A Shelves Voyage

A game of discovery, wit and chance

Orpheus Instituut, Resounding Libraries MMXXIV

A Shelves Voyage

Argument:
What is the Game about?

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A Shelves Voyage is a game about:

➔   **Discovery**

➔   **Plurality**

➔   **Unexpected journeys**

➔   **Unchain the potential of knowledge graphs**

Argument:
Objectives

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➔ **Free ourselves from predefined roles**

➔ **Use of randomness and conflicts**
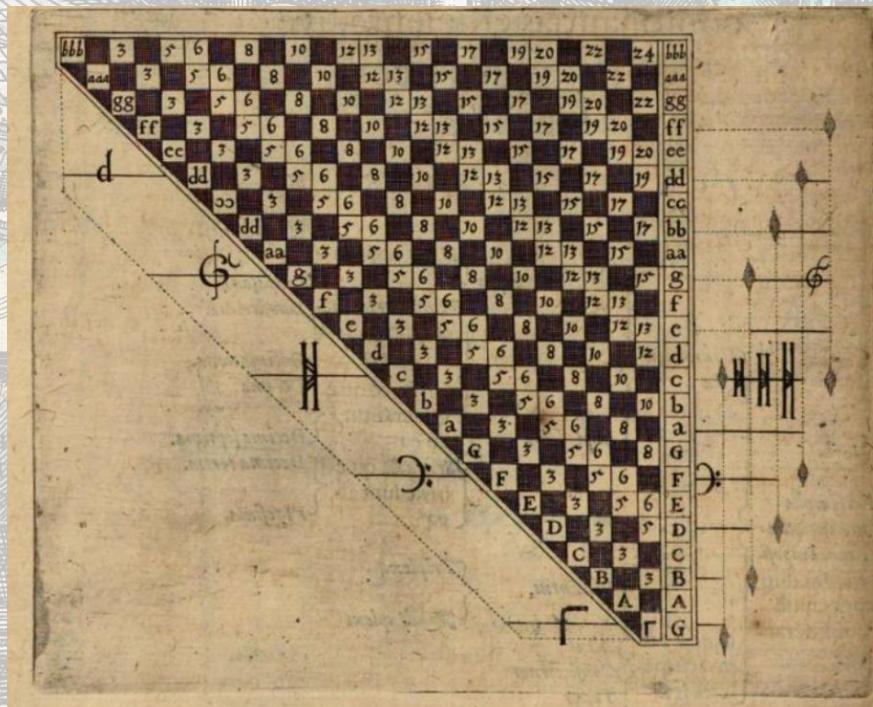
➔ **Imaginary travel: collaborative create a knowledge journey**

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Argument:
Semantic triples and knowledge graphs

➜ **Entities - Nodes (disks)**

➜ **Properties - Edges (cords)**

➜ **Semantic triple:**
subject - predicate - object

Argument:
Setting-up the board

➜ **Pencils** and small **index cards** to record entities and properties names, recording points and special cards and other actions.

➜ **Circular disks** or tokens, representing the nodes of your knowledge graph.

➜ **Cords** and **meeples** of different colors, one for each player.

➜ A poll of **six-sided dice** (D6s) for each player

➜ **Tokens** symbolising coins players can earn.

➜ A **deck** of Objective cards and Magic Items

➜ A **Royal Game of the Goose** to track initiative

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Argument:
First Act

→ Each player places one concept related to their research.

→ Each player chooses a **color** and receives a set of **meeples** and **cords** accordingly.

→ Each player receives **one Objective** card from the deck.

→ Build a **dice poll of four dice**, choosing them from a roll of six. *You can reroll the poll once you have exhausted all your actions.*

→ Place each player's meeple on the Goose board in the station equal to the sum of the **two lowest dice** they have chosen.

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Argument:
Second Act

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➜ The player with the meeple on the lower station in the Goose board can perform an action. *Ties can be solved by a moderator.*

➜ Players perform **actions** according to their dice poll. Each number correspond to a specific action. At the end of the turn, move the player's meeple forward according to the action's number.

Argument: Actions

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→ 1: The player renounces to an active action in exchange for:
- ◆ Gain a coin
- ◆ Draw a new **Magic Item card**

→ 2: **Create** a new entity on the board

→ 3: **Manipulate** another player forcing them to perform an action.

→ 4: **Advocate** two concepts and connect them using a third one.

→ 5: **Quarrel** in favour or against an entity with another player.

→ 6: Get a **free action** but at the cost of:
- ◆ Loose one coin
- ◆ Loose a **Magic Item card.**
- ◆ Draw a new **Objective card**.

Argument:
Third Act

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➔ If a player **reaches station 31** of the Goose game, each other player performs a last action. Then the game is over.

➔ Reflection: discuss what you have just created:

 ◆ Have you found interesting relationships between concepts?
 ◆ Have you discovered something unexpected?
 ◆ Have you found bonds with your fellow researchers?

➔ Proclaim a winner:
 ◆ Count the amount of coins for each player
 ◆ Add bonuses from Objective cards and Magic Items