SMALL WORLD

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Case Study

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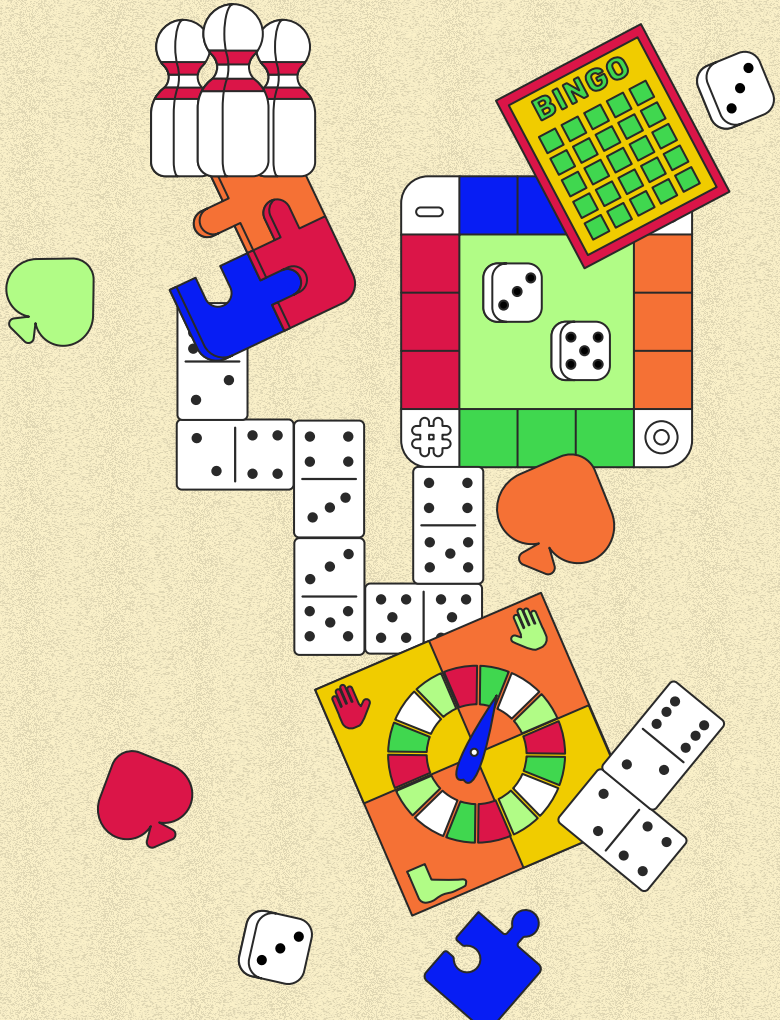
SMALLWORLD 2



Probability Distribution

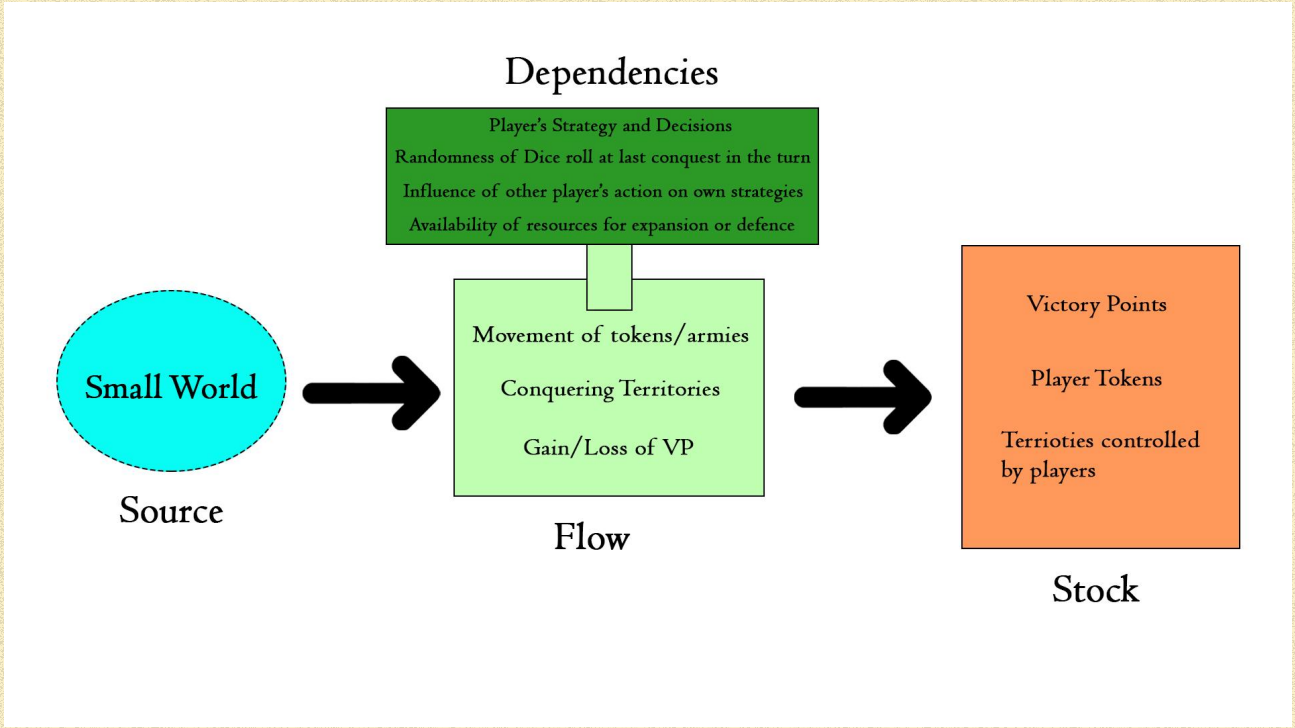
Race and Power Combination

Region Conquest

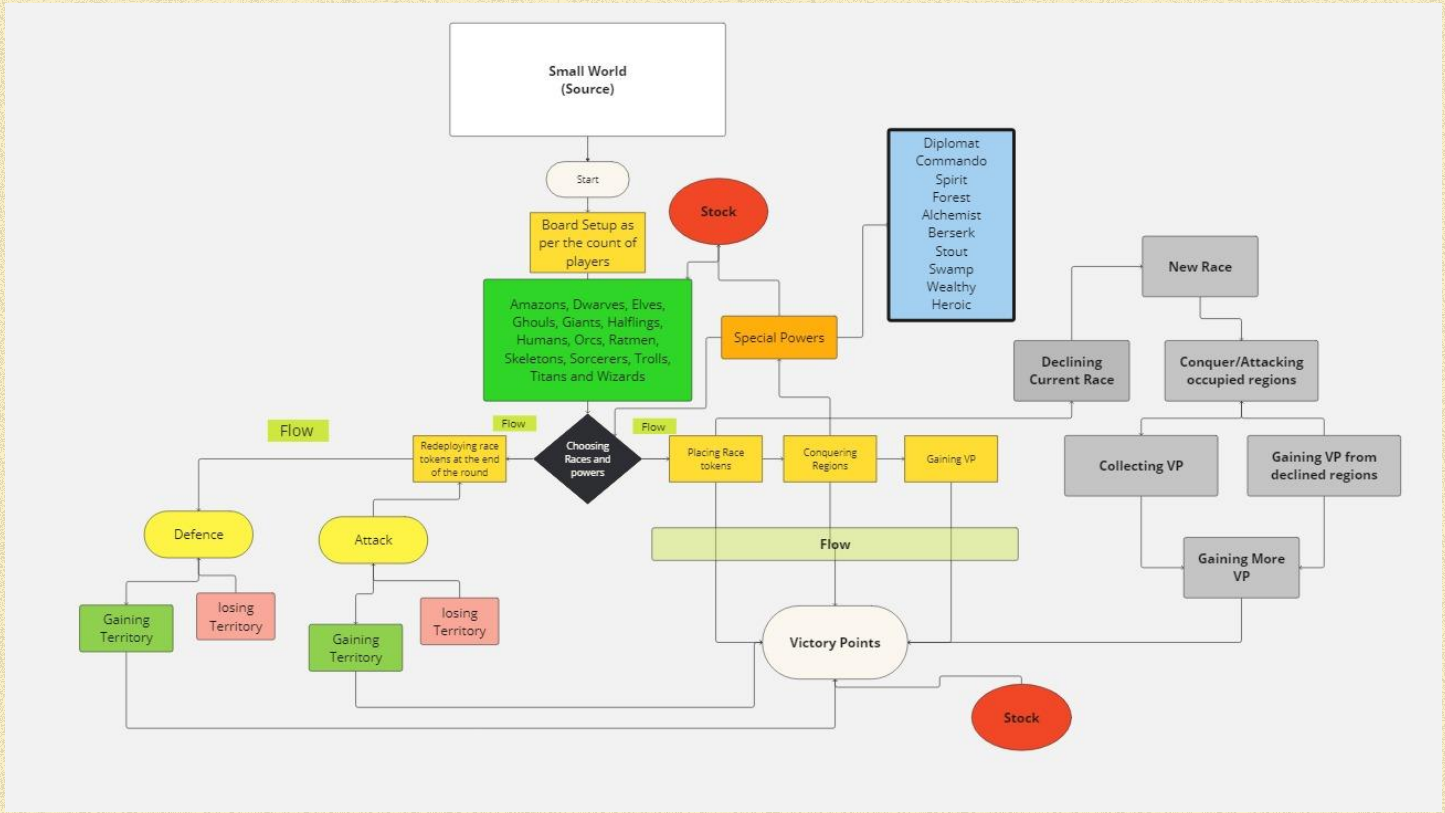
Victory Points

Game State

Stocks and Flow



Process Flowchart



Balancing/Reinforcing loops

Balancing

Competition

Encroaching on others territories.
Forming Alliances
Temporary Truces
Making good Defence

Reinforcing loops

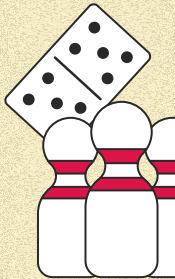
Expansion and Defence

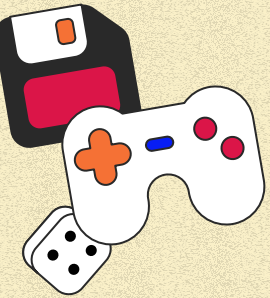
Expansion

More territories = More Resources
More Resources = Additional Resources
Additional Resources = More VP
[Rich gets Richer Concept]

Defence

Stronger the defence >> lesser attack damages >> More control >>> Steady flow of resources >> Potential VP Gain





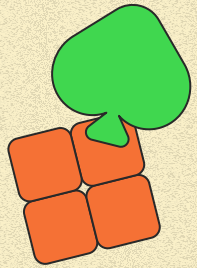
Payoff Matrix

Player 2

	Expand	Defend
Expand	2, 2	0, 1
Defend	1, 0	1, 1

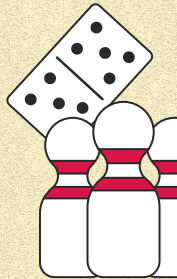
Player 1

Let's say, If player 1 wants to expand territories and player 2 does the same, they both gain 2vp each. If player 1 wants to defend and player 2 wants expand by attacking player 1, he loses and player 1 gains 1vp. If player 1 wants to expand and player 2 defends, it's the same situation. P2 gains and P1 loses. If P1 and P2 defend their territory so no one loses any and they gain their respective Victory points after the round.



Yomi Layers

Race Selection	Choosing race and ability knowing their strengths and weaknesses
Territory Expansion	**Deciding when and where to expand their empires, as well as maintaining the defence**
Tactical Combat	Choosing when to attack in order to conquer
Resource Management	Knowing when to decline the race



Hidden Knowledge

Decline Mechanic

As a race becomes overextended or loses its strategic advantage, players can choose to put it into decline, allowing them to select a new race to control while still earning points from their previous one.

The game's strategy revolves around knowing when to push your current race to its limits and when to put it into decline to switch to a new, more advantageous race. Additionally, players must consider the layout of the board, the abilities of their opponents' races, and the timing of their conquests to maximize their points and ultimately win the game.

Balance and Rules Synergy

Right moment of Decline.

Sacrificing short - term gains for long term strategy

Unique Combinations of Races and Powers.

Finite board for Expansion

Randomized Setup [Shuffling of Races and Powers]

Adaptability of New race

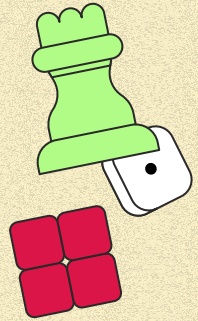
Risk-Reward Analysis

Risk

- Overextension of Territory
- Vulnerability [Leaving regions alone without proper defence]
- Declining Races
- Choosing Races
- Encounters [Attack / Defence]

Reward

- Territory Expansion
- Race Abilities
- Conquering Opponents
- Optimal Decline
- Strategic Alliances



Maximal Strategies

- Aggressive Expansion
- Race Selection
- Territory Control
- Timing and Decline Management
- Adaptability
- Resource Management
- Target Weaknesses
- Diplomacy and Negotiation

Thank you for listening.