



猫咪共济会

FREE CASONRY





Game Overview

1 Tags

- Simulation, narrative

2 Summary

- Players take on the role of cats and run the Cat Masons. The cats will carry out intrigues in the ancient European court and try to subvert the human power.

3 Experience

- Drag and drop events to cats to start the action:
 - Spying on humans
 - Explore the human network
 - Help the king stop the mutiny
 - Experience the story and change its development

CORE GAMEPLAY - EXECUTION EVENTS

- Manage the Cat Masons and arrange cats to perform various events.



CORE GAMEPLAY - FREEMASONRY

- Manage parliamentary resources and expand parliamentary power.



Currency

Essential for living in human circles



Leverage

Leverage in human-cat circles



Concealment

Don't get caught by humans!

Expansion →



More cat members



Diverse cat abilities



Powerful cat sacrament

Essential for world domination

More members, easier to survive

CORE GAMEPLAY - EXPLORE THE HUMAN NETWORK

- Explore the network of human relationships that shape the development of the story.



MAIN STORY LINE

➤ Main Story

- When the King is poisoned at his enthronement, he is saved by the conspiracy "Cat Masons". Under the money and power deal, the cats promise to take back the power for the king and stop the Prince's mutiny plan.

➤ Target

- Stopping the Prince's mutiny plan
- Finding the Cat's Holy Grail
- Overthrow of human domination (ultimate)

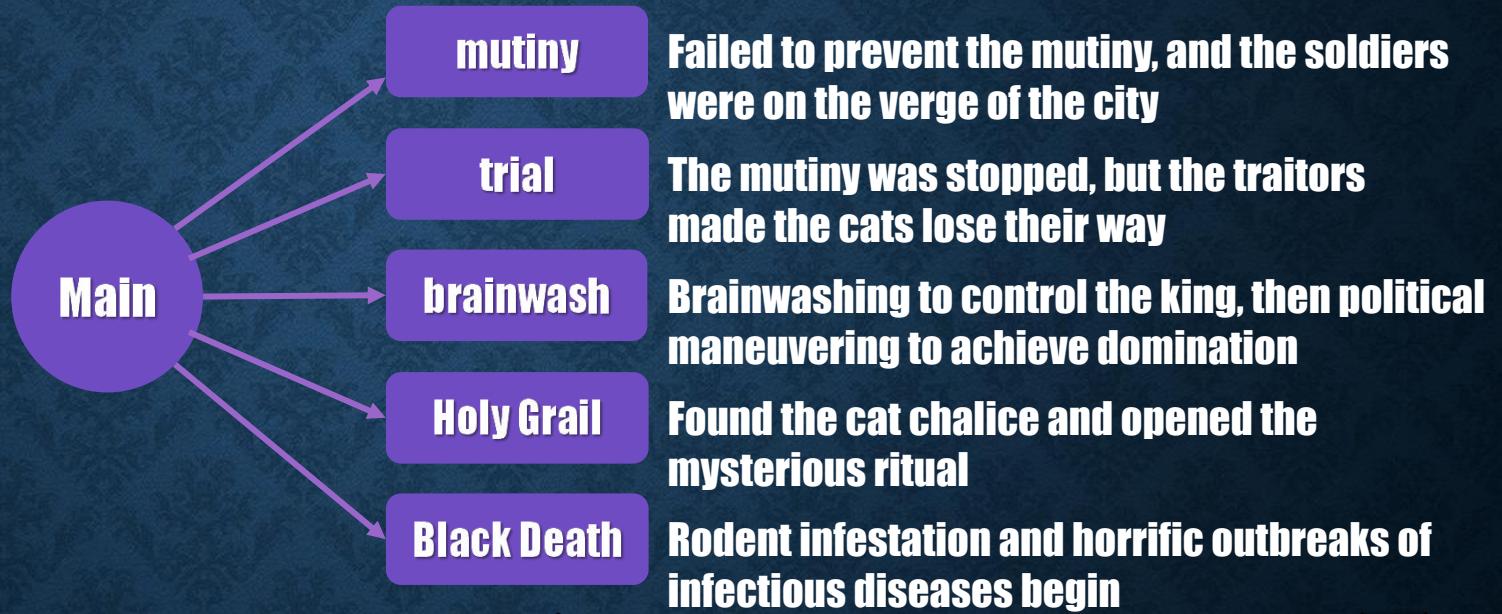


➤ World View Setting

- Ancient Egyptian cats once ruled the world. Humans betrayed the cats, stole the sacred vessels and ended the cats' rule
- Human religious elements launch witch hunt, countless cats burned to death in the havoc
- The cats are determined to rebel and set up a cat masonic society with the intention of subverting humans

STORY BRANCHING

- Story Branches
 - Personal Line Branches
 - Main Line Branches
 - Personal impact on the main line



awe-inspiring



Enemies meet



confident

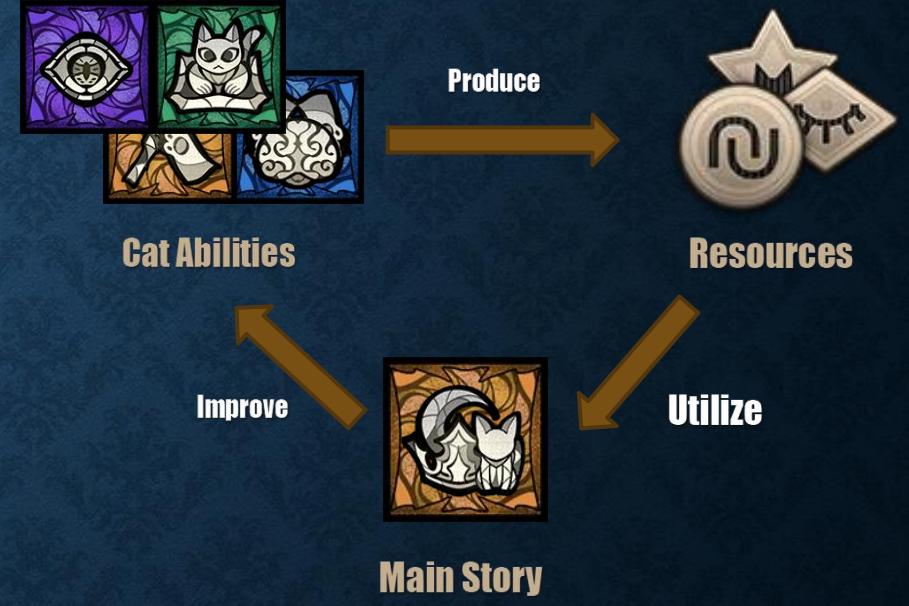
SYSTEM

➤ Design

- Inspiration: The Secret Life of Pets
- Key Points
 - Interpersonal Network
 - Feelings oriented
 - Cat action abstracted as an event

➤ System

- Basic events: carry out recycling of supplementary resources
- Story events: consuming resources to build the connection between the system and the story
- Basic events create an atmosphere of cats acting in secret



DESIGN

➤ Story

- The events of the characters try to affect only adjacent characters to avoid overdistribution of the narrative
- Conceived in a personal line and woven with "uninvolved people"
- The results of personal lines that affect the development of the main line



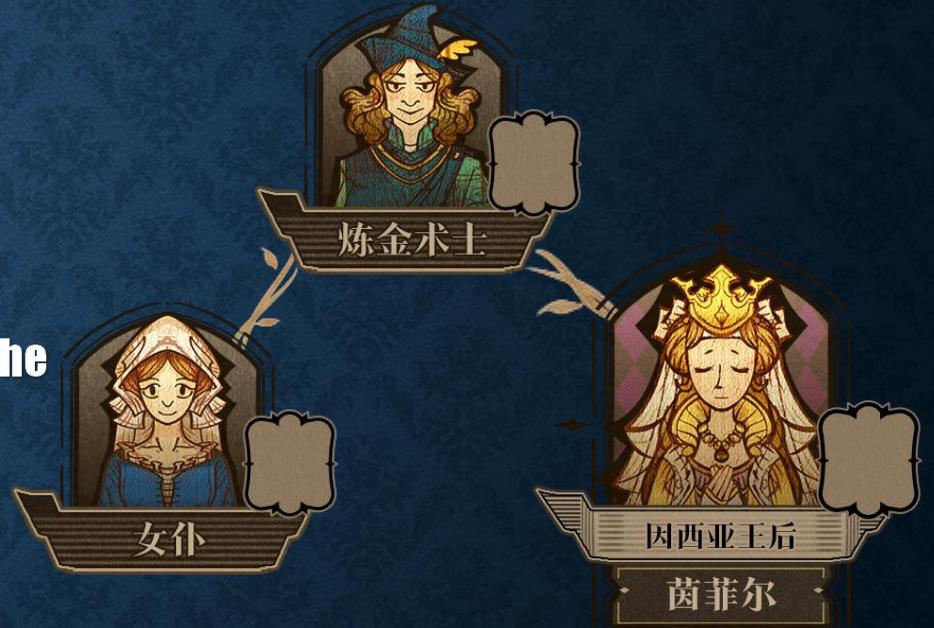
The Secret of Alchemy



Pandemic



Contributions



Art Style

The art is stylized as "**medieval gothic**" and "**courtly drama**" based on the Hamlet-style plays and the mystical Masonic worldview atmosphere. The art of this period was unique and mystical, including Gothic costumes and religious woodblock prints from Shakespeare's Henry V (stand-ups), Gothic church stained glass (icons), Tarot cards (decks), and manuscripts (OPs). The interface uses drapery, family genealogy trees, parchment and parallel brushstrokes, and uses thick strokes and black backgrounds to render a depressing atmosphere of intrigue.



Art Style

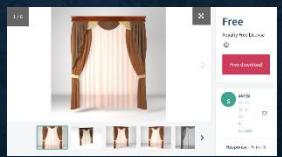
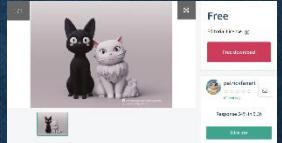
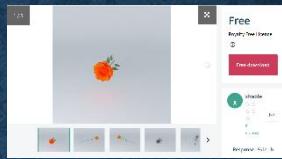
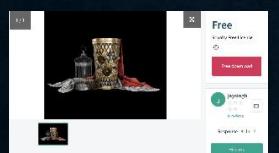
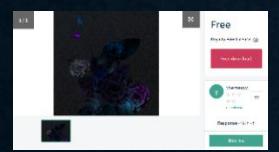
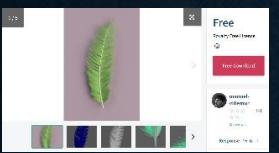
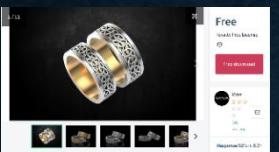
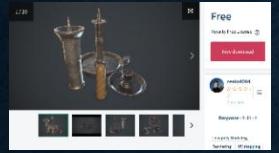
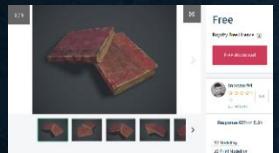
The interface adopts **situational design**, and draws anthropomorphic panels and components to fit the world view.

The anthropomorphic style requires a high level of precision, with a focus on textures and shadows, and partial use of 3D rendering.

In order to highlight the theme of "Freemasonry", a lot of occult icons and decorative paintings, and even circus elements were used.



Citation



Online Art Resources

- two of 3D background model images cited from www.cgtrader.com
- (as shown on the left)

External audio resources
All in-game audio is sourced from the internet.