

# Bordering on Success

Game Chef 2017



Designed and Written by:

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Game Chef 2017 Entry

# **BORDERING ON SUCCESS**

## A Permaculture Card Game

Designed by: D. X. Logan

This year's theme was Borders. The ingredients were Yarn, Smoke, Cut, and Echo. Because of this, I designed a game centered around Permaculture. For those who don't know about permaculture, it is a system of agriculture and social design principles focused on applying patterns observed in natural cycles. One of the major understandings is that production is amplified along the edges of systems. These borders between areas are a key element in a working permaculture design. All four ingredients were applied to the design, with Echo and Cut being the most vital to the mechanics and ability to play.

## What You Need to Play

A pencil.

All printables at the end of this document, preferably on cardstock, cut out.

## The Story

In *Bordering on Success* you are playing one or more people working together to improve their property. Each comes from a different background and has different skills that they can apply to the property. There is no way to truly lose *Bordering on Success*. Instead, it is a matter of achieving greater success. After the game is over, a high total means you achieved more production along the borders within the property. A low score means you succeeded, but were hampered by difficulties and failures along the way. At the end of the day, you have always left the property better than when you first began.

## Your Character Choices

Each player selects one of the following characters. This choice is set once gameplay begins and may not be changed. Each character has some special area they are more effective in. When dealing with that area, apply the bonus listed with the character.



### Maddy

Educated with a focus on soil health, Maddy is intimately familiar with soil composition and capacities. Whenever she is playing an Earthworks card, increase the value of that card by +1.



### Jeff

Several years of study under a master gardener, along with nearly a decade of self-study has led Jeff to a point where he seems to have a second sense when it comes to plants. When playing a Plant Systems card, increase the value by +1



### Alan

Alan grew up on an organic farm. Unlike most of his neighbors, his family raised animals in a traditional polyculture. His history working with animals lends him a benefit of +1 whenever he plays an Animal Systems card.



### Cass

Cheerful and full of life, Cass seems able to make things happen with almost no visible effort. Activities she is involved in just seem to always go quickly and turn out positive in the end. Whenever she plays an Energy and Materials card, add +1 to the total.



### Bill

While he is older than the others involved in the project, he brings with him the weight of experience. In his lifetime, he has worked to help develop many other properties and can anticipate problems before they can arise. Whenever he turns over a Consequence card, he can turn it back again and ignore it. He can instead flip another card in its place.



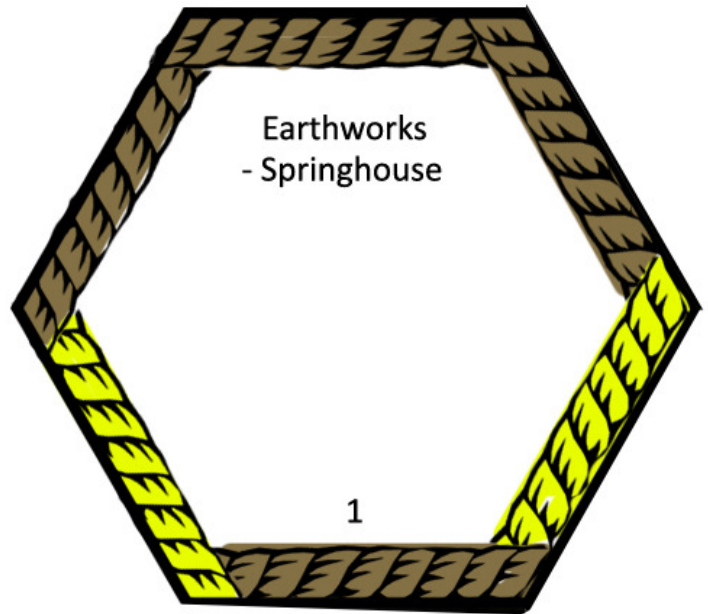
## The Cards

The back of every card bears the image of smoke. This represents the smokey haze of the unknown. The card types are divided between Hex cards and Echo Cards. The fronts of each type of card is described in detail below. Before you can play, the cards will need to be printed and cut out along the black borders.

### Hex Card Breakdown

Hex cards are the tiles you play on your turn. Each edge has colored yarn along the border of the card. This yarn is symbolic of the interwoven nature of all things on the property. When the colors of the Hex card you play are identical to the Hex card adjacent to it, Echo cards bearing that color are multiplied rather than added. These cards represent the areas of your property as they get developed and worked with. Several special Hex cards represent unexpected overlaps that occur along the borders of different areas and offer some positive interaction you didn't plan on.

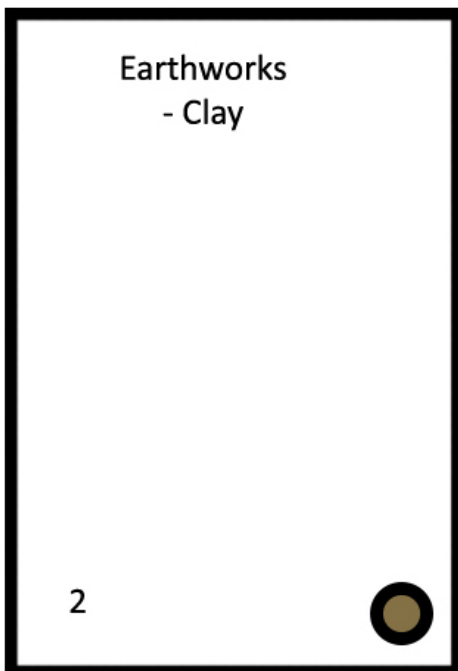
The word(s) at the top of the card represent the Type, followed by the name of the specific card after the dash. The number at the bottom of the card is the value of that card. 4 of the potential characters gain a benefit when playing cards of a specific type. At this time, the center has been left blank for eventual images.



### Echo Card Breakdown

Where Hex cards represent parts of your property, Echo cards represent actions taken and effort made. Several of these cards represent Complications that can have a major negative effect on your points.

At the top of the Echo card, the word(s) indicate the Type, followed by the name of the specific card after the dash. The number at the bottom of the card is its value. The colors indicated in circles are used to determine if you multiply or add the value. If at least one of the colors represented on the Echo card matches a paired border of the Hex card played that round, the value is multiplied.



## How to Play

At the start of play, a square of 9 Echo cards is laid on the table and the remaining cards set in a stack beside it. Each player is dealt Hex cards, one at a time, until each has a total of 4 cards in their hand. One final Hex card is flipped and laid at the center of the table. This represents a system already present on the property or one placed there immediately on their arrival.

The player to the left of whoever dealt the cards starts play by drawing an Echo card from the square. They set this in front of them and flip another within the square of cards. If that card matches the one in front of them, they draw it as well and flip another. This extended draw is the Echo effect where actions taken are considered to have a value that bounces off of things around them to increase the total effect. This continues until a non-match is flipped. The non-matching card is flipped back over to conceal it again. The player then selects a Hex card and chooses to place it wherever they wish so long as one edge is centered along the edge of the Hex on the table.

The value of the play is then calculated (See Scoring) and the Echo cards drawn are discarded. New echo cards are pulled from the main pile and laid face-down in the empty spots in the square. Play then moves to the next player who draws Echo cards in the same manner. As play progresses, it is possible to make numerous Hex connections at once. Doing so can improve the total score greatly if the right Echo cards are drawn.

### Variations of Play

#### Mass Echo

Instead of a 9 Echo card square, play with a larger card square. Variations include 16 or 25 card squares

#### Challenging Yourself

Instead of treating each game as a unique event, play each new game by trying to improve on your total success score above previous games.

#### Solitaire

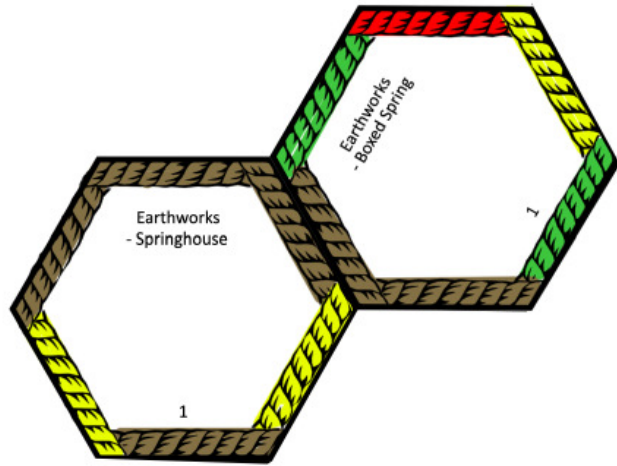
It is entirely possible to play this game with only a single player. While it will take longer and be slightly harder to achieve a score as high as normal, it can still be fun.



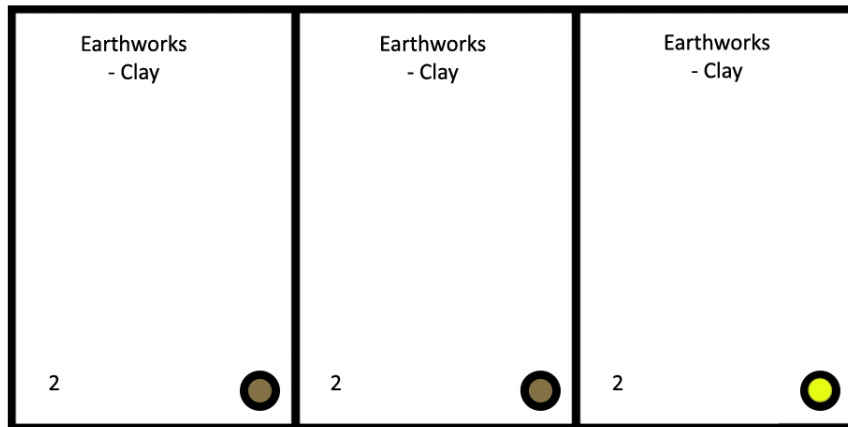
# Scoring Your Turn

At the end of your turn, your actions are tallied as follows:

1) Determine which edges of the Hex card you played are matching colored pairs.



2) Multiply the Hex card value by the Echo cards bearing those colors. (If you had a Hex card valued at 3, and two Echo cards bearing the correct colors valued at 2 each, then you would multiply 3 by 2 by 2 for a total of 12 points)

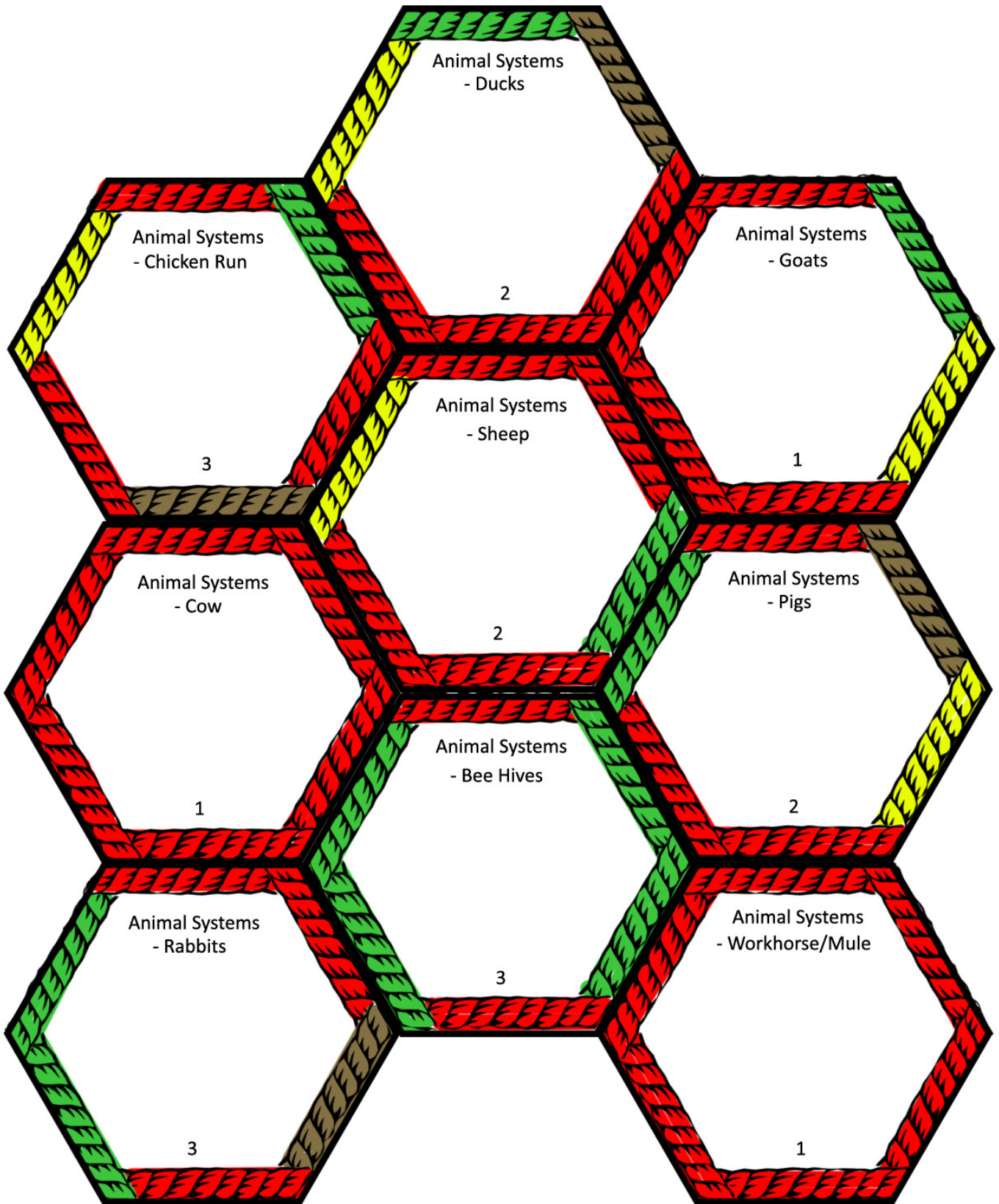


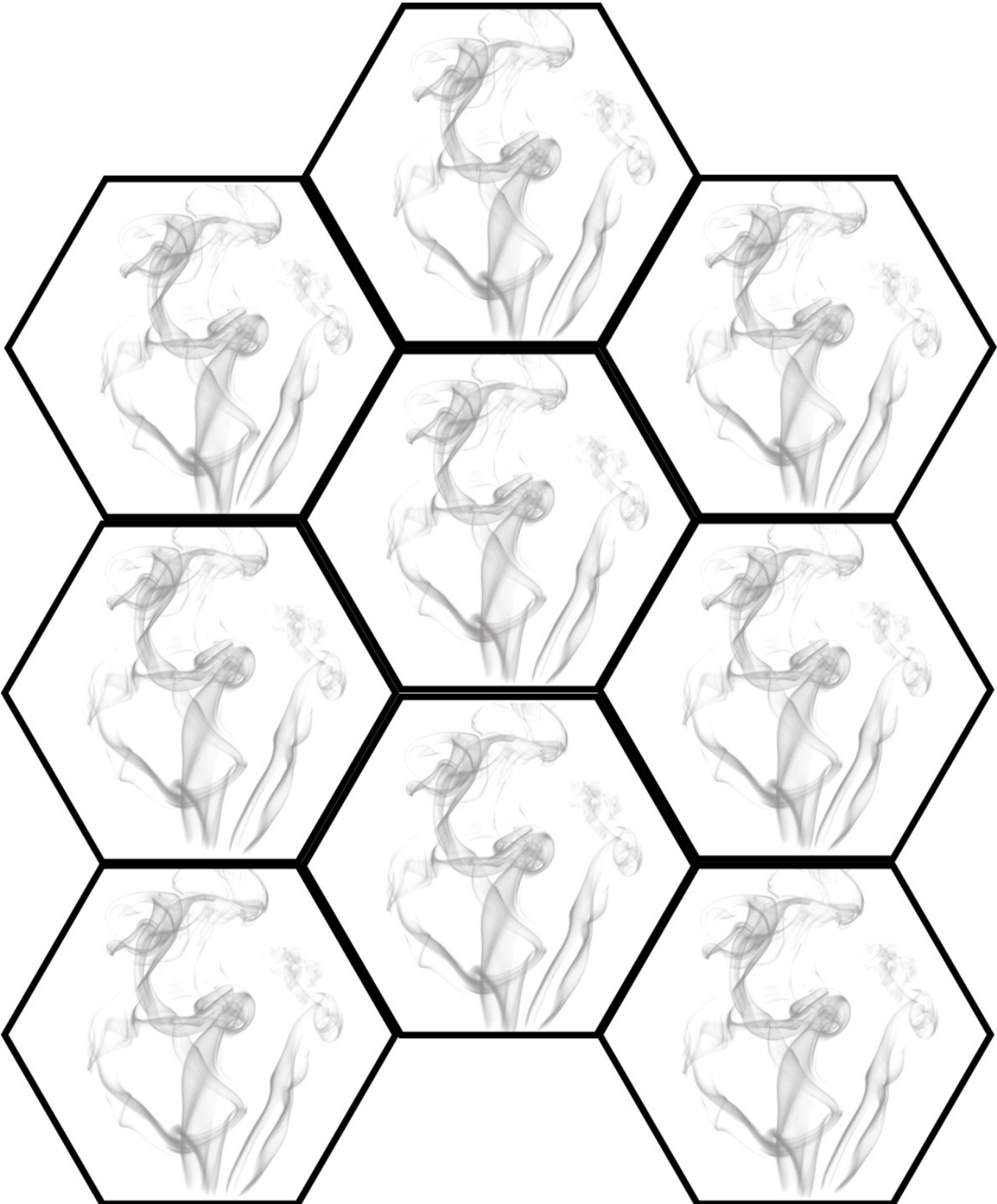
3) Add the value of any additional Echo cards. (If you also had another Echo card where the value was 2, but no colors were paired that match this card, you would add it to the total. In this case, 12 + 2 for a total of 14 points.)

4) Add any bonus from your character for each card involved. (If they get +1 for Earthworks Hex and Echo cards and 3 cards had 'Earthworks' as their type, add a +3. In our example, this brings our total to 17 points.)

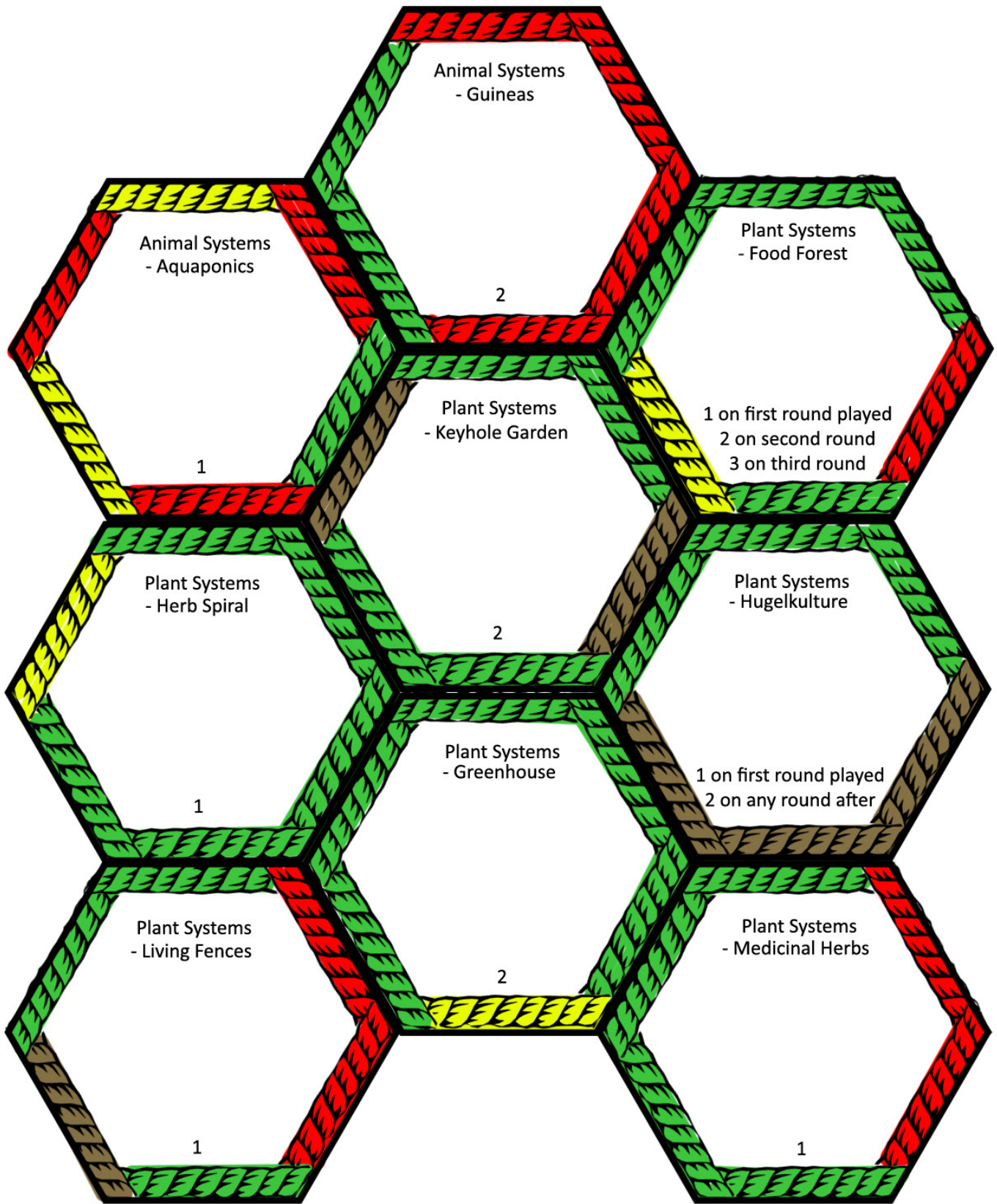
5) Tally the points on the score card and hand it to the next player.

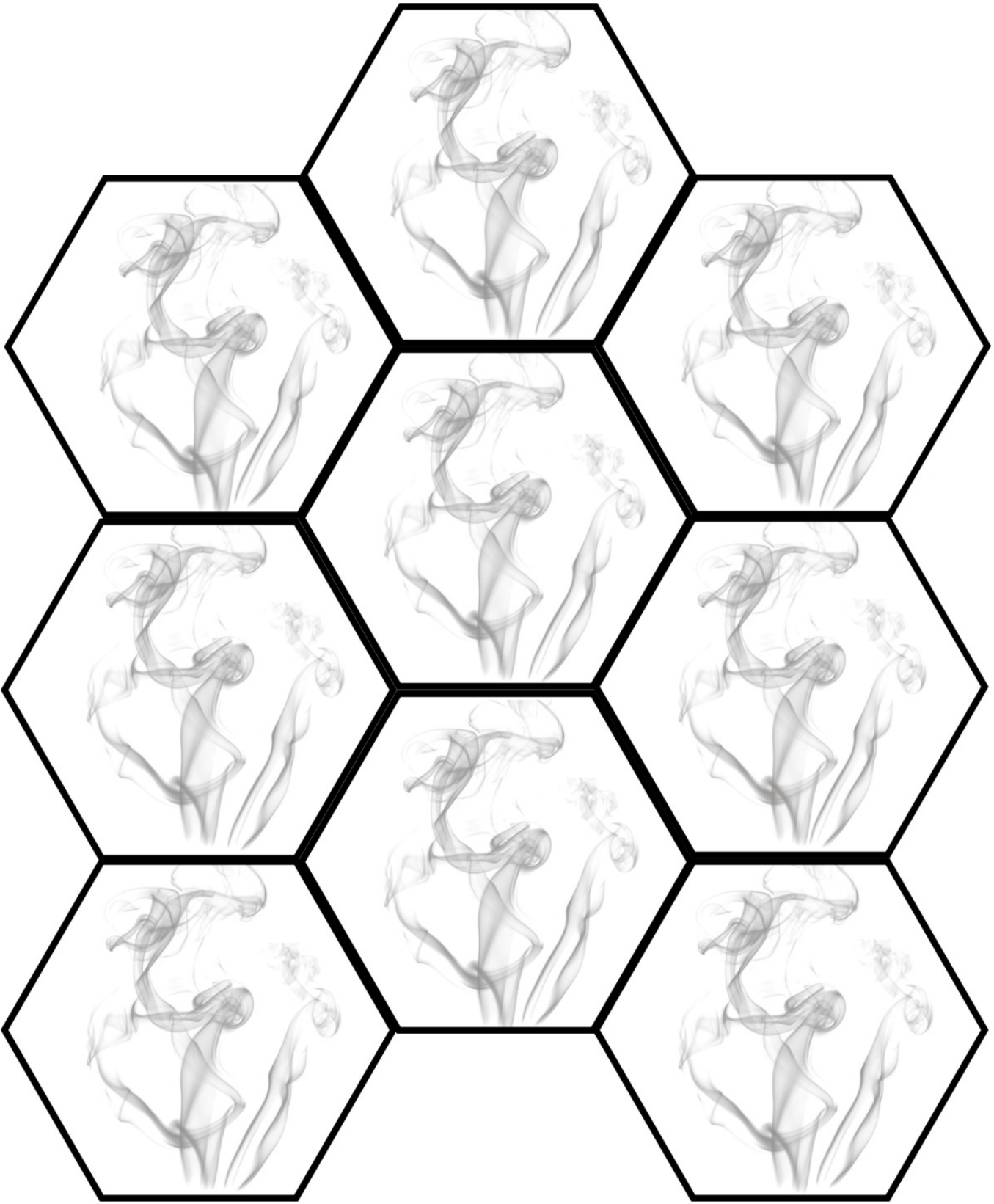
	5	10	15	20	2
50					
100					
150					

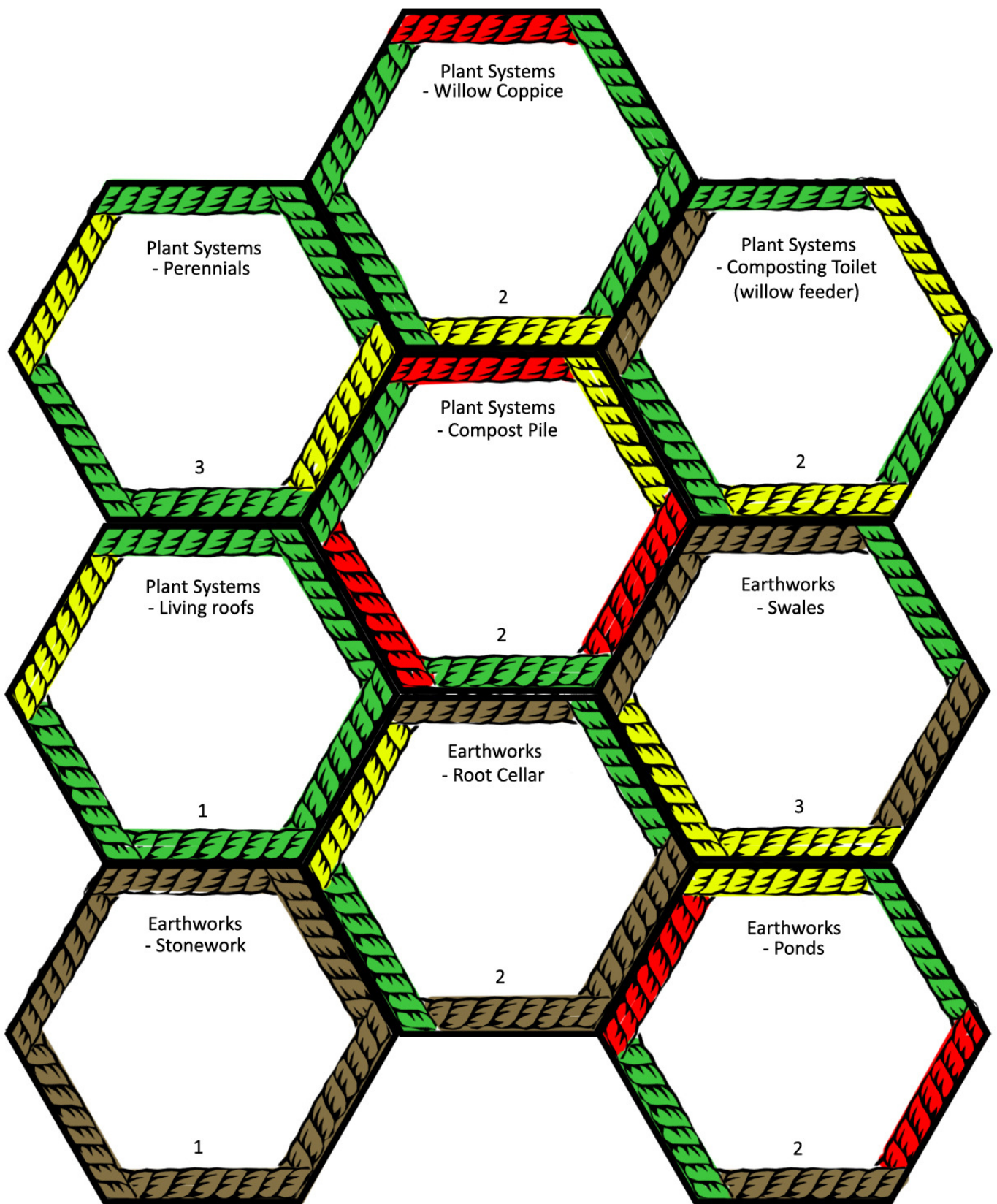




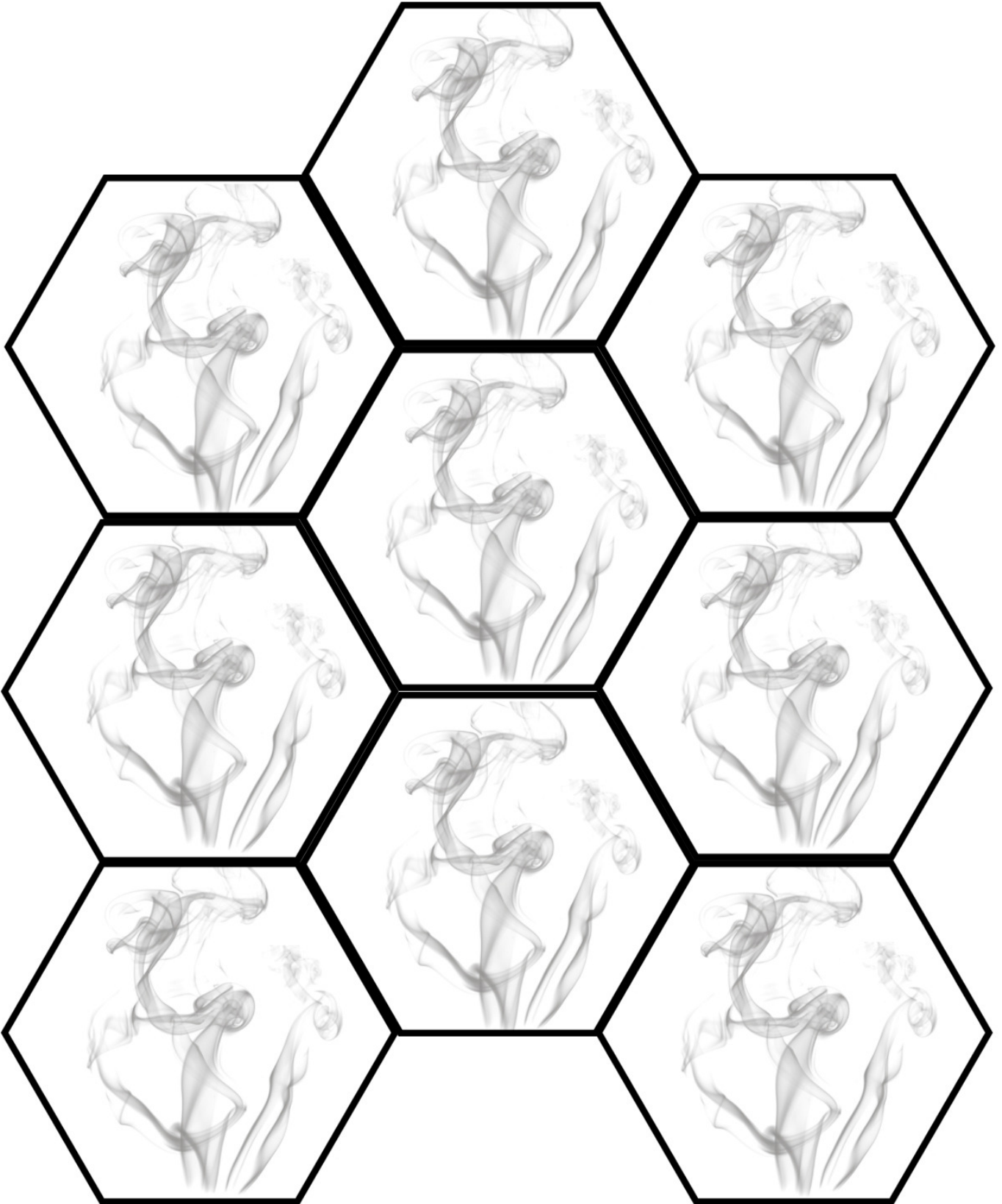




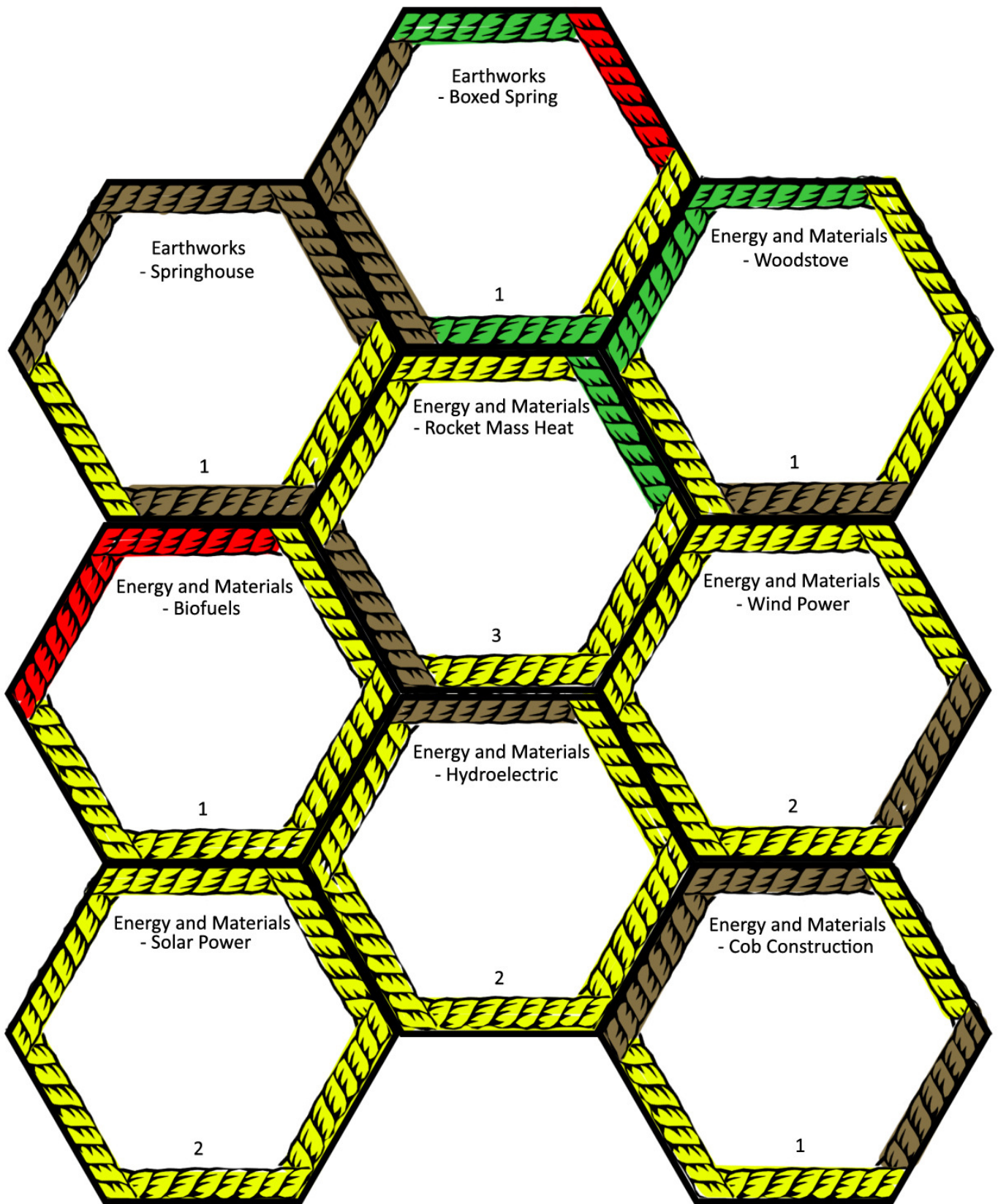


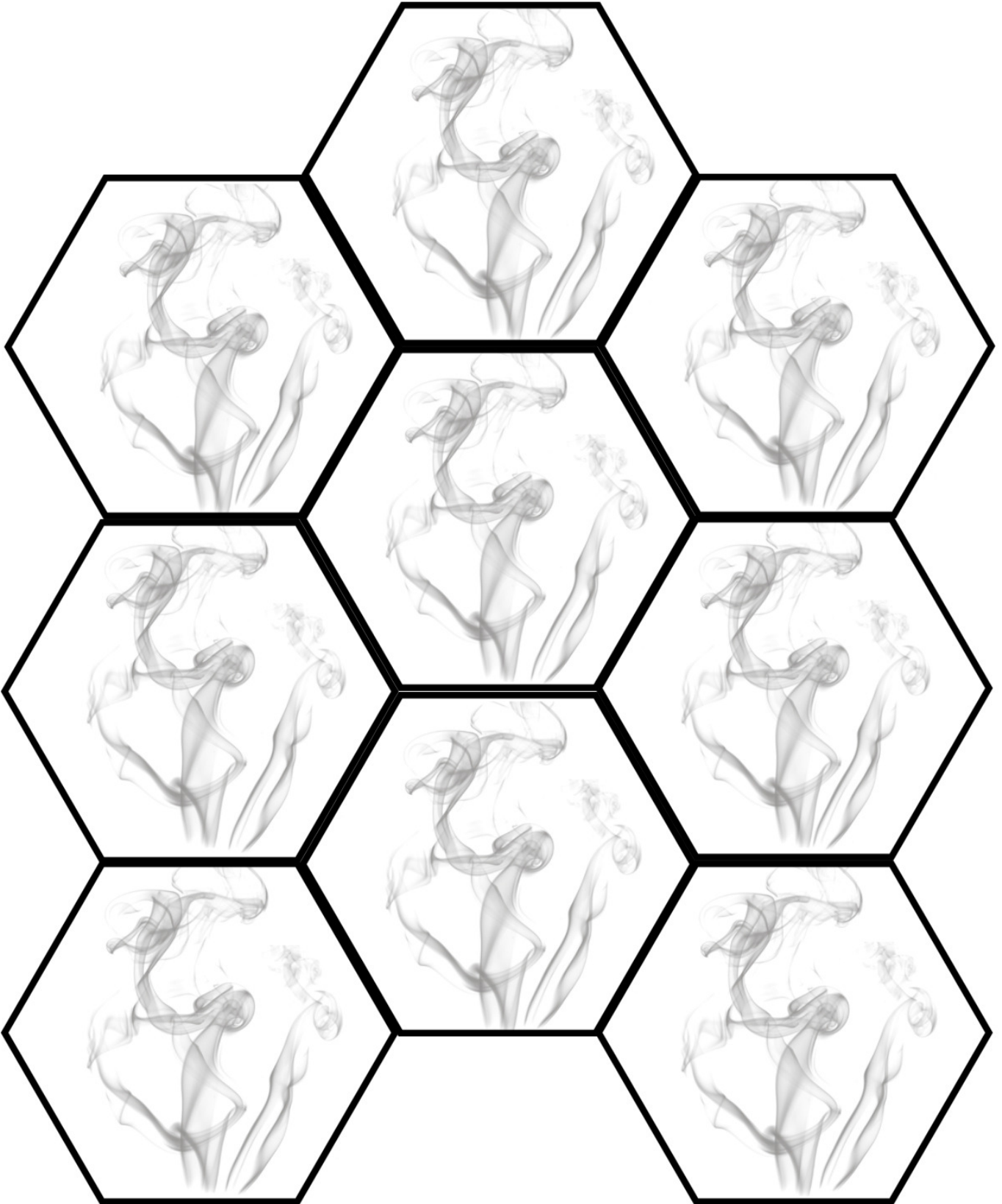


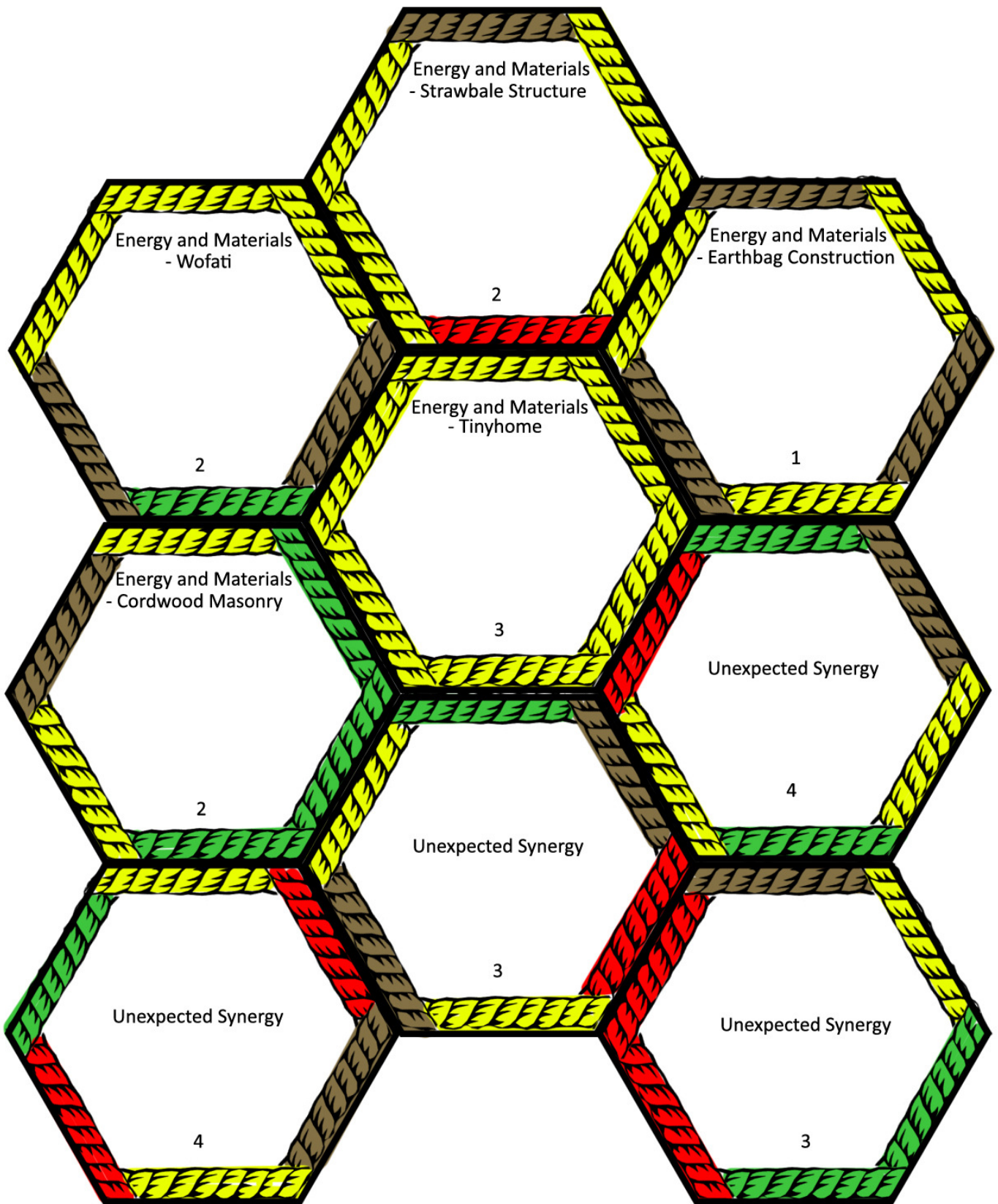




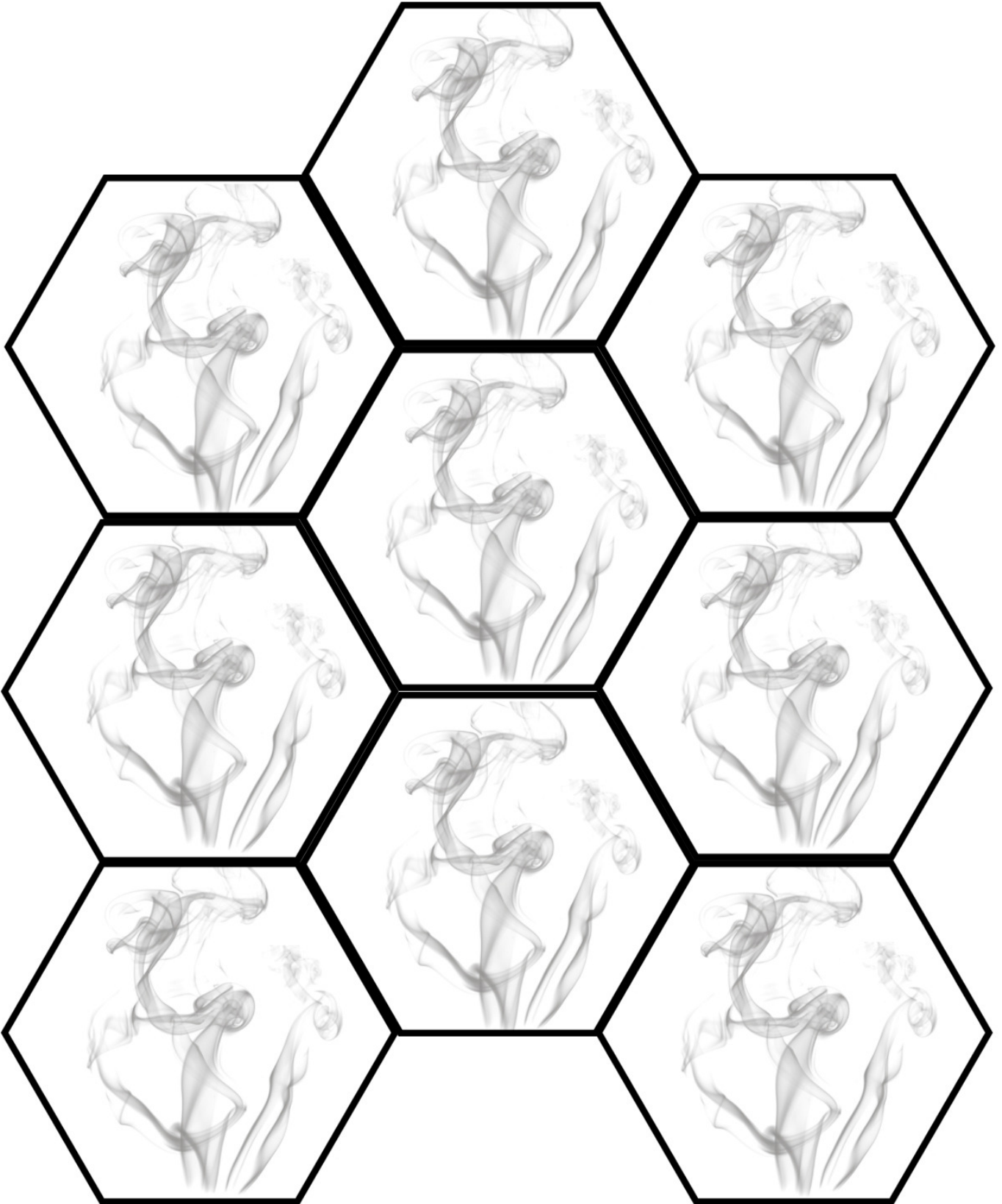





















































<p>Animal Systems - Home Butchery</p> <p>3</p> 	<p>Animal Systems - Home Butchery</p> <p>3</p> 	<p>Animal Systems - Home Butchery</p> <p>3</p> 
<p>Animal Systems - Pollinators</p> <p>3</p> 	<p>Animal Systems - Pollinators</p> <p>3</p> 	<p>Animal Systems - Pollinators</p> <p>3</p> 
<p>Animal Systems - Fishing</p> <p>3</p>  	<p>Animal Systems - Food Preservation</p> <p>4</p>  	<p>Animal Systems - Food Preservation</p> <p>4</p>   
















<p>Animal Systems - Fishing</p> <p>3</p> 	<p>Animal Systems - Leathercraft</p> <p>2</p> 	<p>Animal Systems - Leathercraft</p> <p>2</p> 
<p>Animal Systems - Leathercraft</p> <p>2</p> 	<p>Animal Systems - Leathercraft</p> <p>2</p> 	<p>Animal Systems - Fibercraft</p> <p>2</p> 
<p>Animal Systems - Fibercraft</p> <p>2</p>  	<p>Animal Systems - Fibercraft</p> <p>2</p>  	<p>Animal Systems - Rotational Grazing</p> <p>3</p>   


















<p>Animal Systems - Fibercraft</p> <p>2</p> 	<p>Animal Systems - Rotational Grazing</p> <p>3</p> 	<p>Animal Systems - Rotational Grazing</p> <p>3</p> 
<p>Plant Systems - Pollinators</p> <p>3</p> 	<p>Plant Systems - Pollinators</p> <p>3</p> 	<p>Plant Systems - Pollinators</p> <p>3</p> 
<p>Plant Systems - Soil Development</p> <p>4</p>  	<p>Plant Systems - Soil Development</p> <p>4</p>  	<p>Plant Systems - Biochar</p> <p>2</p>   
















<p>Plant Systems - Biochar</p> <p>2</p> 	<p>Plant Systems - Biochar</p> <p>2</p> 	<p>Plant Systems - Biochar</p> <p>2</p> 
<p>Plant Systems - Cover Crops</p> <p>2</p> 	<p>Plant Systems - Cover Crops</p> <p>2</p> 	<p>Plant Systems - Cover Crops</p> <p>2</p> 
<p>Plant Systems - Cover Crops</p> <p>2</p>  	<p>Plant Systems - Polyculture</p> <p>4</p>  	<p>Plant Systems - Polyculture</p> <p>4</p>   


















<p>Plant Systems - Seasonal Eating</p> <p>3</p> 	<p>Plant Systems - Seasonal Eating</p> <p>3</p> 	<p>Plant Systems - Seasonal Eating</p> <p>3</p> 
<p>Plant Systems - Food as Medicine</p> <p>2</p> 	<p>Plant Systems - Food as Medicine</p> <p>2</p> 	<p>Plant Systems - Food as Medicine</p> <p>2</p> 
<p>Plant Systems - Food as Medicine</p> <p>2</p>  	<p>Plant Systems - Seed Saving</p> <p>4</p>  	<p>Plant Systems - Seed Saving</p> <p>4</p>   
















<p>Plant Systems - Fibercraft</p> <p>2</p> 	<p>Plant Systems - Fibercraft</p> <p>2</p> 	<p>Plant Systems - Fibercraft</p> <p>2</p> 
<p>Plant Systems - Companion Planting</p> <p>2</p> 	<p>Plant Systems - Companion Planting</p> <p>2</p> 	<p>Plant Systems - Companion Planting</p> <p>2</p> 
<p>Plant Systems - Companion Planting</p> <p>2</p>  	<p>Plant Systems - Food Preservation</p> <p>4</p>  	<p>Plant Systems - Food Preservation</p> <p>4</p>   
















<p>Plant Systems - Rainwater Catchment</p> <p>3</p> 	<p>Plant Systems - Rainwater Catchment</p> <p>3</p> 	<p>Plant Systems - Rainwater Catchment</p> <p>3</p> 
<p>Plant Systems - Chop and Drop</p> <p>3</p> 	<p>Plant Systems - Chop and Drop</p> <p>3</p> 	<p>Plant Systems - Chop and Drop</p> <p>3</p> 
<p>Earthworks - Loamy Soil</p> <p>4</p>  	<p>Earthworks - Loamy Soil</p> <p>4</p>  	<p>Earthworks - Loamy Soil</p> <p>4</p>   


















<p>Earthworks - Clay</p> <p>2</p> 	<p>Earthworks - Clay</p> <p>2</p> 	<p>Earthworks - Clay</p> <p>2</p> 
<p>Earthworks - Clay</p> <p>2</p> 	<p>Earthworks - Good Drainage</p> <p>3</p> 	<p>Earthworks - Good Drainage</p> <p>3</p> 
<p>Earthworks - Good Drainage</p> <p>3</p>  	<p>Earthworks - Good Drainage</p> <p>3</p>  	<p>Earthworks - Earth Berming</p> <p>2</p>   
















<p>Earthworks - Earth Berming</p> <p>2</p> 	<p>Earthworks - Earth Berming</p> <p>2</p> 	<p>Earthworks - Earth Berming</p> <p>2</p> 
<p>Energy and Materials - Passive Solar</p> <p>3</p> 	<p>Energy and Materials - Passive Solar</p> <p>3</p> 	<p>Energy and Materials - Passive Solar</p> <p>3</p> 
<p>Energy and Materials - Volunteers</p> <p>3</p>  	<p>Energy and Materials - Volunteers</p> <p>3</p>  	<p>Energy and Materials - Volunteers</p> <p>3</p>   


















<p>Energy and Materials - Ergonomics</p> <p>4 </p>	<p>Energy and Materials - Ergonomics</p> <p>4 </p>	<p>Energy and Materials - Natural Building</p> <p>3 </p>
<p>Energy and Materials - Natural Building</p> <p>3 </p>	<p>Energy and Materials - Natural Building</p> <p>3 </p>	<p>Energy and Materials - Wild Harvest</p> <p>3 </p>
<p>Energy and Materials - Wild Harvest</p> <p>3  </p>	<p>Energy and Materials - Home Business</p> <p>2  </p>	<p>Energy and Materials - Home business</p> <p>2   </p>













<p>Energy and Materials - Home Business</p> <p>2</p> 	<p>Energy and Materials - Home Business</p> <p>2</p> 	<p>Energy and Materials - Zero Waste</p> <p>4</p> 
<p>Energy and Materials - Zero Waste</p> <p>4</p> 	<p>Energy and Materials - Windfall</p> <p>2</p> 	<p>Energy and Materials - Windfall</p> <p>2</p> 
<p>Energy and Materials - Windfall</p> <p>2</p>  	<p>Energy and Materials - Windfall</p> <p>2</p>  	<p>Energy and Materials - Careful Observation</p> <p>3</p>   





<p>Energy and Materials - Careful Observation</p> <p>3 </p>	<p>Energy and Materials - Careful Observation</p> <p>3 </p>	<p>Energy and Materials - Local Focus</p> <p>2 </p>
<p>Energy and Materials - Local Focus</p> <p>2 </p>	<p>Energy and Materials - Local Focus</p> <p>2 </p>	<p>Energy and Materials - Local Focus</p> <p>2 </p>
<p>Complicaton - Home Owner Associaton</p> <p>3  </p>	<p>Complicaton - Home Owner Associaton</p> <p>3  </p>	<p>Complicaton - Home Owner Associaton</p> <p>2   </p>



<p>Complication - City Ordinance</p> <p>2</p> 	<p>Complication - City Ordinance</p> <p>2</p> 	<p>Complication - City Ordinance</p> <p>3</p> 
<p>Complication - Poor Planning</p> <p>2</p> 	<p>Complication - Poor Planning</p> <p>2</p> 	<p>Complication - Poor Planning</p> <p>3</p> 
<p>Complication - Poor Planning</p> <p>2</p>  	<p>Complication - Weather Event</p> <p>2</p>  	<p>Complicaton - Weather Event</p> <p>3</p> 