

A Shelves Voyage

A game of discovery, wit and chance



Orpheus ^{HF Unip} Instituut, Resounding
Libraries MMXXIV

Argument:

Prologue to a game of discovery, wit and chance

- ❖ Introduction
 - What is the game about?
 - Objectives
 - RDF triples and knowledge graphs
- ❖ Core mechanics and setup
 - Setting-up the board
 - Game Phases
 - Reward and Growth
- ❖ Modules

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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

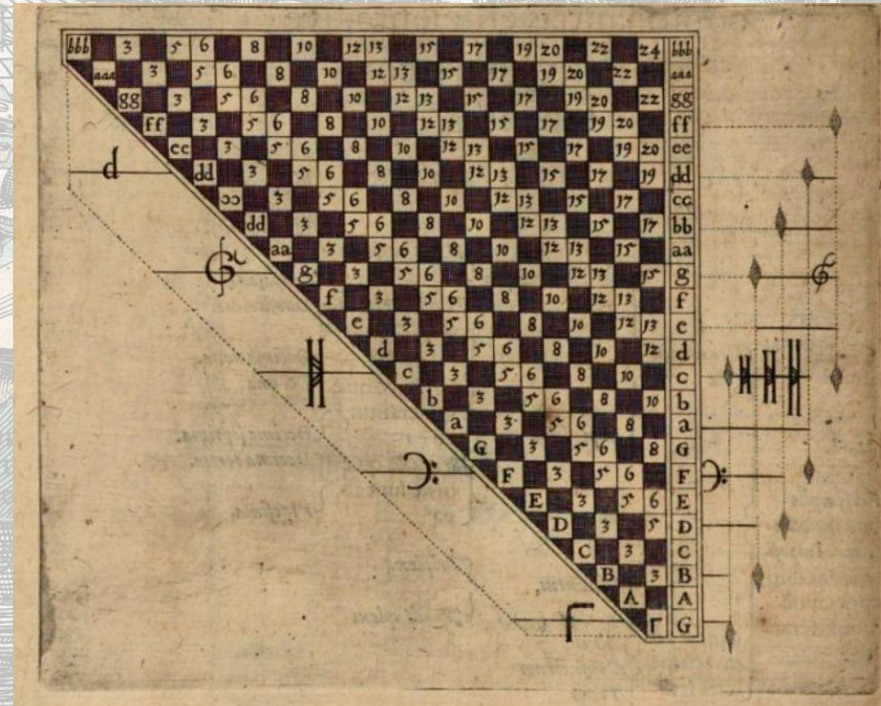


Argument:

RDF triples and knowledge graphs

- **Entities - Nodes (disks)**
- **Properties - Edges (cords)**
- **Triple: subject - predicate - object**
- **Qualifiers and “triangularization”**

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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)
- **Tokens** symbolising coins players can earn.
- A **deck** of Objective cards and Magic Items (optional module)

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Argument: *First Act*

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- **Populate the board**
 - ◆ According to predefined topics
 - ◆ Using the **Game of 20 Questions**
- Each player chooses a **color** and receives a set of **meeples** and **cords** accordingly.
- **(Optional modules):** each player receives **one Objective** card and **two Magic Item** cards from the deck.



Argument: Second Act

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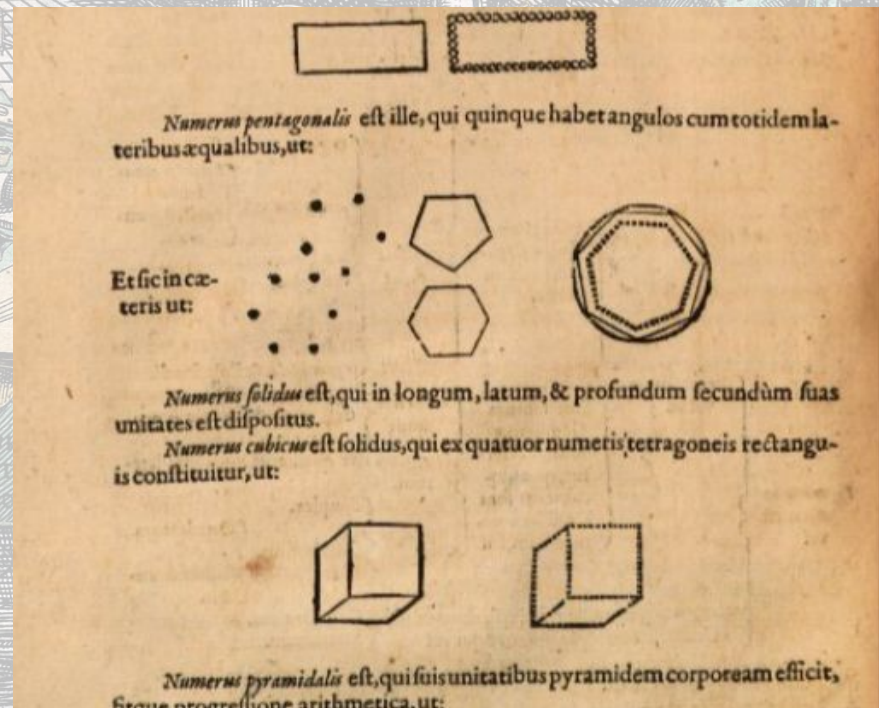
- Build a **dice poll of four dice**, choosing them from a roll of six.
- Players perform **actions** according to their dice poll. Each number correspond to a specific action.
- If a player exhaust their poll, a new round can be agreed, or the game ends.



Argument: Actions

- 1: The player renounces to an active action in exchange for:
 - ◆ Gain a coin
 - ◆ Draw a new Magic Item card (optional)
 - ◆ May change Objective (optional)
- 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 (optional)
 - ◆ Change Objective (optional)

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Argument: Third Act

- Reflection: discuss what you have just created.
 - ◆ Have you found interesting relationships between the entities?
 - ◆ Have you defined interesting properties?
 - ◆ Have you considered interesting qualifiers?
- Proclaim a winner:
 - ◆ Count the amount of coins for each player
 - ◆ Add bonuses from Objective cards and Magic Items (optional)
 - ◆ Add points from Support (optional)

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2024