



## **- ONE SMALL STEP -**

### **GAME DESIGN DOCUMENT VERSION 1.2**

**October 5, 2017**

Joseph Highe  
Anthony Eason  
Richard Moretti  
Charles Morrell  
Joshua Slusser

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## Design History

In our game design history, you will see a brief explanation of the changes as we journey through the development stages of our tabletop game, One Small Step.

### Version 1.10

Version 1.10 includes some tuning and tweaking after making the initial pass at the design. Here is what was changed.

1. Our original gameplay was going to feature a war system. One of our primary goals when designing the game, was to be able to play it without a map. Instead of stealing land, resources, etc. via combat, we've decided to remove it altogether and expand on the spy portion of the game.
2. Since the game is set during the Cold War, there wasn't any real battles that happened. Most of the Cold War was posturing and each country worried about spies getting into their governments and stealing secrets to send back to the enemy. Utilizing the spy system and network, players will now be able to steal plans and technology from an enemy, removing the option for them to use that piece of technology & damaging the country's morale once the turn has ended.

### Version 1.20

Version 1.20 is the first version of the design where a major revision has been made now that much more is known about the game. After many hours of design, many decisions have been made. Most of these large design decisions are now reflected in this document.

1. In version 2, we decided to use our board track resources, rather than solely explain the game rules to each player. With player tokens, players can now place tokens on spaces on the resources they have built or obtained.
2. We also enhanced the roles of the spies. Attaching spies to enemy resources will allow the player to 'steal' a predetermined portion of the resources that are auto-generated. For example, if a resources produces 3 Aluminum and a spy is placed on it - that resources would only produce 2 Aluminum for the resources owner & would send 1 Aluminum to the spying player's country.
3. We also added a Buy/Trade option for added options for players to gain the various types of resources.

## Game Overview

These are questions that people who need to know about your game will ask. Be short and to the point here. There will be time to detail things later.

### Where does the game take place?

The game's setting is four different locations: United States, Soviet Russia, China & Japan during the height of the 1950s and 60s.

### What is the story?

One Small Step is a game set in the late 1950s and 1960s at the heart of the 'Space Race'. Taking on the roles of competing countries (United States, USSR, China and Japan), players will maintain their country's morale while collecting resources, investing in engineering and even stealing enemy technological secrets with their spy network to be the first country to the moon.

### What is the main focus?

The main point of the game is to build the technology, resources & country morale (each measured with points) to take your country to the moon first. Other objectives will be selected at random each game to allow a player to complete a task of similar difficulty to win instead of completing the main 'Space Race' mission.

### How many characters/units/pieces does the player control?

Our players will track their resources and spies using player and spy tokens.

## Game Theory

Fill in the following information for your game. You may need to research Game Theory to get these right – they can be tricky. I have provided brief explanations, but these terms are used a lot in the industry. Make sure to explain *why* your game is one way or another.

**Symmetry** – One Small Step is asymmetric board game

**Play Style** – Though it is possible to create informal agreements, the game is a competitive experience

**Summation** – One Small Step is a non-zero sum game.

**Perfect/Imperfect Information** – One Small step is an Imperfect Information game. Players will be able to withhold information from other players, primarily through having a hand of cards which other players are not allowed to see, unless stated by a game rule.

## Mechanics

- Produce - During a player's turn they will have the option to produce resources. Each resource is needed for different technology upgrades and espionage cards. This action can be modified by technologies and other players' spies. This is a meaningful action because the player must choose to produce over other actions for their turn instead of producing at the start of every turn.
- Sell / Trade - During a player's turn, they will have the option to exchange either Oil, Iron, or Aluminum for Gold, or purchase Oil, Iron and Aluminum with Gold. This will allow players with an excess of certain resource types, to convert these into useful resources, and allow players who do not produce enough of certain resources to get access to resources and technology that they may not be able to get under normal circumstances. It also gives players additional options when playing around opponent's spies.
- Play Espionage Cards - Players will be able to play Espionage cards from their hands, which will give players a way to directly interact with other players, by either stealing their technology and resources, or stifling their technological advancements.
- Draw Espionage Cards - Players will acquire espionage cards throughout the game that they may play as an action during their turn. Drawing Espionage cards is not a meaningful action because players get random cards from the deck, as they draw them, or steal them from other players.
- Place Spies - Players will be able to place spy tokens on the Main Technology Board or on their opponent's boards for various effects, such as stealing resources from their opponent, or blocking players from researching certain technologies. This is a meaningful mechanic as players will need to decide how to allocate their limited pool of spies for best effectiveness.
- Train Spies - Players will also be able to upgrade the effectiveness of their Espionage actions, by allowing players to play and draw cards for a single action, increasing the amount of cards drawn, as well as steal cards from opponents. This is a meaningful action, as upgrading spies cost resources which must be used to fulfil the primary objective, but better spies may give players an advantage over their opponents.
- Tech Up/Research - During each player's turn they will have the ability to buy tech upgrades. These upgrades will allow players to build a game plan and become more efficient in the areas they need to execute their plan. This is a meaningful choice because players will only be able to upgrade their technology based on what technology they have already researched, and based on the resources that are available. This will make players think ahead of what types of technologies they want access to, and what strategies they want to employ.

# Feature Set

## General Features

One Small Step is a game that intertwines resource management, trade, engine building and espionage.

- Resource Management - The Primary Focus of One Small Step. Players will produce and spend resources on various upgrades and spies. Knowing how to spend resources effectively will be key to a player's victory.
- Trade - In addition to managing resources, players will actively be selling, and buying goods in order to capitalize on their surpluses, and making up for whatever resources are more scarce.
- Engine Building - As players begin to gain access to more technologies and gain access to better resources, and production, they will see themselves flourish, and can use their expanded production to research more technologies even faster.
- Espionage - Players will have access to an array of abilities and cards, based on their network of spies and intelligence. Players can use this as a safety measure from their crafty opponents, or go on the offensive to gain an advantage against your opponent.

## Game Components

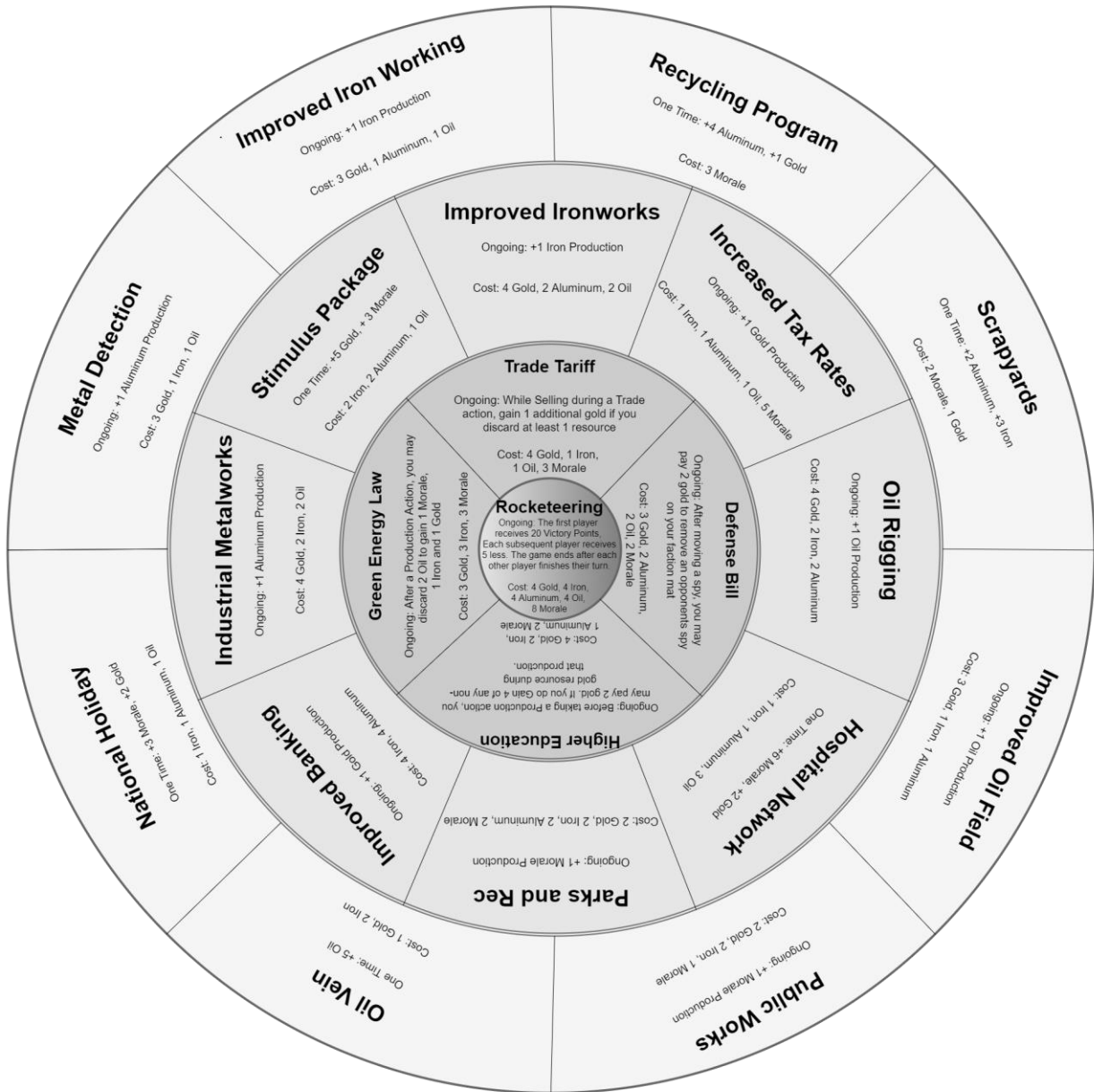
- 1 Game Board with shared technology tree
- 4 Player Faction Mats
- 60 "Morale" resource Tokens
- 60 "Iron" resource Tokens
- 60 "Aluminum" resource Tokens
- 60 "Oil" resource Tokens
- 100 Currency Tokens
  - 20 - 1 Gold Tokens
  - 30 - 5 Gold Tokens
  - 30 - 10 Gold Tokens
  - 20 - 20 Gold Tokens
- 4 double-sided "Morale" resource upgrade cards (a +1 side and a +2 side)
- 4 double-sided "Iron" resource upgrade cards (a +1 side and a +2 side)
- 4 double-sided "Aluminum" resource upgrade cards (a +1 side and a +2 side)
- 4 double-sided "Oil" resource upgrade cards (a +1 side and a +2 side)
- 4 double-sided "Gold" resource upgrade cards (a +1 side and a +2 side)
- 75 Espionage Cards
- 16 Spy Tokens, 4 for each faction
- 22 China Faction Markers
- 22 U.S.A. Faction Markers
- 22 Japan Faction Markers
- 22 USSR Faction Markers
- 8 Secondary Objective Cards
- Rule Book

# Rules & Mechanics

## Game Setup


To setup the game players should do the following steps:

1. Place the game board in between all players.
2. Players then roll a die to see who picks their faction first.
3. The player that wins the die roll picks their faction mat followed by the person to their right. Repeat this process until each player has a faction mat.
4. The player that got the last faction mat goes first.
5. Place the Morale, Iron, Oil, Aluminum resource tokens, as well as the various currency tokens into separate piles, within easy reach of all players, split into multiple piles if needed. This is considered the “supply”.
6. Each player then takes 2 of each resource, regardless of which faction mat they chose, and places it near their faction sheet. This is considered a player’s “stockpile”.
7. Shuffle all espionage cards together, and place them in a stack within easy reach of all players.
8. Next, distribute the four (4) corresponding spy tokens to each player, as well as the twenty-two (22) corresponding faction markers.
9. Each player then places one faction marker on the Tier 1 section of the spy network on their own faction mat.
10. Shuffle all secondary objective cards together, then draw one secondary objective card randomly. One player should read the requirements for this objective to all players and place it face up near the game board. Afterwards, place the remaining Secondary Objective cards back into the game box.







### China Faction Mat

 <b>China</b> [Racial Ability] - Once per turn, you may discard one Espionage card to gain one resource of your choice.					<b>Spy Network</b>	
Produce					[Tier 1] - Play 1 Espionage card or Draw 1 Espionage card.	
Morale	Iron	Oil	Aluminum	Gold	[Tier 2] - Play 1 Espionage card, then you may draw 1 Espionage card. Cost: 1 Oil, 5 Gold	
+1	+1	+1	+1	+1	[Tier 3] - Play 1 Espionage card, then you may draw up to 2 Espionage cards. Cost: 1 Iron, 1 Oil, 8 Gold	
+1	+1	+1	+1	+1	[Tier 4] - Play 1 Espionage card, then you may draw up to 2 Espionage cards or steal 1 randomly from an opponents hand. Cost: 2 Iron, 2 Oil, 10 Gold	


### Japan Faction Mat

 <b>Japan</b> [Racial Ability] - Once per turn, after placing a spy token on an opponent's faction mat, you may discard 1 Espionage card to steal 1 of their Espionage cards at random.					<b>Spy Network</b>	
Produce					[Tier 1] - Play 1 Espionage card or Draw 1 Espionage card.	
Morale	Iron	Oil	Aluminum	Gold	[Tier 2] - Play 1 Espionage card, then you may draw 1 Espionage card. Cost: 1 Oil, 5 Gold	
+1		+1	+1	+1	[Tier 3] - Play 1 Espionage card, then you may draw up to 2 Espionage cards. Cost: 1 Iron, 1 Oil, 8 Gold	
+1	+1	+1	+1	+1	[Tier 4] - Play 1 Espionage card, then you may draw up to 2 Espionage cards or steal 1 randomly from an opponents hand. Cost: 2 Iron, 2 Oil, 10 Gold	

### USA Faction Mat

 <b>USA</b> [Racial Ability] - Once per turn, during a Trade/Sell Action you may discard one morale to gain one gold.					<b>Spy Network</b>	
Produce					[Tier 1] - Play 1 Espionage card or Draw 1 Espionage card.	
Morale	Iron	Oil	Aluminum	Gold	[Tier 2] - Play 1 Espionage card, then you may draw 1 Espionage card. Cost: 1 Oil, 5 Gold	
+1	+1	+1		+1	[Tier 3] - Play 1 Espionage card, then you may draw up to 2 Espionage cards. Cost: 1 Iron, 1 Oil, 8 Gold	
+1	+1	+1	+1	+1	[Tier 4] - Play 1 Espionage card, then you may draw up to 2 Espionage cards or steal 1 randomly from an opponents hand. Cost: 2 Iron, 2 Oil, 10 Gold	

## USSR Faction Mat

 <b>USSR</b> [Racial Ability] - Once per turn, during a Research action, you may replace one other required resource with one morale.					<b>Spy Network</b>	
<b>Produce</b>					[Tier 1] - Play 1 Espionage card or Draw 1 Espionage card.	
Morale	Iron	Oil	Aluminum	Gold	[Tier 2] - Play 1 Espionage card, then you may draw 1 Espionage card. Cost: 1 Oil, 5 Gold	
	+1				[Tier 3] - Play 1 Espionage card, then you may draw up to 2 Espionage cards. Cost: 1 Iron, 1 Oil, 8 Gold	
+1	+1		+1	+1	[Tier 4] - Play 1 Espionage card, then you may draw up to 2 Espionage cards or steal 1 randomly from an opponents hand. Cost: 2 Iron, 2 Oil, 10 Gold	
+1	+1	+1	+1	+1		

## Turn Sequence

One Small Step does not use rounds or phases, but instead uses a continuous action selection system. Players will each take turns taking one action at a time, in turn order, until the End Game Conditions have been met.

On your turn, a player may do any of the following actions: Produce, Trade/Sell, Research Technologies, Espionage Action, Train Spies, and Place Spies.

***Produce*** - The active player checks their faction mat, for any related upgrades, spies and resource upgrade cards for all applicable bonuses. The player then takes all resources listed on their faction mat and upgrades from the supply and adds it to their stockpile.

In the event that players run out of any resource type from the supply, use other types of tokens or markers, or write down how many resources the player should have in excess. There is no limit to the amount of resources a player can have in their stockpile.

***Trade/Buy and Sell*** - The Trade action is split between buying and selling goods. The active player may either buy or sell goods during a trade action, they may not to both in the same action.

***Sell*** - The active player may discard up to three (3) of any, non-morale, resource, and immediately gain an equal amount of Gold resource tokens in exchange.

***Buy*** - The active player may discard up to three (3) Gold resource tokens and immediately gain an equal amount of any other, non-morale, resource.

Please note, the morale resource may not sold to gain gold, and may no be purchased with gold during a trade action.

**Research Technologies** - The active player checks the technology board for a technology they would like to purchase, and discards the required resources, as indicated in the space on the board. Afterwards, the player places one Faction marker on the corresponding space, and immediately gains any bonuses or effects from that technology. These bonuses can range from one-time effects, to ongoing bonuses, or immediate advantages with a cost, and are indicated by the following keywords: *One-Time; Ongoing*.

One-Time Bonuses - Immediately gain the resources or cards indicated

Ongoing Bonuses - Gain a bonus on future, corresponding actions, as indicated by the technology. These most often correspond to increased production.

**Espionage Action** - The active player first checks the tier level of their spies on their faction mat, as indicated by their faction marker. Players may then play an espionage card, and/or draw additional espionage cards afterwards. Players are not required to play or draw cards during this action, but they must play cards before drawing, unless otherwise stated by a game effect.

To play an espionage card, simply reveal the card to the opposing players and read the card effect out loud to them. Afterwards, resolve the effect on the card, if able, and place the card face-up in a pile near the Espionage deck to create a discard pile. Place future played espionage cards on this pile.

To draw a card, simply take the top card from the face-down espionage deck. If a player wishes to draw an espionage card, but there are no longer cards in the espionage deck, or there are not enough cards, shuffle all discarded espionage cards together to create a new espionage deck, then draw cards as normal. Players may only have 5 espionage cards in their hand, at any given time, unless otherwise stated by the game rules. If a player has more than 5 cards they must first discard down to 5 cards before taking any further actions.

**Train Spies** - The active player checks the current tier level of their spies, as indicated on the faction mat by their faction marker. The player then pays the resource cost indicated on the next highest tier level on their faction mat. If a player's spies are at the highest tier level, the player may no longer take the Train Spies action. Players are able to use a number of spy tokens, equal to the current tier level of their spy network.

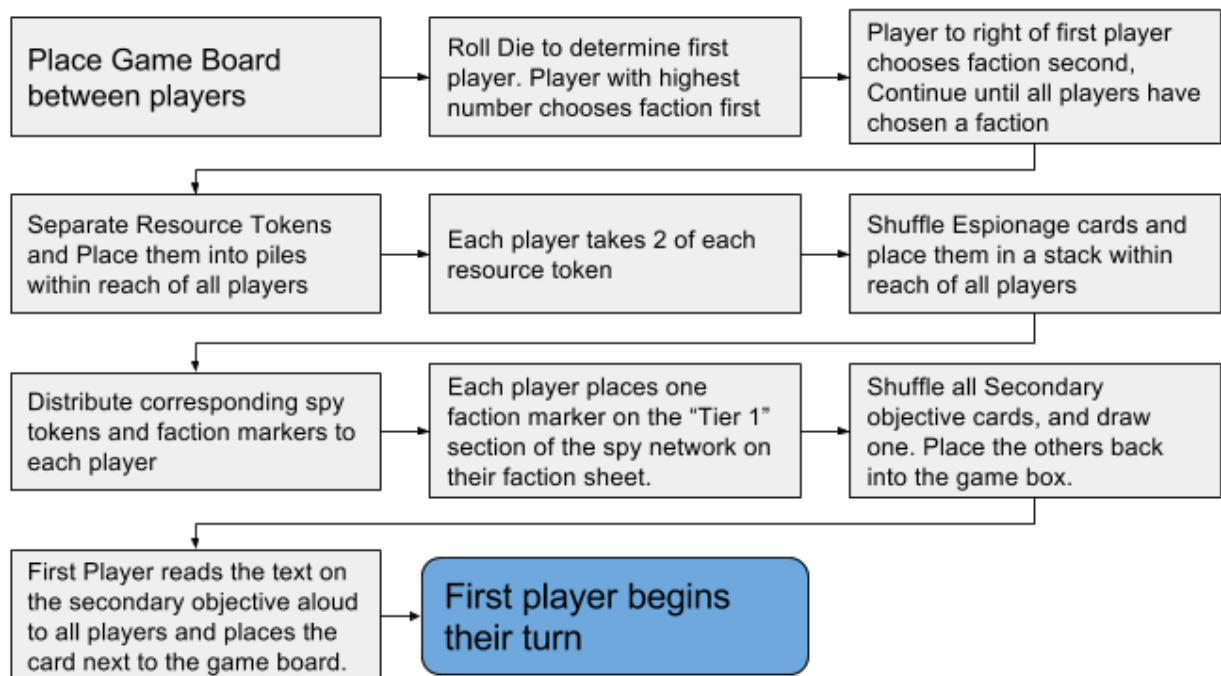
**Place Spies** - The active player takes one of their available spy tokens and places it either on an opponent's faction mat, or on the Technology Board. Spy tokens placed on an opponent's faction mat, should be placed in the "Produce" section of their board, on top of one of the resource types. This indicates your spy stealing information regarding production. When that player performs a Produce action, you may steal one resource from that player corresponding to the type of resource in which the spy is stealing information.

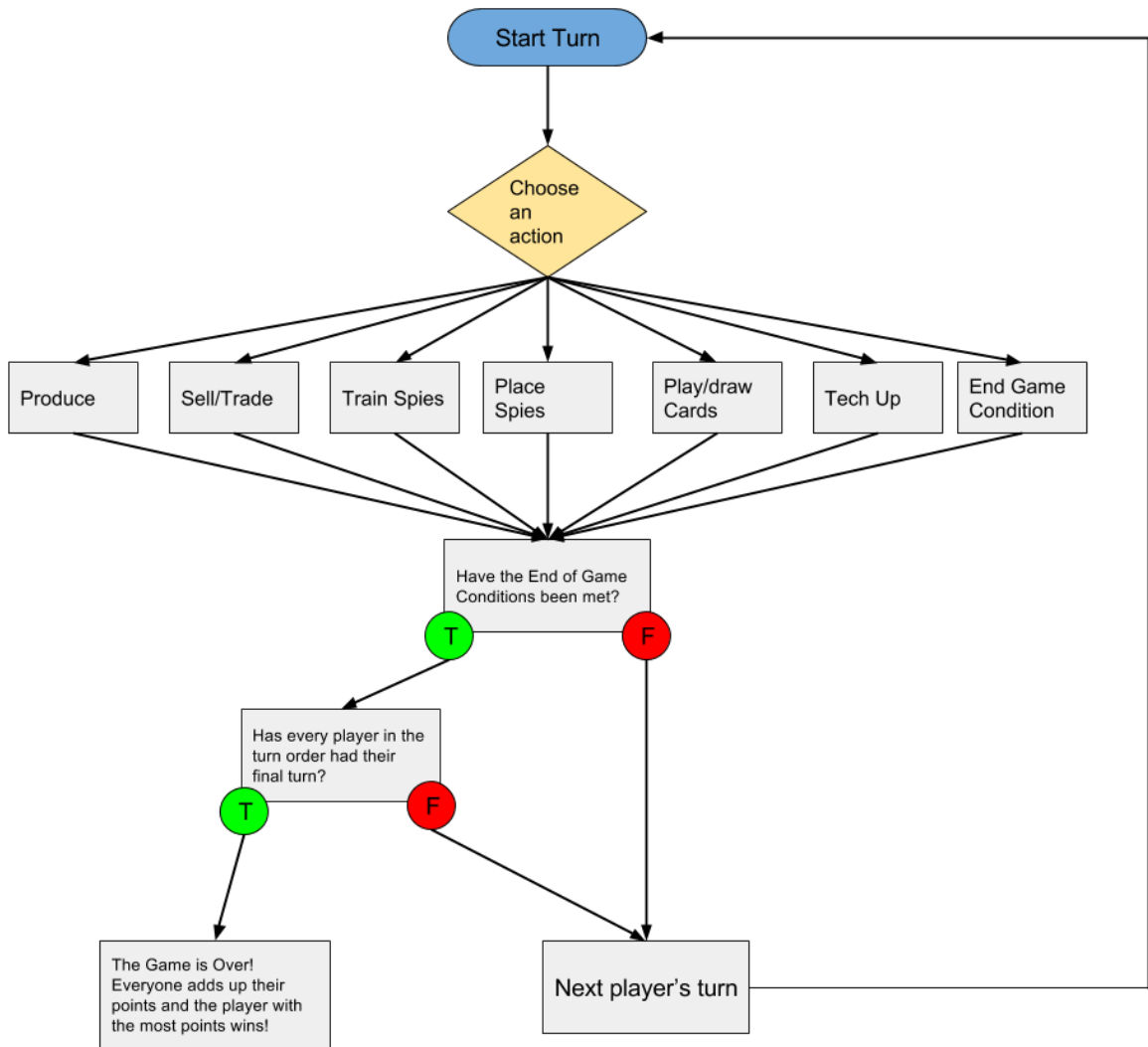
Placing spies on the Technology board indicates that your spy is sabotaging other players, and blocking or stealing information. While your spy is on a space an unoccupied technology space, no other players may research that technology. While your spy is on a space that has already been researched by another player, you also gain access to any ongoing benefits of that technology. Though you gain access to the ongoing bonus, this does not mean you have researched that particular technology, so you will still need to pay the upgrade costs, and have any appropriate prerequisite technologies to gain permanent access to the benefits.

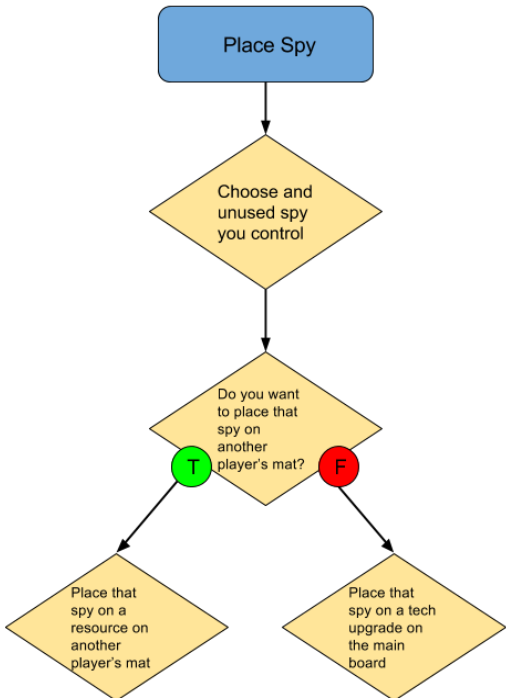
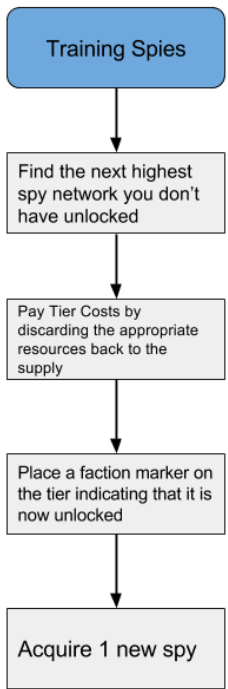
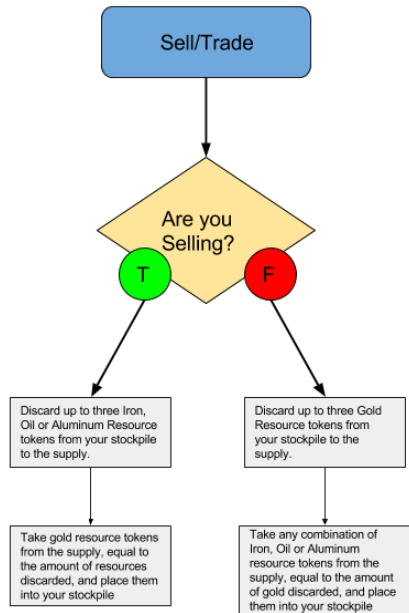
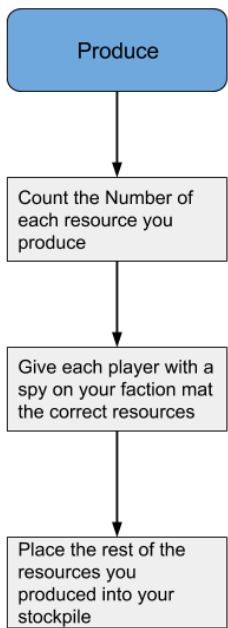
## Detailed Rules for Specific Pieces

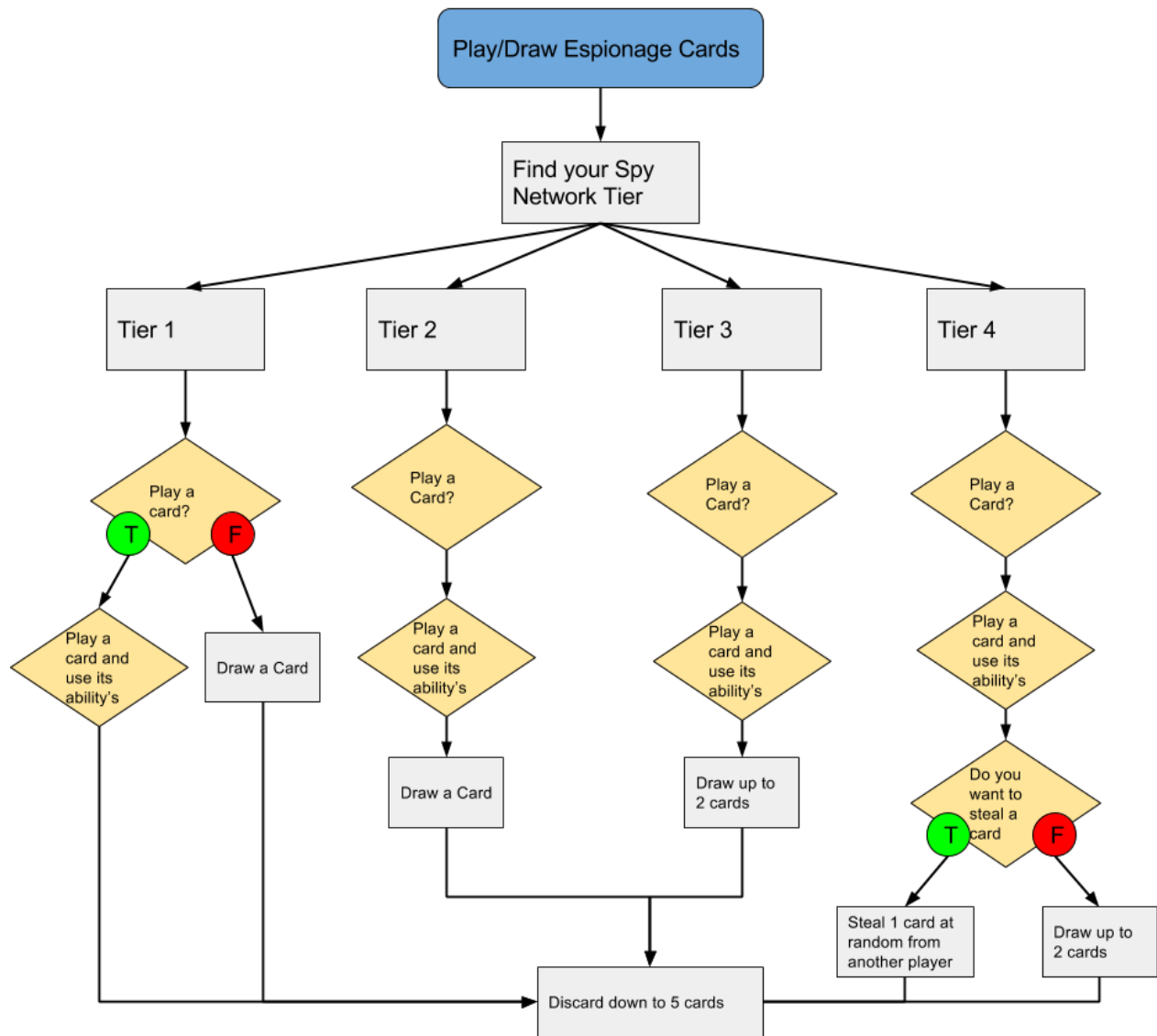
**Resource Upgrade Cards** - Resource upgrade cards use used to keep track of improvements to a player's produce action. There are 4 double-sided resource upgrades cards for each resource type, for a total of 20 resource upgrade cards. The front and back side of the cards feature a +1 and a +2 respectively. These numbers represent an increase to the amount of resources gained during a produce action, for a specific type of resource,(i.e. iron resource upgrade cards give additional iron resource tokens to the player during a produce action). To gain access to these cards, players will need to research certain upgrades on the technology board, indicated by the *Ongoing* keyword. After purchasing the upgrade, a player should place the appropriate resource upgrade card underneath their faction mat, below the corresponding resource type, with the +1 side face-up. If both upgrades for a particular resource are researched, flip the corresponding card so that the +2 side is face-up.

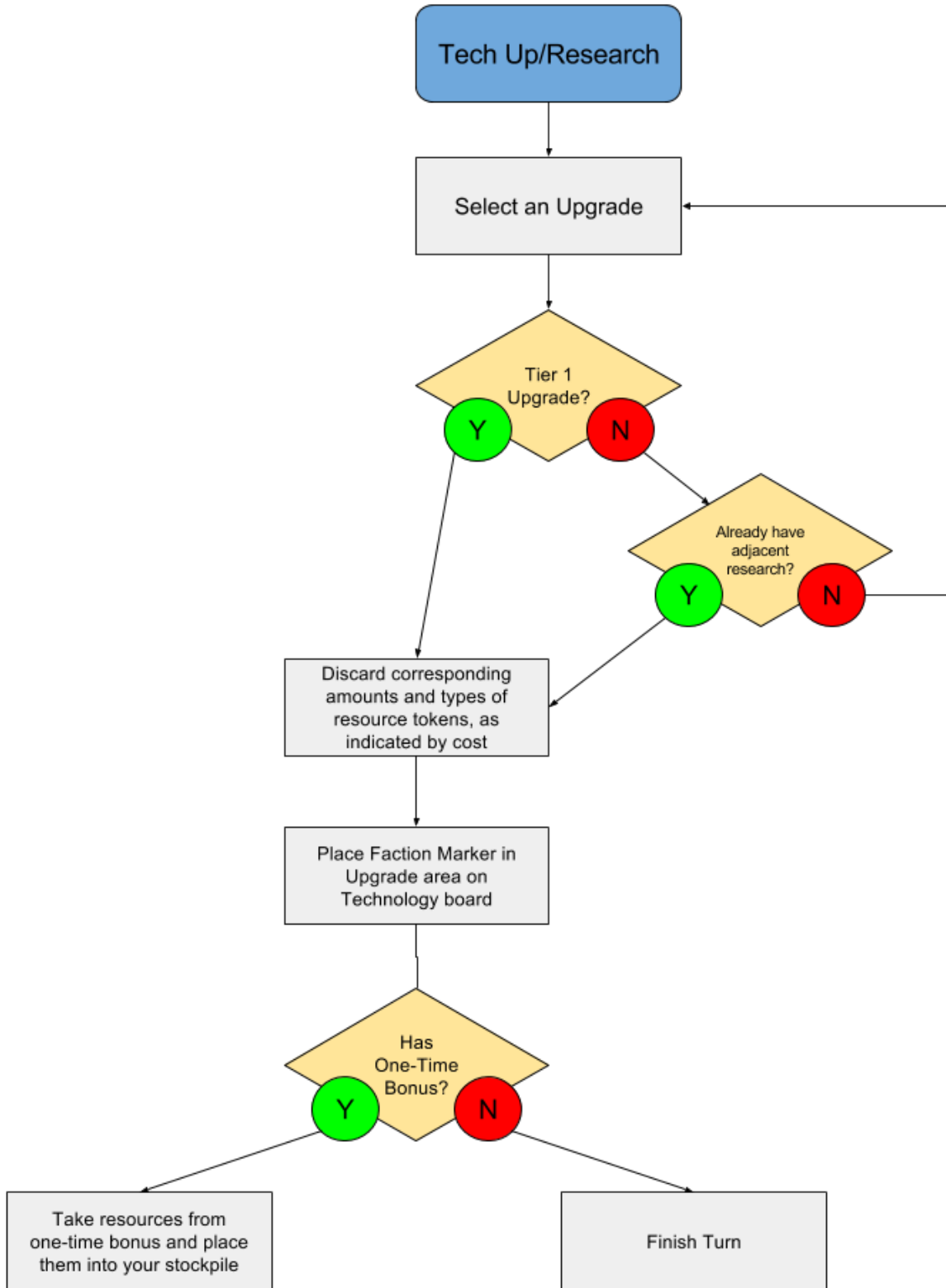
## Flowcharts



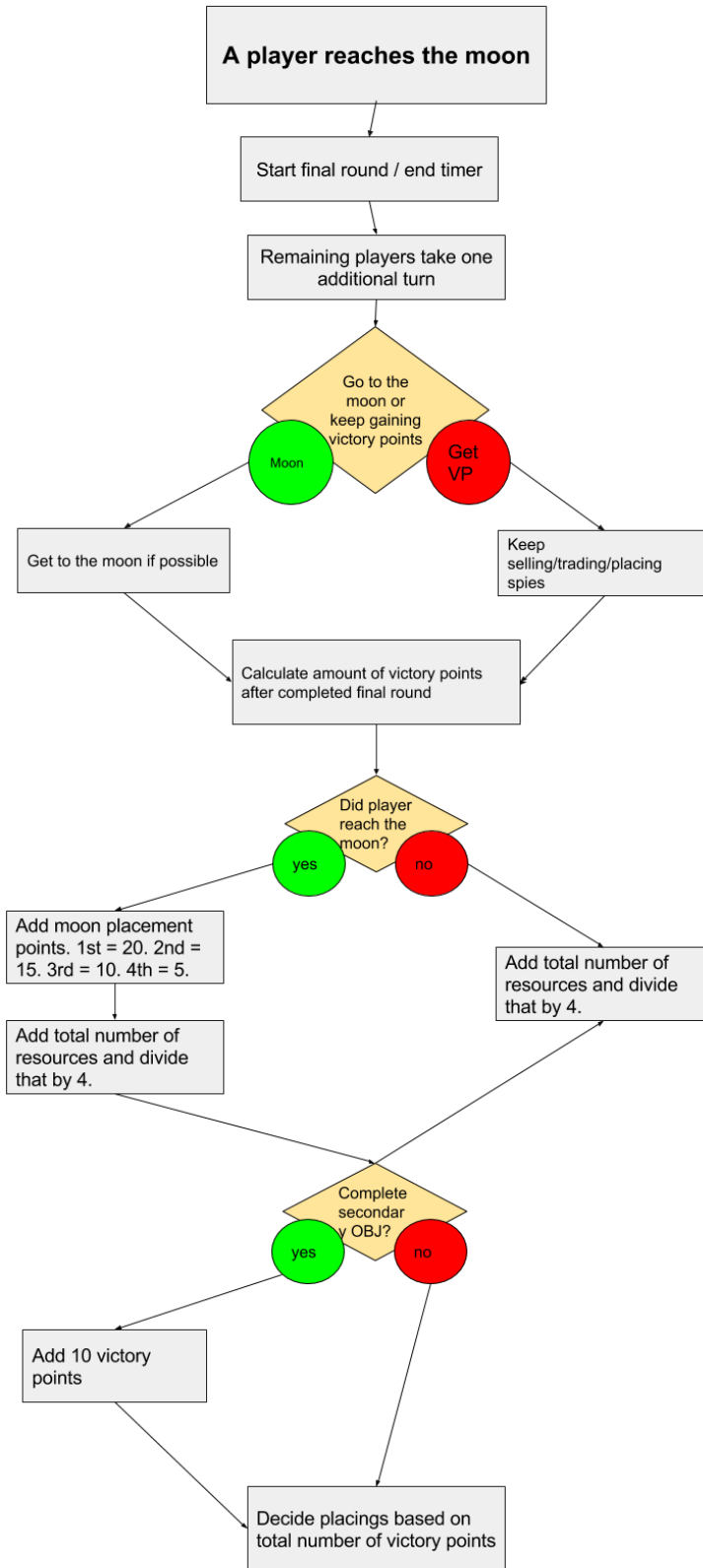












## End Game Conditions

The end game is getting to the moon. Once a single player reaches the moon, that player will receive twenty (20) victory points, as well as starts a timer. The timer is essentially giving each remaining player one turn to try to reach the moon. In the case that multiple players reach the moon within the time limit, the player that reached the moon first will receive twenty (20) victory points and every player after that will receive five (5) less. Example would be first player gets twenty (20), second player gets fifteen (15), and the third gets ten (10). If a player does not reach the moon by the end of the time limit, they shall receive zero (0) victory points.

Every player who fulfills all of the criteria on the active secondary objective card will also gain victory points, as indicated on the objective card.

Finally, each player will gain victory points based on the resources in their stockpile. Players count all resources in their possession and gain one victory point for every four (4) resources, rounded down. For Example, a player ending with 11 resources would only gain 2 extra victory points.

The player that reaches the moon could still not become victorious if another player has more victory points than the player that did reach the moon. This will create a struggle for the players to balance every mechanic in order to become the champion.

## Rules Questions & Strategies

### **“Do I have to get to the moon first to win?”**

*Not necessarily. There are situations where a player can get to the moon second, third or not at all and still have accumulated the most victory points when the end game timer is finished. These situations are much less common, but possible.*

### **“Does the end game timer mean the end of the game?”**

*It means someone has reached the moon & every other team will have equal time to reach the moon as well. If player 1 is first to go in a certain round and reaches the moon on this turn, the remaining players will all have an opportunity to reach the moon in their final turn.*

### **“How long does the game last?”**

*Using the variables in the game manual, a typical game can run between 15-30 minutes, depending on how fast players use their turns.*

### **“Is this game historically accurate?”**

*Yes and no. China and Japan weren't big contributors to the “space race” in the 1950s and 60s. The bulk of the tech race was between the USSR and United States. For the purpose of increasing number of players from 2 to 4, we have inflated their contributions from the time period. The game does, however, feature a very relevant espionage element which has great historical significance to the period.*

### **“Can I win just by spying on other teams?”**

*Spying on other teams can be advantageous, but it remains to be seen if a team can consistently win building their strategy solely around spying.*

### **“Is there a limit to how many spies my team can have?”**

*Each team is limited to four spies.*

### **“What happens to the discarded resources?”**

*The discarded resources remain in the discard pile unless players run out of resource cards and must recycle them back into the featured deck.*

### **“Can I train my spies to any level I want?”**

*No, the spy network is increased one level at a time. Spies cap out at tier 4 and cannot be trained any higher than that.*

### **“How do I get more Spies?”**

*Each time a player improves their spy network tier, they gain access to an additional spy. Players start with Tier 1 unlocked, giving them access to 1 spy at the start of the game.*

**“Can we attack other countries?”**

*No. This game is built around the Cold War, which was a predominantly conflict free military and technological build up between the Soviet Union and United States. To make a more historically accurate game, warfare was purposely left out so that teams (countries) focused on engineering, country morale and resources.*

**“Can we sell country morale for gold or resources?”**

*No.*

**“What’s the easiest way to win the game?”**

*From a point perspective, getting to the moon will always be the easiest and quickest way to win the game. The bulk of the victory points needed to win can be obtained by landing on the moon first.*

**“Is it better to build up your spy network or resource production?”**

*That is a matter for the player to decide on. Each variation of play has its benefits and drawbacks. When producing resources, spies are able to take part of your production. If you heavily invest in spies, you may miss out on resource production that could have yielded more value for you in victory points.*

**“Can teams play cooperatively?”**

*Not at this time. At this point in history, countries had great pride in their country and nationalism was at an all time high.*

**“Can teams sell and trade with one another?”**

*Not in this version. Players can only trade or sell goods to the bank.*

**“How can I produce more resources?”**

*Upgrade cards can be attached to existing resources in +1 and +2 increments to increase productivity.*