

## Testing Process:





- **Audience:** Any one within our target demographics who is willing to spend 30 minutes with the game.
- **Observations to look for:**
  - Are players understanding the basics of the game? Where are the hang-ups?
  - Are players understanding some of the basic strategies of the game?
  - Are players exploring the different units and trying out different combos?

## Introducing the Game to a new player:

- **Round 1:**
  - Explain the theme:
    - You are trying to steal stuff from their house, they are trying to steal stuff from your house.
  - Explain the objective of the game:
    - You get point by breaking down the doors and go through the doors to steal stuff.
  - Show player how to place cards into the match on their side, then the units will travel forward by themselves
  - Let Player break open a few doors, and maybe even kill a guard mice a win.
- **Round 2:**
  - Show player how the elixir (energy system) works
  - Introduce a mixture of range & melee units to get familiar with how lane-lane interactions work
- **Round 3:**
  - Introduce the concept of 3-minute match regulation time, 2-minute overtime, 2x energy after the first 2 minutes of the match.
  - Introduce the idea of 2-point instant win when the unit get past the guard mice.
  - Play a completely visible match
- Play a few matches with various visible units:
- **Round 4:**
  - Introduce the Skunk, which hides units within the cloud, and you have to go
  - Introduce the fog, which blinds players on both sides so that they walk past each other.
  - **Units:** Skunk, Heavy Fog, Spot Fog
- **Round 5:**
  - Introduce darting & lighting which can counter stealth/hidden units
  - **Units:** Dart, Flare, Lightning
- **Round 6:**
  - Introduce stealth units - these units are not visible unless they are attacking, or unless they are “found” by another unit who is placed nearby.
  - **Units:** Chameleon, SpyCat, Sniper Mice, Kitten

# Visible Units





 <p><b>Turtle ( 5 )</b></p> <p>Slow moving tank unit that only attacks the enemy base or structures. Really high HP.</p> <p>Good for soaking up damage and leading a push Doesn't attack any units so needs support</p>	 <p><b>Bear ( 4 )</b></p> <p>Slow moving tank unit that attacks everything with high damage, but slow attacks</p> <p>Good for leading a push Weak against swarm units</p>	 <p><b>Grunt ( 3 )</b></p> <p>Basic melee unit with average HP and damage</p> <p>Decent stats for the cost Weak against swarm units</p>	 <p><b>Berserker ( 4 )</b></p> <p>Really fast moving melee unit with huge damage but below average HP</p> <p>Good at taking out tanks Weak against swarm units</p>
 <p><b>Weasels ( 2 )</b></p> <p>3 really fast moving melee units with low damage and HP</p> <p>Good for taking out single units and catching up to a push Weak against spells and AOE</p>	 <p><b>Lemmings Swarm ( 3 )</b></p> <p>7 average moving melee units with low damage and HP</p> <p>Good for taking out single units Strength in numbers Weak against spells and AOE</p>	 <p><b>Raccoon ( 4 )</b></p> <p>Average moving melee unit with low HP and average damage</p> <p>Upon death, drops a bomb that explodes in an AOE Good for killing groups</p>	 <p><b>Lemmings ( 1 )</b></p> <p>2 average moving melee units with low damage and HP</p> <p>Good for cheaply scouting out a lane and helping other units Weak against everything</p>
 <p><b>Scout ( 5 )</b></p> <p>Slow moving low HP and damage unit that can detect ALL units in three lanes. Upon death, chipmunks spawn. Really good at getting info from multiple lanes Weak against everything</p>	 <p><b>Chipmunks</b></p> <p>3 fast moving melee units with low damage and HP</p> <p>Good against average single units Weak against AOE and spells</p>	 <p><b>Mole ( 4 )</b></p> <p>Special unit that can be deployed anywhere. Once deployed he travels underground until he reaches your destination. Average damage and HP A mine can kill him underground</p>	 <p><b>Gunslinger ( 4 )</b></p> <p>Average moving ranged unit with average HP but high damage. Good against tanks and supporting other lanes Weak against swarms</p>
 <p><b>Bomber ( 4 )</b></p> <p>Ranged unit with an AOE bomb with below average HP and average move speed. Good against swarms and supporting other lanes Weak against strong units</p>	 <p><b>Engineer ( 2 )</b></p> <p>Fast moving unit who has the special ability of breaking enemy spikes, landmines, and other structures</p>	 <p><b>Artillery ( 4 )</b></p> <p>Stationary building that fires on visible enemies in the target area.</p> <p>Artillery shell does small AOE damage around the target</p> <p>Good for killing groups</p>	 <p><b>Darts ( 2 )</b></p> <p>AOE spell that makes any unit hit (stealth or not) visible forever. Also does small damage. Can kill Lemmings.</p>
 <p><b>Fire Bomb ( 4 )</b></p> <p>Good damage on an entire lane</p> <p>Can kill all low HP units Damages spikes and enemy base</p>	 <p><b>Nuke ( 6 )</b></p> <p>Smaller AOE damage spell that does a lot more damage Damages <i>everything</i> Can kill a Spy Cat in one shot</p>	 <p><b>Landmine ( 5 )</b></p> <p>Can be placed anywhere and does big damage when an enemy steps on it Will kill a Mole underground Has activation time and life time</p>	 <p><b>Spikes ( 4 )</b></p> <p>Defensive spikes that damage and slow enemy units while they are on it</p> <p>Has activation time and life time</p>

 <p><b>Poison ( 5 )</b></p> <p>AOE damage over time on an entire lane Can damage the door and guard Lasts 10 seconds</p>	 <p><b>Freeze ( 3 )</b></p> <p>Freezes units in the entire lane for 5 seconds</p>	 <p><b>Slow ( 2 )</b></p> <p>Slows down both enemy AND friendly units for 10 sec in almost the entire lane</p>	 <p><b>Magnet ( 2 )</b></p> <p>Pulls both enemy and friendly units from the top and bottom of the magnet into the magnet's lane</p>
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## Hiding/Obscuring Units

 <p><b>Heavy Fog ( 2 )</b></p> <p>Spell that blinds and hides both enemy and friendly units that are in the fog. Covers ALMOST the entire lane and lasts for 15 seconds</p>	 <p><b>Smoke Bomb ( 2 )</b></p> <p>Small AOE smoke that blinds and hides both enemy and friendly units. Can be targeted anywhere</p>	 <p><b>Skunk ( 3 )</b></p> <p>Average moving melee unit with low damage and HP. Has an AOE poison cloud around it that also hides friendly units Good against low HP swarms Weak against strong units and spells</p>	 <p><b>Flare ( 2 )</b></p> <p>Lane based spell that reveals both friendly and enemy units if they are stealthed or hidden</p> <p>Lasts 10 seconds</p>
 <p><b>Radar ( 2 )</b></p> <p>Spell that reveals both friendly and enemy units in the entire playing field</p>	 <p><b>Flashbang ( 2 )</b></p> <p>Small AOE spell that stuns (3 sec) and reveals any stealth units (6 sec)</p>		

## Stealthy Units

 <p><b>Sniper Mice ( 3 )</b></p> <p>3 fast moving stealth ranged units with low damage and HP</p> <p>Good for supporting units in different lanes Dies quickly from any spell or AOE</p>	 <p><b>Kittens ( 3 )</b></p> <p>3 slow moving stealth melee units with low damage and HP</p> <p>Good for taking out single units Dies quickly to any spell or AOE</p>	 <p><b>Spy Cat ( 4 )</b></p> <p>Stealth melee unit with medium damage and HP</p> <p>Good general purpose unit that can detect other stealth units</p>	 <p><b>Chameleon ( 4 )</b></p> <p>Fast moving stealth unit that only attacks the enemy base and structures. Low HP.</p> <p>Good at sneaking past any non-stealth units to get at base</p> <p>Dies to spells and AOE easily</p>
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# Sample Decks

## **Big push with removal**

Set up a big push around the turtle tank with ranged units supporting it and damage spells to clear out enemies. Berserker can walk behind the tank and you can hide a smaller push in the skunk cloud.

8 Card Hand

Turtle, Gunslinger, Skunk, Sniper Mice, Berserker, Poison, Jalapeno, Weasels

10 Card Hand

Turtle, Gunslinger, Skunk, Sniper Mice, Berserker, Poison, Jalapeno, Weasels, Raccoon, Scout

## **Stealth heavy with misdirection**

Attack multiple lanes with your many stealth units. Use the freeze to give your relatively weaker units an advantage. Spikes and Landmine are used to defend.

8 Card Hand

Spy Cat, Sniper Mice, Kittens, Chameleon, Spikes, Freeze, Mole, Landmine

10 Card Hand

Spy Cat, Sniper Mice, Kittens, Chameleon, Spikes, Freeze, Mole, Landmine, Bomber, Flash Bang

## **Swarm!**

Swarm multiple lanes, or put down the heavy fog to hide your swarms. Use the darts in the heavy fog to give your weak swarm units an advantage. Use the magnet to let your swarm units avoid enemies or damage spells.

8 Card Hand

Lemmings, Scout, Weasels, Sniper Mice, Bear, Magnet, Heavy Fog, Darts

10 Card Hand

Lemmings, Scout, Weasels, Sniper Mice, Bear, Magnet, Heavy Fog, Darts, Skunk, Bomber