

# SAVING PRIVATE RYAN

ONCE VETERANS, ALWAYS VETERANS.

POLITICAL/HEALTHCARE BOARDGAME

4 PLAYERS, AGE 60-70

ALLY, AUSTIN, KATE, OSCAR



# GAME OVERVIEW

- ❖ *Saving Private Ryan* is a 4 player board game
- ❖ the key to winning is saving and treating as many veterans as possible, while growing VA hospitals and other VA-related facilities.
- ❖ Each player has a choice to either build up their facilities, or treat individual veterans.
- ❖ Cards are used to prompt actions, and players each have their own tokens that move forward as they progress.
- ❖ Goal -build the most successful facilities and the save the most veterans; game ends after several runs around the board.

# PURPOSE

- ❖ Teach players about the importance of veteran healthcare
- ❖ Social activism towards better VA healthcare
- ❖ Call to action amongst elderly players that may have friend who are, or may be veterans

# GENRES/PLATFORM

- ❖ Board game
- ❖ Political
- ❖ Healthcare

# SIMILAR GAMES

- ❖ Monopoly
- ❖ Similar goal of building properties to have the most collateral
- ❖ Different premise, as Monopoly is about businesses, but our game focuses on veteran health care
- ❖ Great Western Trail-
- ❖ Similar board setup
- ❖ Different premise, as that game uses cows as the form of building points, which doesn't make a political point

# PIECES

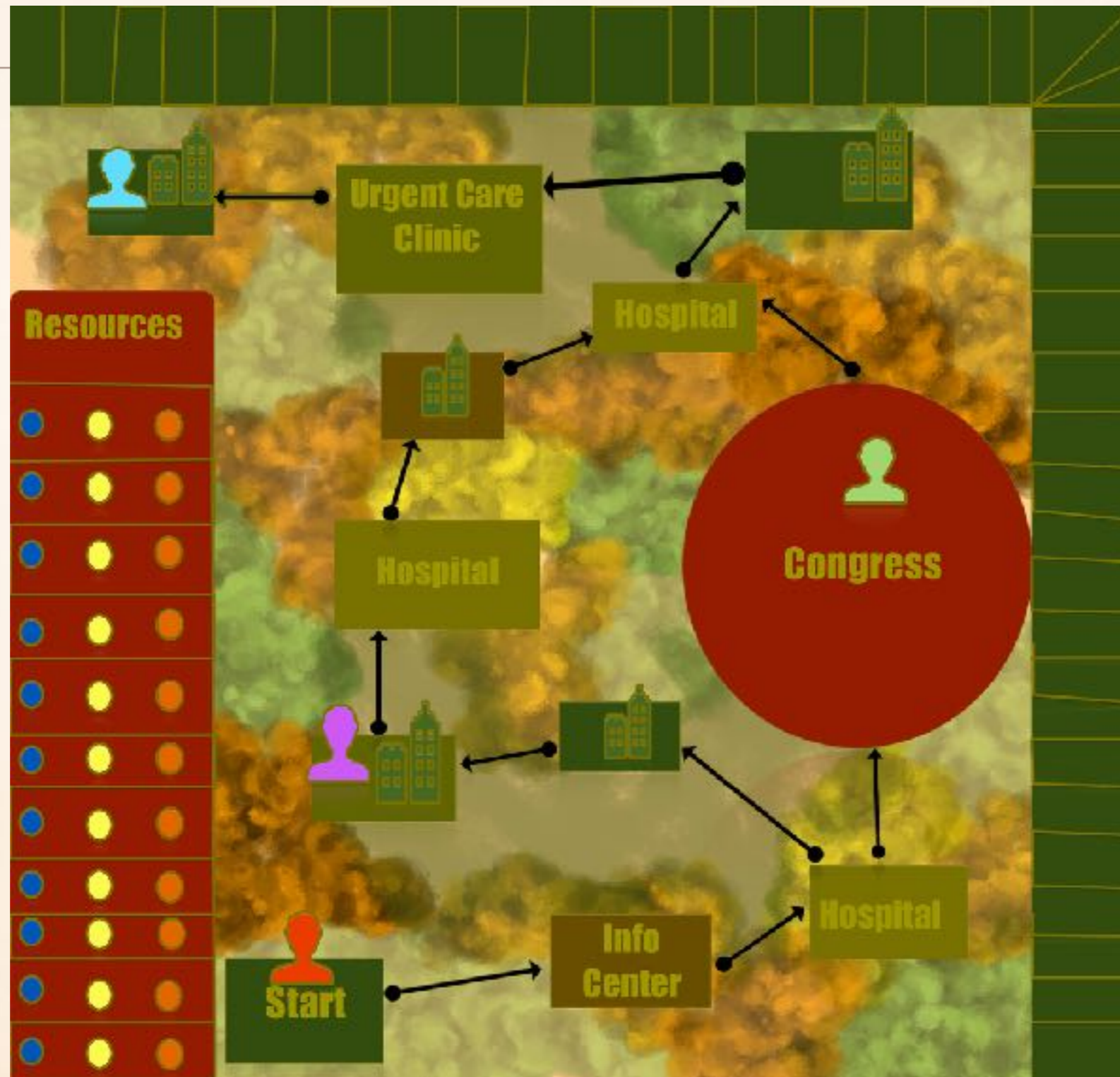
- ❖ Cards



- ❖ Player tokens



# AESTHETIC DESIGN



# TARGET AUDIENCE

## Persona #1

Senior Suzanne

Age: 63

Works part-time at Molbaks and  
has her own garden

Has voted Democratic since the  
80s

Grandmother of 3

Lives in a senior living community  
in Seattle

Enjoys having spirited  
conversations over brunch  
(occasionally social)

Donates to the Red Cross every  
holiday

## Persona #2

Pensioner Peter

Age: 65

Retired for 3 years

Served in the Marines for 15 years

Husband of 30 years

No children

Usually votes Republican

Enjoys hunting, fishing, etc

NRA member

Lives in a modest-sized home he built  
himself in Duvall

Often has his friends over for beer and  
burger cookouts (social)



# KEY FEATURES

- ❖ Board game- easy to play amongst others of varied age, but popular and accessible to seniors
- ❖ Clear objective- Players have a clear goal that they must attain which requires effort, but is still easy to follow
- ❖ Colorful board- Board allows for easy differentiation with clear colors

# GAME MECHANICS

- ❖ Turn Summary
- ❖ Move your character through the map
- ❖ Use actions-based on what building you land on

# TYPES OF ACTIONS

## ❖ General Actions:

❖ Earn gold

❖ Move policy based on lobbyist

## ❖ Building Actions:

❖ Save vets, hire people (earn resources), earn gold, progress policy track

# TYPES OF RESOURCES

- ❖ Builders—used to build buildings
- ❖ Lobbyist—used to change policy regarding vets
  - ❖ This give the player bonuses like increased hand limit
  - ❖ Changes base rules in favor for the player
- ❖ Doctors—used to save vets

# SAVING VETS

- ❖ You save vets once you reach the end of the map
- ❖ Each pair of vets you have gets saved—solo vets are not saved
- ❖ Go back to the start of the map
- ❖ Repeat till all resources are used