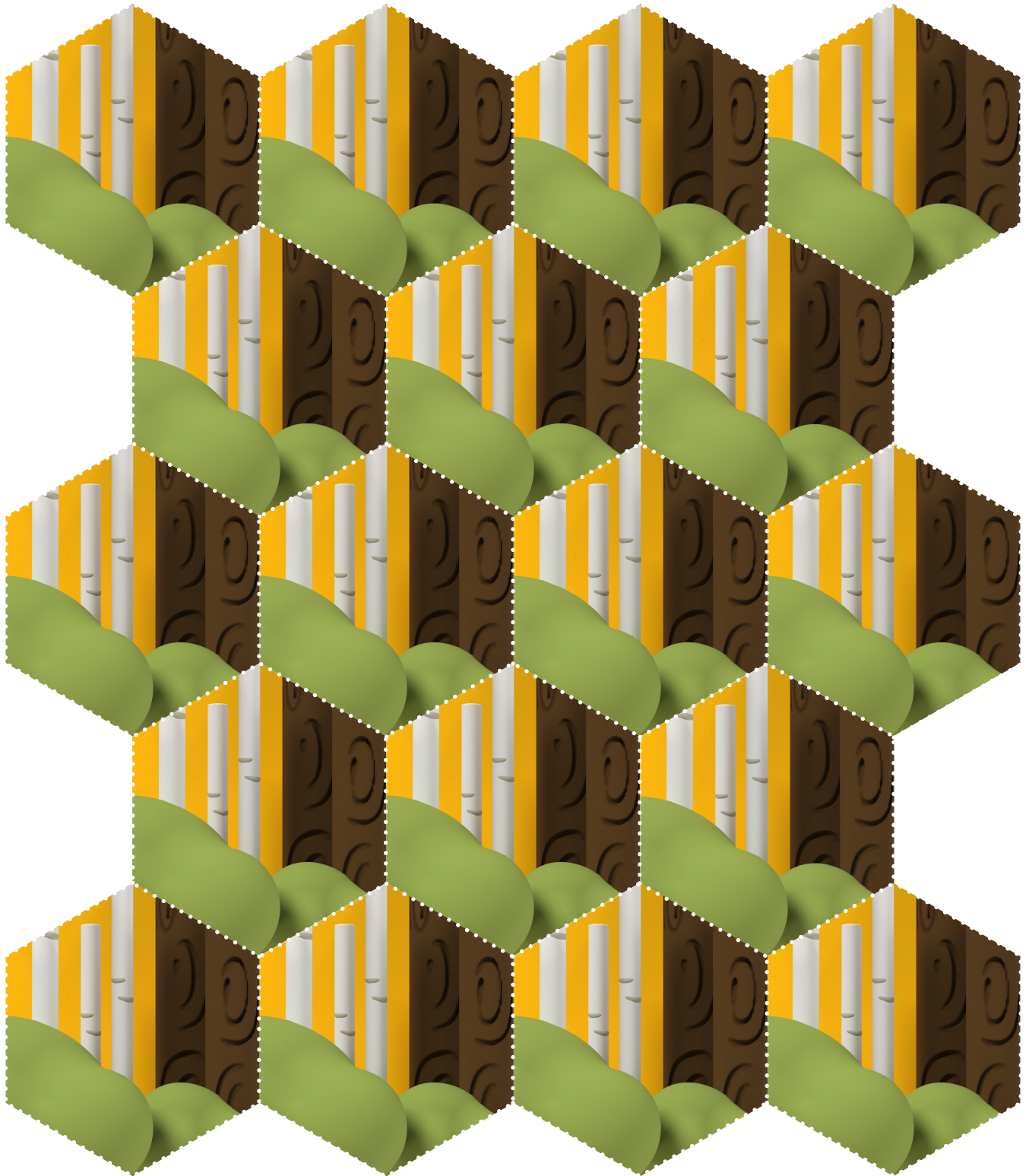
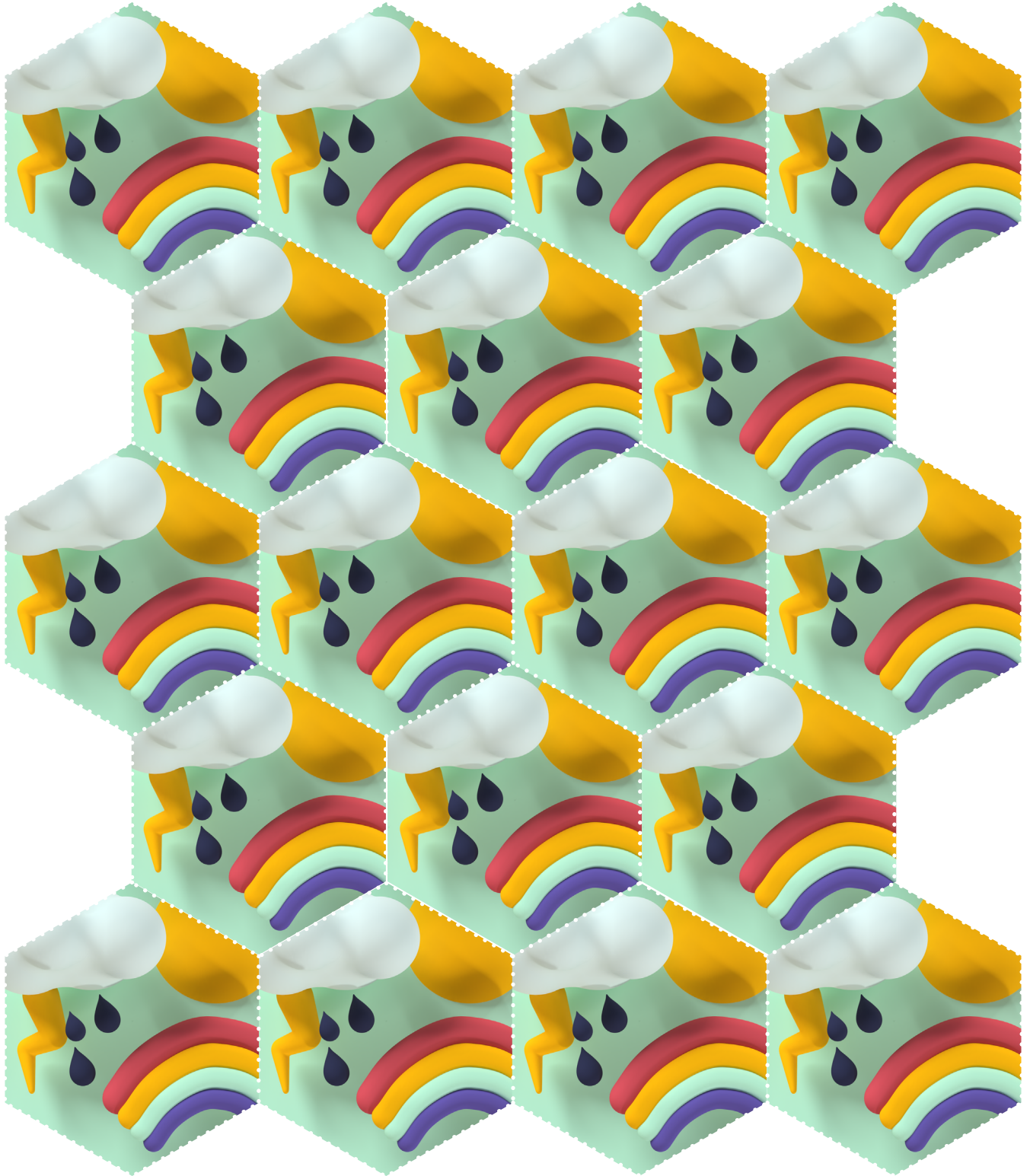
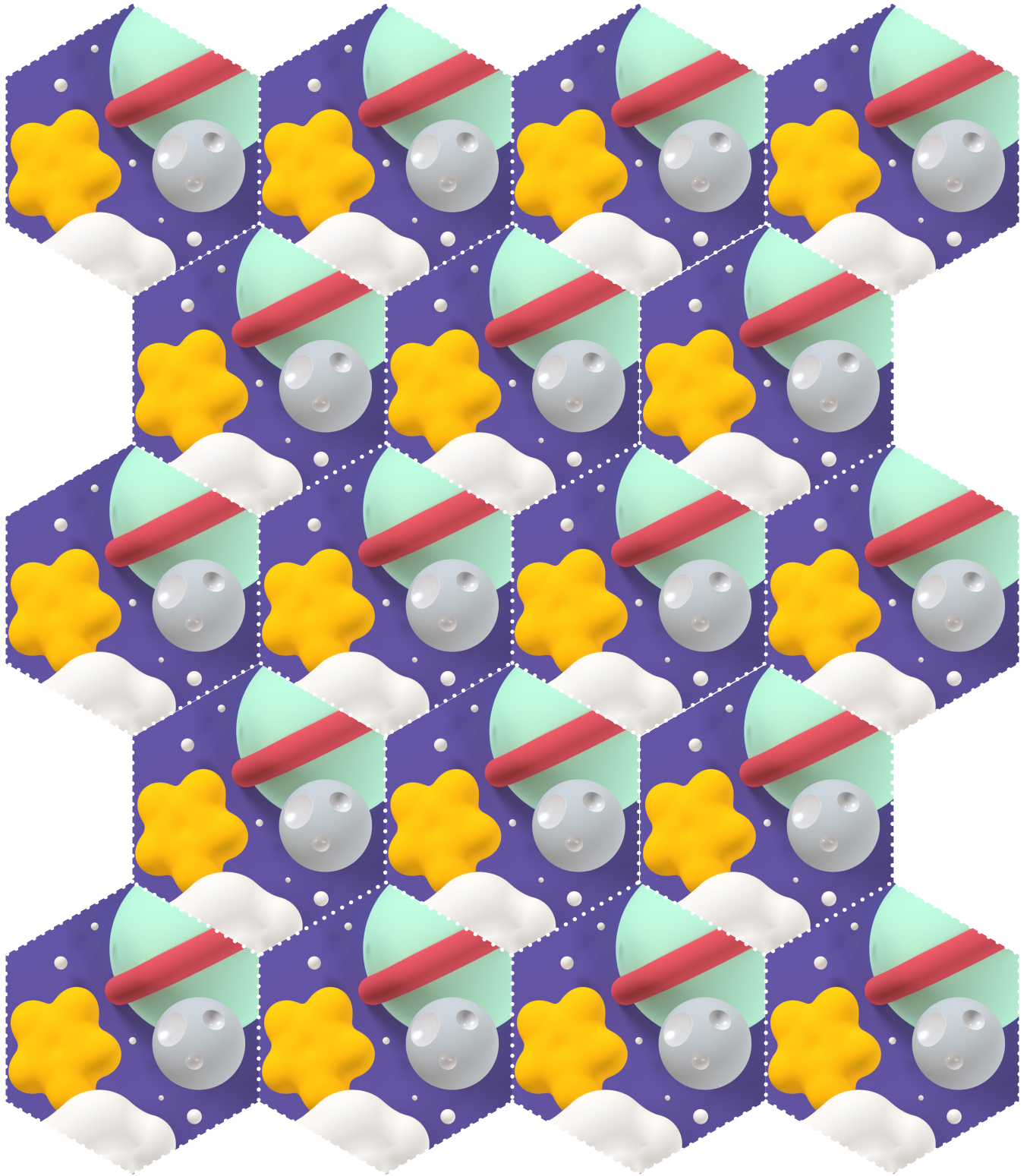


**BODY OF KNOWLEDGE:** Surface







BODY OF KNOWLEDGE

**ROLL GAME ACTION**

2/3/4 **SPARK**

Create a card from your existing knowledge

5/6/7 **SEEK**

Create a card from research

8/9/10 **SWAP**

Trade cards with another player

11/12 **STEAL**

Take a card from another player

2023 STEPHANIE O'DELL DAUGHERITY

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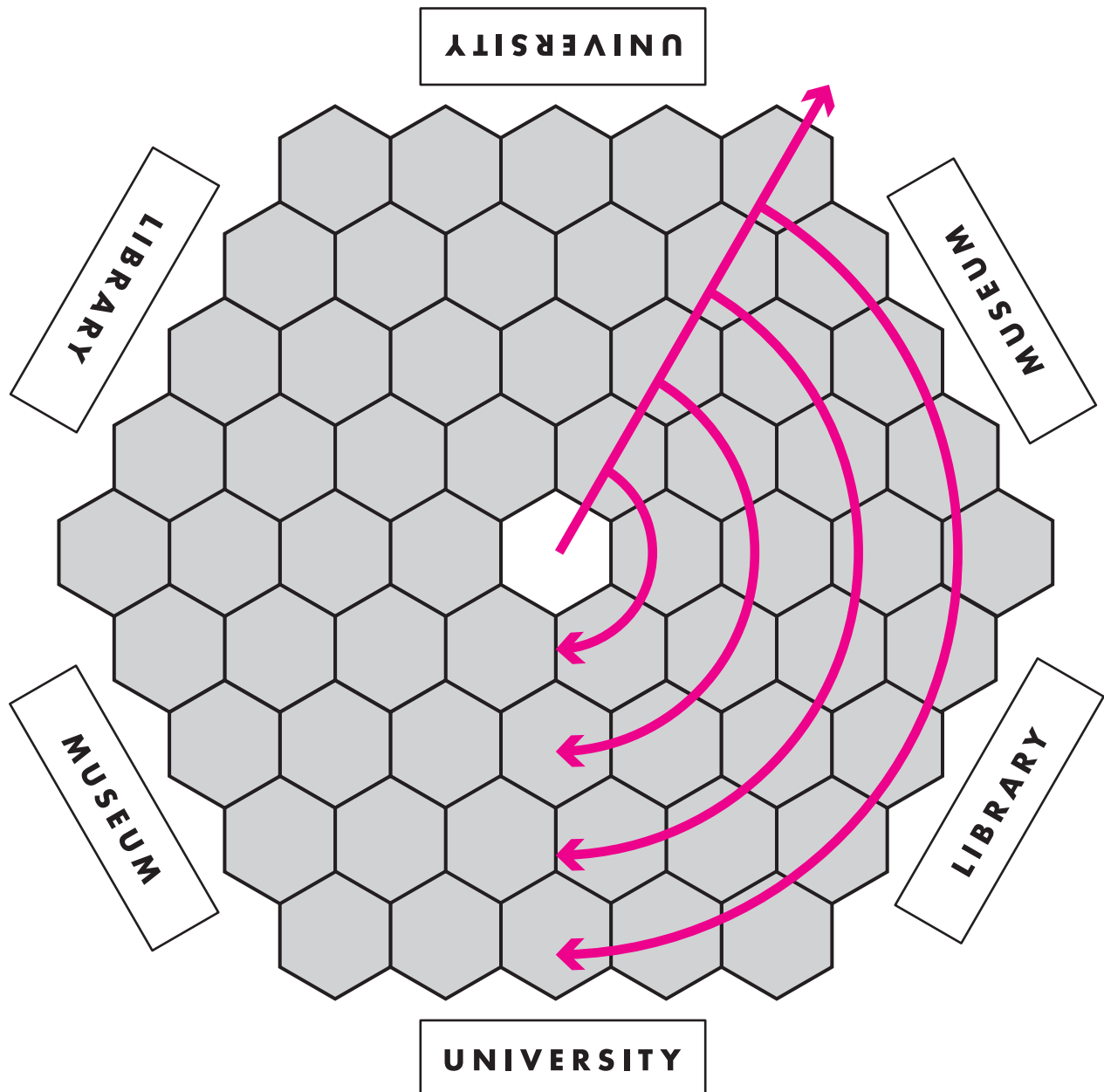
BODY OF KNOWLEDGE

BODY OF KNOWLEDGE

# BODY OF KNOWLEDGE

## SETUP THE BOARD:

1. PLACE THE HEX TILES
2. PLACE MUSEUMS, LIBRARIES, AND UNIVERSITIES
3. SEE THE GAME RULES FOR PLAY INSTRUCTIONS



**MUSEUM**

**MUSEUM**

**LIBRARY**

**LIBRARY**

**UNIVERSITY**

**UNIVERSITY**



↑ CUT OUT THE INSTITUTIONS

↑ CUSTOMIZE YOUR GAME PIECE WITH A PATTERN



MITxPro Game Design

Stephanie O'Dell Daugherty

CAPSTONE PROJECT: Tabletop Game, Body of Knowledge

RULES & GAMEPLAY

## ◆ **LEARN.**

Embark on an intellectual journey with 'Body of Knowledge,' the collaborative learning game that turns players into curators of their own collections. Conduct research to collect new knowledge, trade insights with teammates, and steal from opponents to expand your hand. The game encourages creative thinking and problem-solving as you spark new ideas together. The hex-tile board and dice ensure a unique play experience every time, keeping the excitement alive. Suitable for all ages, this game not only entertains but also fosters a sense of accomplishment as players work together to build their educational institutions. With an average playtime of 30 minutes, 'Body of Knowledge' is the perfect blend of fun and intellectual challenge. It's a must-have addition to your collection, engaging players aged 5 and up in a dynamic exploration of knowledge acquisition and teamwork.

## ◆ **PLAY.**

### **Setup The Game:**

To setup the game, the hex tiles are randomly arranged around the game board grid, and each player customizes their own player marker with the provided template. A stack of small blank cards and pencils are set to the side for gameplay. Players sit around the game board and select whether they intend on building a Museum, School, or Library. You'll need:

- A set of two dice
- A pencil or pen

### **Take A Turn:**

On the first turn, each player rolls one (1) die. The player follows the game action card for Spark or Seek (if the player rolls a one (1), they may choose to Spark or Seek as their first game action). Players take turns rolling dice that determine how many spaces the player may move, and the play action they will take when they land. Players move around the rings of the board created by the hex tiles. Each tile represents either Sea, Surface, Sky, or Space. On their turn, the player will take the play action determined by their dice roll:

- **SPARK:** Write a new card for your hand
- **SEEK:** Research a new card for your hand
- **SWAP:** Trade cards with another player
- **STEAL:** Take a card from another player

If a player rolls a SPARK, they write a fact from their own existing knowledge. Players write their landing tile category (SEA, SURFACE, SKY, or SPACE) on one side of the card, and their fact on the other side. If a player rolls a SEEK, they use research tools to look up one fact for their new card (use an encyclopedia, trusted databases, etc.). Players write their landing tile category (SEA, SURFACE, SKY, or SPACE) on one side of the card, and their fact on the other side. If a player rolls a SWAP, they may trade cards with any other player. You may not look at the other player's card before asking to swap. If a player rolls a STEAL, they may take any card from any other player. You may not look at the other player's card before taking it. On the other side of the card, the player writes one fact that fits into the category determined by the current landing position.

### **Build An Institution:**

Players collect sets of cards determined by their goal institution:

- **MUSEUM:** 1 set of 6 cards
- **SCHOOL:** 2 sets of 3 cards
- **LIBRARY:** 3 sets of 2 cards

A set of cards must connect conceptually in some way to be valid for play. Valid sets are determined by group vote or an independent game master.

**Win The Game:**

Players work to collect sets of cards that form their intended institution. If their institution is complete, the player must present their sets, concepts, and facts for the group. Winning institutions are determined by group vote or an independent game master. Multiple winners are possible if players complete and present their institutions in the same turn.

CATEGORY EXAMPLES:

SEA	SURFACE	SKY	SPACE
Wildlife	Humanities	Weather	Universe
Ocean	Geography	Atmosphere	Planets
Land formation	History	Environment	Religion
Geography	Language	Wildlife	Astronomy
Maritime	Wildlife	Aviation	Mythology

◆ **Concepts from the game:**

- Players bring their own knowledge to the game (no pre-packaged trivia)
- Players must collaborate to achieve their goals
- Players must problem-solve and use creative thinking to connect their facts together into sets
- Nobody is a loser if we all think together!



◆ **ASSET CREDITS:**

Print-and-play PDF game design: Stephanie O'Dell Daugherty

Concept design: Stephanie O'Dell Daugherty

Game box art: Stephanie O'Dell Daugherty

Game art 3D environment samples: Stephanie O'Dell Daugherty on Womp.com

Game box 3D mockup: Digitalphaser (<https://creativemarket.com/digitalphaser/7051729-Board-Game-Design-Mockup>)

**\*\*GAME DESIGN NOTES ON FEEDBACK LOOPS\*\***

**Landing tile categories (SEA, SURFACE, SKY, SPACE):**

These categories push players to go outside their comfort zone with the knowledge they collect. It adds randomness to the category of knowledge, so that players cannot rely on one narrow specialty. The category examples in the chart above show that this is a generous feedback loop because the categories are only partially limited, and player creativity could be rewarded.

**Roll for movement and game action (SPARK, SEEK, SWAP, STEAL):**

Every turn starts by rolling the dice. The random number generated indicates both the player movement around the board, and a special game action for that turn. These game actions facilitate the creation and trade of knowledge collection cards. This random chance action rewards or hurts players based on player strategy and preferences.