EXPLORAMON

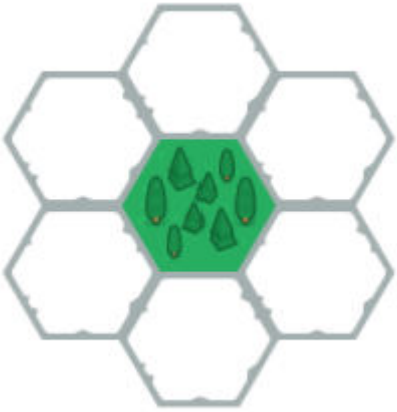
A hex-based town building game by Simon Karman (mail@simonkarman.nl)

Exploramon is an easy to play hex-based game. In this hex-based environment the players try to build a village. Building a villages costs great positional planning of the village layout and efficient gathering of resources. Keep in mind that while building your own village the other players are also trying to build their villages on the limited amount of hexes that are available to build on. Will you be able to create the most successful village?

Easy to Learn – Turn based – Friendly Aesthetics – Single Button Input

HEXES

Each hex is a six-sided polygon. The hexes can be tiled to create a hexagon tiling. In a hexagon tiling each hex has 6 neighbors.



A hex always has one land type and can have zero or one blueprint(s). Both land types and blueprints are explained below.

LAND TYPES

A hex always has one land type. There are five different land types in the game. Each land type has a friendly graphical representation that is easy to distinguish from the other land types.

This land type is one of the following: **Rock land (RL), Sand land (SL), Futile land (ØL), Dirt land (DL), or Grass land (GL)**. The default land type is Futile land. The land types of neighboring hexes can differ and the land type of an hex can be modified during the game.

The land type can be modified by the process of quarrying or cultivating.

The process of **quarrying**: At first Futile land will change to Sand land and when quarrying is continued, this Sand land will change into Rock land.

The process of **cultivating**: At first Futile land will change to Dirt land and when cultivation is continued this Dirt land will change into Grass land.

Sand land can still be changed back to Futile land when cultivated and Dirt land can still be changed back to Futile land when quarried, however when rock land or grass land is reached there is no turning back. Rock land and Grass land are a lot more resourceful though.

Blueprints

A hex can have zero or one blueprint(s). Each blueprint has a friendly graphical representation that is easy to distinguish from the other blueprints and that makes the purpose of the blueprint clear. There are lots of different blueprints in game and more blueprints can be added to create new content for the game.

When a blueprint is present on a hex, this blueprint defines the purpose of the hex.

Gameplay

Please note that when referred to 'a player' this can either be a human or AI player.

The game starts in an environment rich with forests and mountains. To each player a starting hex will be assigned. This hex will be the starting point for the village of each player. The starting hex of the players are distributed fairly over the environment. In which 'fairly' means that each starting hex is game-symmetrical to the other starting hexes.

Before the game starts, each player chooses the land type of his starting hex. This can be any of the five land types. Choosing the Futile land type is of course useless, however all the other 4 options come with different opening strategies. After choosing the land type a townhouse is placed on top of the starting hex of each player.

Once the starting hex for each player is assigned the players will take turns one by one in a randomly chosen order for the rest of the game. During the game there is always only one player executing his turn. When playing, the player that is executing his turn is referred to as the current player.

Objective

The objective in the game is to gain control over the starting hex of any other player. The first player to achieve this objective wins the game.

Turn

Each turn consists of the following phases that are executed in the order below:

1. **Valuation Phase** – During the valuation phase the blueprints that a player owns are valuated. For each blueprint valuation earns and/or costs resources and determines whether the blueprint is

operational (used during the operation phase). The valuation order dependents on the purpose of the blueprint. The order is based on the following list, in ascending order:

i. *Zero Valuation* – These blueprints don't have any valuation purpose and are marked non-operational.
   Examples are Miscellaneous Buildings.
ii. *Positive Valuation* – Positive valuating blueprints will earn resources to the player and are marked non-operational
   Examples are Mines, Farms and Places of residential (Tents, Houses and Castles).
iii. *Negative and Mixed Valuations* – Negative and Mixed valuating blueprints costs resources. Mixed Valuations also earn resources. If the costs of a negative or mixed valuating blueprint are paid, it's marked-operational. For mixed valuating blueprints the resources are only gather when the costs are paid first. When the costs are not paid, the blueprint is marked non-operational.*****
   Examples are Churches, Taverns and Military Buildings..

2. **Blueprint Phase** – During the blueprint phase new blueprints can be build and existing blueprints can be upgraded. Note that when a blueprint is build or upgraded, it is marked non-operational.
   i. *Building a new blueprint* – A player can build a new blueprint on a hex that is not yet occupied by a blueprint. Building a new blueprint requires resources. The amount of resources can vary. The hex that the blueprint will be build on has to have at least one neighboring hex that has a blueprint by the current player on it.
   ii. *Upgrading an existing blueprint* – A player can upgrade an existing blueprint to an improved version of it. Not every blueprint can be upgraded. Upgrading blueprints costs resources. The amount of resources this costs may vary.
3. **Operation Phase** - During the operation phase each operational entity will execute its operation. The player decides on the order in which these operations are executed by tapping on the blueprints in the order they want. When tapped the operation is immediately executed. Operations may cost resources and may ask for additional actions by the player such as choosing what to execute or choosing a neighboring hex.

******The player can decide itself which blueprints he wants to pay the resources for. As long as the player has sufficient resources the player can keep selecting blueprints that the player wants to pay for. Note that only blueprints that are paid for will be marked operational and will gain positive resources.*

THE RESOURCES

In the game the player can collect and use a total of 5 different resources. Each resource has to be collected in a different way and can be spend on or by different kind of blueprints.

Please note that when playing the game the player can chose to focus on collecting and spending only some of the resources instead of all, however some resources are somewhat mandatory.

- *Energy (E)*
  Energy is the **main resource** that enables the player to execute its actions. It is the most important resource of all. Collecting more Energy will enable the player to execute more different actions in a single turn.
- *Wood (W)*
  Wood is one of the two **standard resources** that can be easily found on the island. Although it is easy to find it is still a much needed resource to build new blueprints.
- *Stone (S)*
  Stone is one of the two **standard resources** that can be easily found on the island. Although it is easy to find it is still a much needed resource to build new blueprints.
- *Food (F)*

Food is one of the two **special resources**. This special resource is harder to gather but can be used to improve the work force at a blueprint. More food means faster production!

- *Gemstones (G)*
  Gemstones is one of the two **special resources**. This special resource is harder to gather but can be used to buy new blueprints from the blueprint store. More gems means more different buildings.

Each players starts with 2W and 2S.

THE BLUEPRINTS

A player can build a lot of different blueprints. These blueprints define the behavior of the village. For example: blueprints will help building a larger village by gaining more resources, gaining more territory or increasing defense.

Blueprints have the following properties:

Property name	Data Type	Description
Expansion Name	String	The name of the expansion that this blueprint is part of. The standard expansion is 'Standard'.
Name	String	A descriptive name. The name must be unique across all the blueprints within one expansion.
Parent	Blueprint	The parent blueprint. If NULL this blueprint can be build on an empty hex, otherwise this blueprint can only be obtained when its parent blueprint is upgraded to it.
Valuation	ResourceSet	The valuation in resources of the blueprint used in the valuation phase. The resource set can be zero, positive, negative and mixed.
Cost	ResourceSet	The costs that are used to build (or upgrade to) this blueprint. The resource set can only be zero or negative.
Description	String	A short descriptive text on the purpose of this blueprint

STANDARD EXPANSION

The following blueprints are in the 'Standard' expansion:

Name	Parent	Valuation	Cost	Description
Townhouse	NULL	+2E	NULL	The Townhouse is placed on the starting hex of each player at the start of the game. When it is destroyed a player loses and can no longer participate in the game. This blueprint cannot be build.
Forest	NULL	NULL	NULL	This blueprint cannot be build
Mountain	NULL	NULL	NULL	This blueprint cannot be build
Mine	NULL	+1S per Mountain	-1E, -1S, -1W	The Mine is the easiest way to gather Stone. Each neighboring hex that has the blueprint Mountain on it will increase the income of the Mine.
Lumber camp	NULL	+1W per Forest	-1E, -1S, -1W	The Lumber camp is the easiest way to gather Wood. Each neighboring hex that that has the blueprint Forest on it will increase the income of the Lumber camp.