable in shaping the game's mechanics and ensuring alignment with the initial vision.

genre

GENRE



Our card game falls into the genre of lighthearted party games, designed to be a fun and engaging filler for gatherings. It's quick to learn, fast-paced, and packed with humorous interactions that keep players entertained without requiring intense focus. Perfect for breaking the ice or filling downtime at parties, the game encourages laughter, creativity, and friendly competition, making it a go-to choice for players of all ages and skill levels.

game
play

RULES

No defense on Strength Cards:

Strength Cards are unchallengeable.

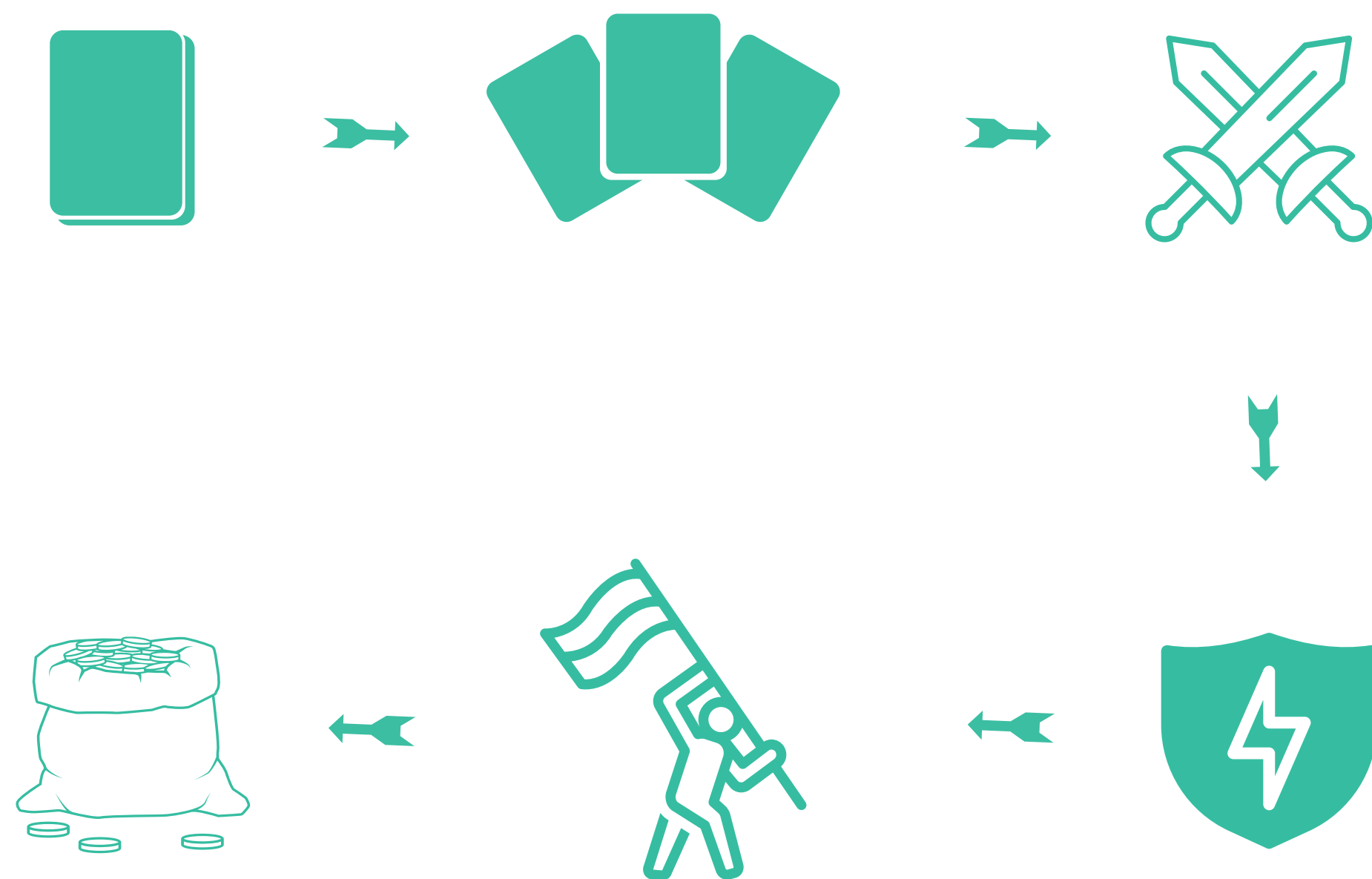
Defense for Action only: Defense Cards can only block or counter Action Cards, not other Defense or Strength Cards.

Bubble depletion: If you lose all your Bubble Coins, you're out.

Deck refresh: You can only draw from the deck if you've used all your Action Cards.

Vault mechanics: The Bank Vault holds lost coins. Once depleted, affected players are eliminated.

MOVEMENT



1. On Your Turn:

- Draw a card from the deck.
- Play one card (Attack, Defense, or Strength) OR pass if no card is playable.
- Resolve the card's effects.

2. Responding to Attacks:

- If targeted by an attack, you can play a Defense Card to block or counter.
- If no Defense Card is available, lose fizz as stated on the Attack Card.

3. Fizz Vault Interaction:

- Certain Strength Cards allow interaction with the Bank Vault to store or gain fizz tokens.

ACTIONS



1. Attack:

Use an Attack Card to target another player and reduce their fizz or manipulate their hand.

2. Defend:

Use Defense Cards to block or counter attacks and protect your fizz.

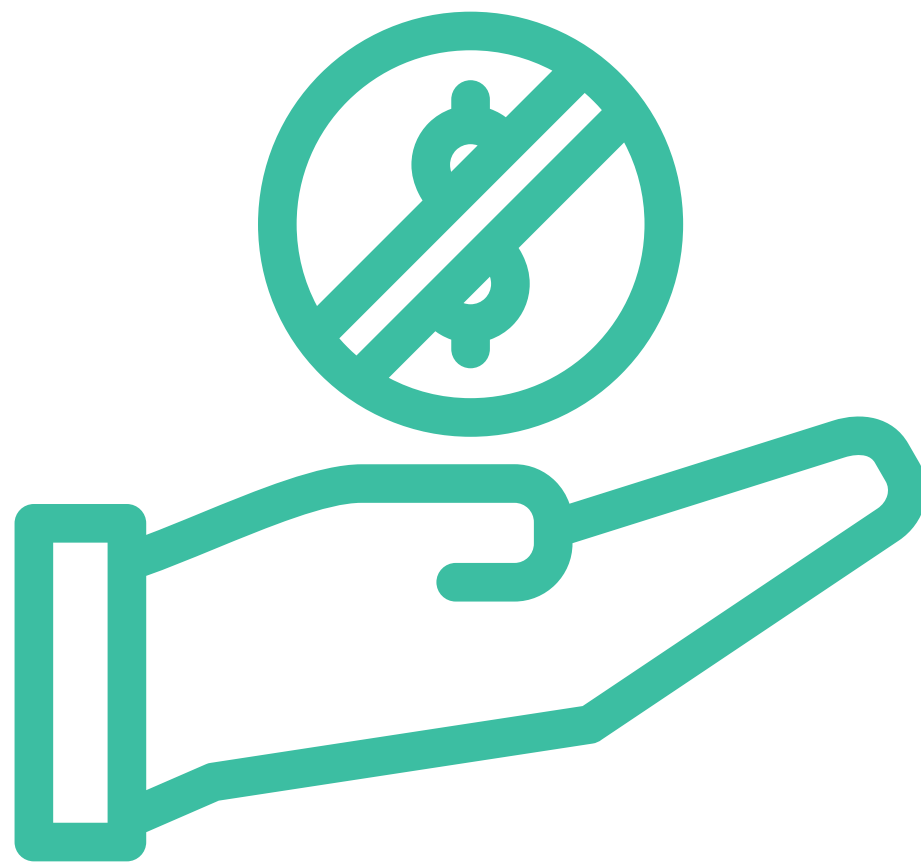
3. Strength:

Play Strength Cards to unleash game-changing effects, like stealing fizz from multiple players or gaining fizz from the vault.

4. Power Play:

Power Cards can be used as any action type (Attack, Defense, or Strength) to get out of tough situations or take control of the game.

WIN AND LOSE CONDITIONS



Win Conditions:

1. Be the last player standing with fizz tokens.
2. If the draw pile runs out, the player with the most fizz tokens wins.

Lose Conditions:

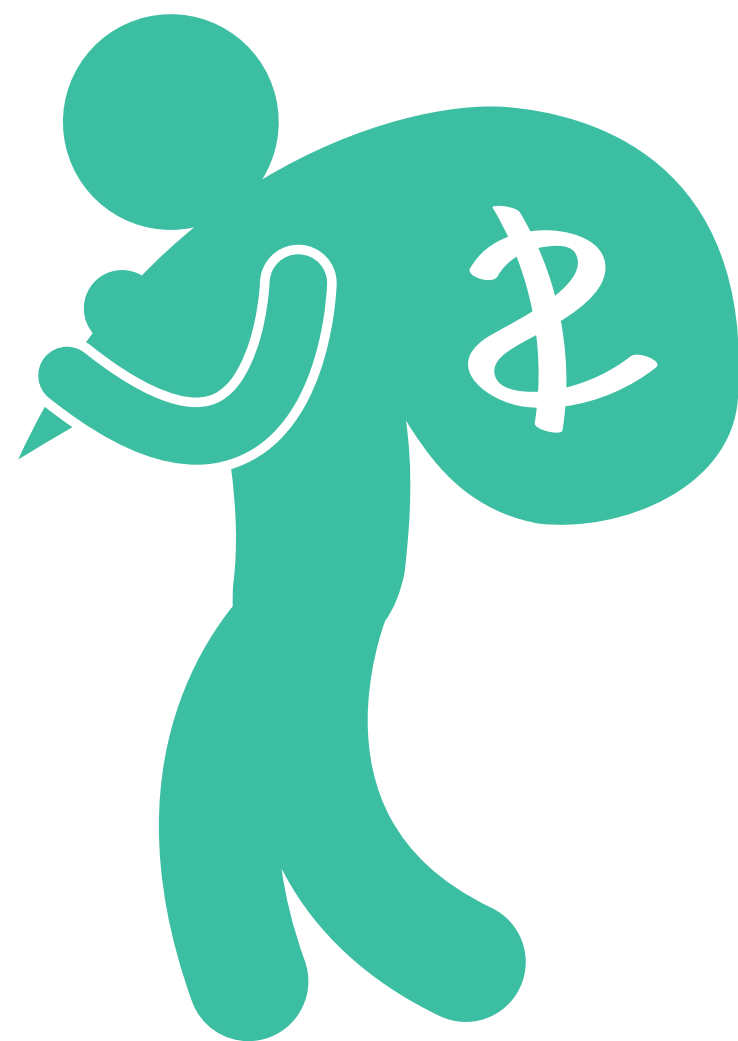
1. If your fizz tokens drop to 0, you are out of the game.
2. If all fizz tokens are removed from the Bank Vault and you cannot draw from it, you lose.

STRATEGIES



- Use Defense Cards wisely to protect your Bubble Coins.
- Strength Cards can turn the tide, so play them strategically.
- Don't let your guard down—plan ahead for counterattacks!

POSSIBLE CHEATS



1. Fizz Steal Cheat:

A player may try to secretly take extra fizz tokens from the vault.

2. Card Swap Cheat:

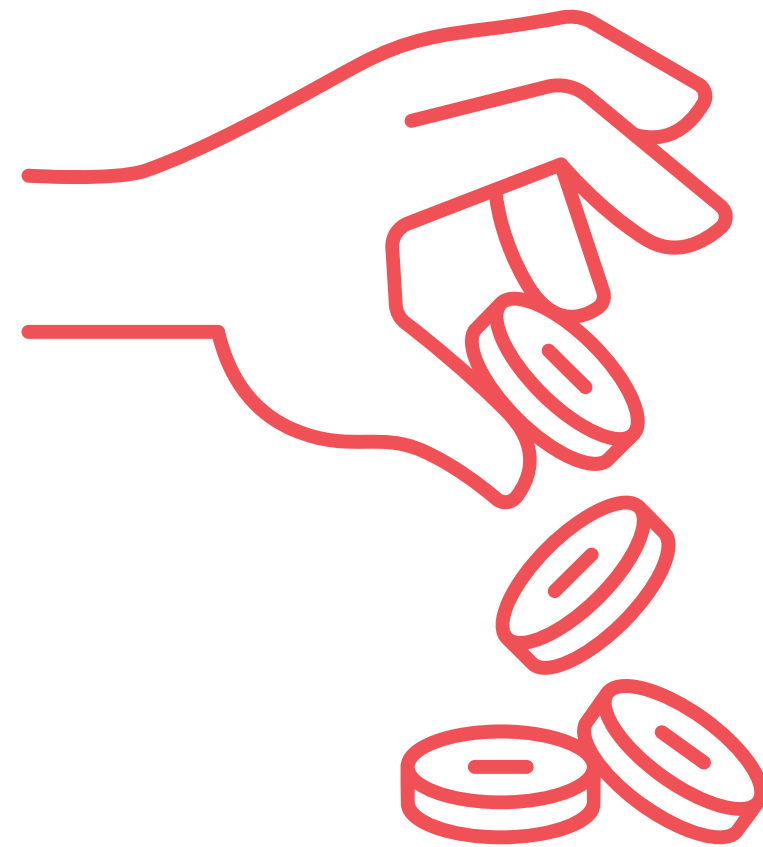
Switching cards with the draw pile or discard pile unnoticed.

3. Fizz Count Cheat:

Misreporting the number of fizz tokens they currently hold.

theme

THEME



Soda Bar Showdown:

A lively bar where fizzy drinks compete to prove who has the most fizz and personality. Each drink is a unique character with special powers, representing their flavor and charm.

story overview

STORY OVERVIEW

In the bustling Soda Bar, after hours, a secret competition begins—the Fizz-Off. The Fizzlings, a group of fizzy drink characters, battle it out to see who can keep their fizz intact and avoid going flat. Using their unique powers and clever strategies, they fight to be crowned the Fizz King or Queen. But be warned: the fizzier the drink, the bigger the target! Do you have what it takes to outsmart your opponents, defend your fizz, and claim the title of the ultimate fizzy champion?

testing

TESTING

