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## The Need for Human Play

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## **THE NEED FOR HUMAN PLAY**

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My project is the card game - board game hybrid named Starlight Summoners. It's purpose is to not only provide a way for humans to play and interact with one another during these trying times, but to be a way to reform social gatherings after the pandemic is over. It is a card game played with a 40 card deck and a playmate that serves as the board, with two 6 sided dice and varied plastic board pieces. This is a two to four player game, in which the objective is to move your pieces to your opponent's side of the board, and destroy an artifact they control in order to eliminate them from the game and claim victory. This game is designed to be played in short matches lasting from 15 to 25 minutes max, as to allow players to have enough time to enjoy multiple playthroughs of the game. The gameplay is meant for players who are 6+, who can understand the simplistic rules, and fully take advantage of the strategy involved in the game for extended periods of time. There will be further expansions in terms of adding more cards, more board mats, as well as rulings further down the line. It has also been methodically made in order to be balanced at its inception as to avoid players having a single dominant strategy that dulls the level of creative and varied play. In summation, this game has been designed to evolve with the player base over time; the children who begin to play this game will later be the adults who continue to add layers of depth to the game over its many expansions. Fundamentally this game lacks various flaws of other card games and board games alike; it alone remains impervious to them and will have a long lasting shelf life. For example, every other card game is played with a playmate that fundamentally serves as nothing more than a card protector, where in mine it's both that and a part of the game itself! Its simplistic and fast nature makes it fun and addictive.