

# Mystery Box Journey

- A Board Game About Modern Relationships -



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# Games Research

- Dice games
- Monopoly
- "Painting and Guessing" game
- Several card games
- "Bomb and Quiz" game
- "I have, you don't have" game
- "Don't do it" game
- Sticker games
- "Hand-word" game

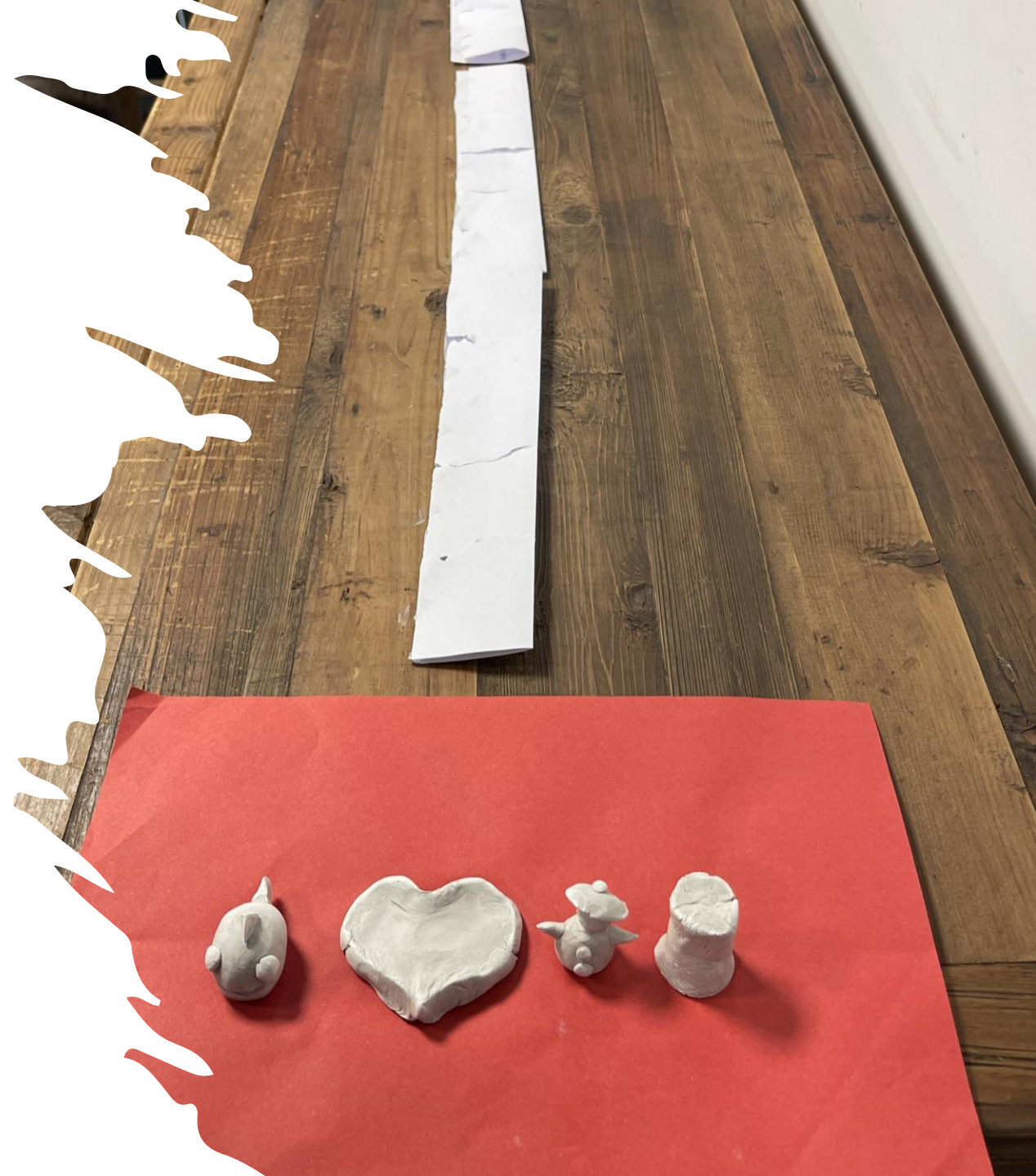
Goal? - Reach until the end  
Multi play.  
1 line. 4 sections  
Each player has position.  
Dice.  
Monopoly.  
Painting.  
Card game.  
Conversation.  
Finger.  
Bomb game.  
Action game.  
hand-word  
Team - push & pull.



# Initial Goals

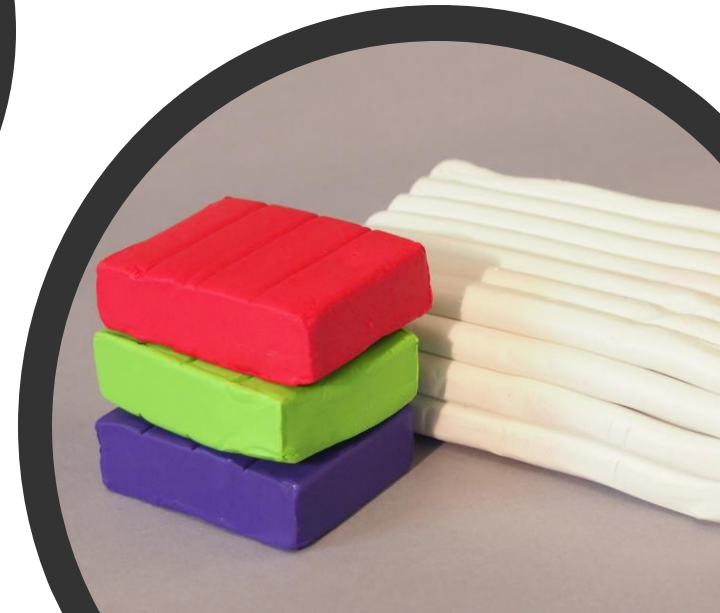
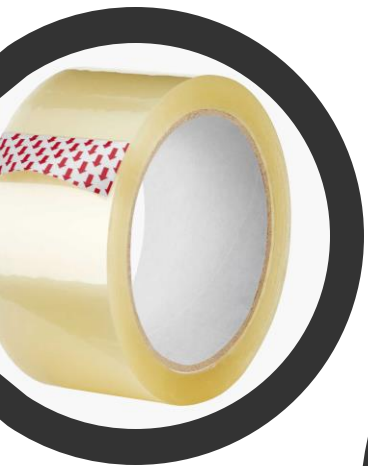
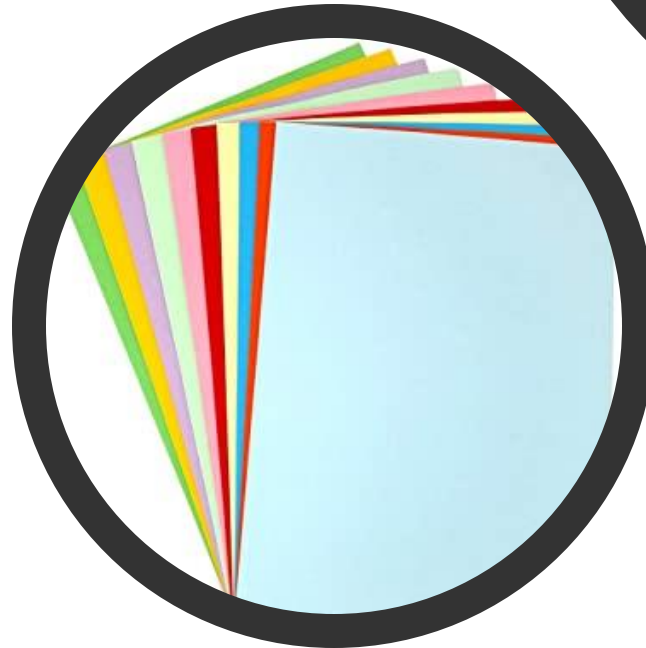
- Multiplayer game
- Draw a line and divide it into 4 sections
- Players need to move from the start of the line to the end of the line
- Add features: Story, sounds etc.

Concept: To make a playable prototype.



# What do you need?

- Clay
- Papers
- Tapes
- Pen
- Players

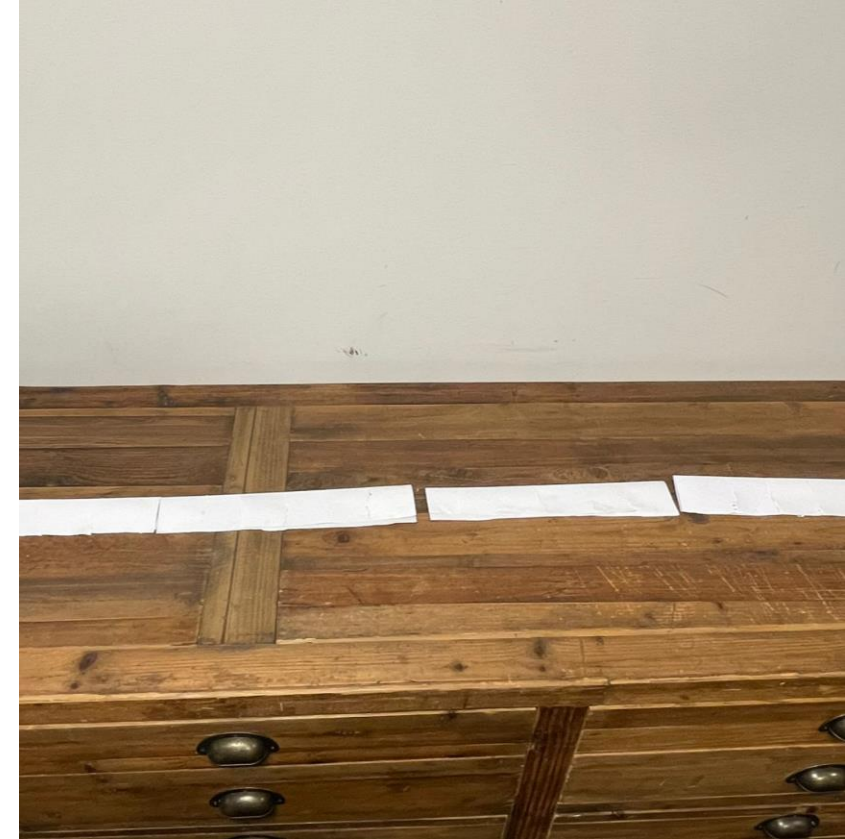
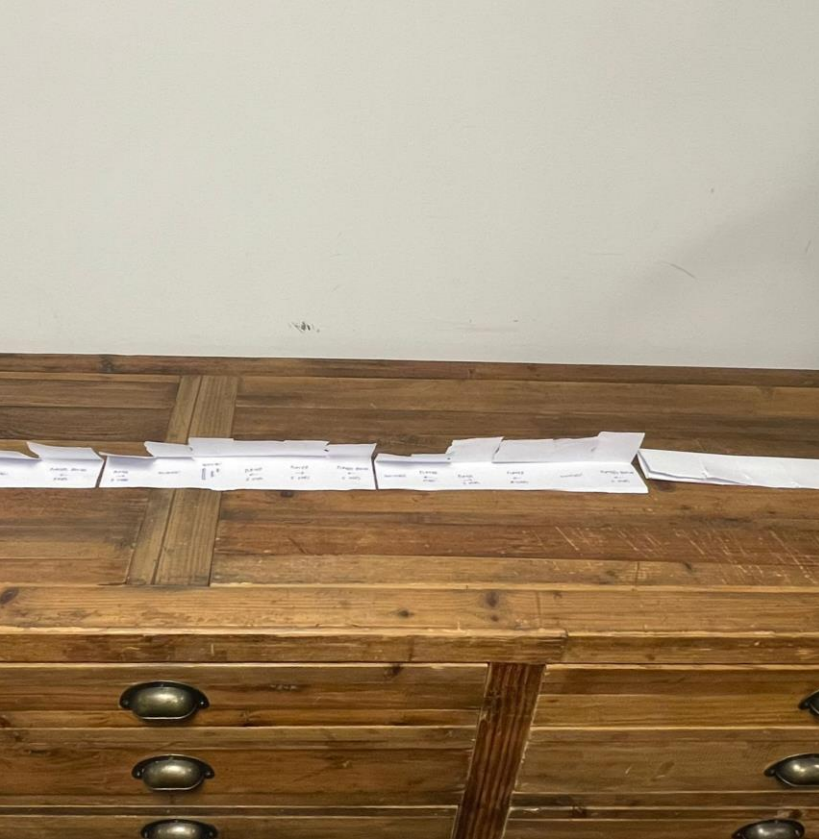




# Make your own characters

- Its shape shows its players' personality
- It stimulates the players' challenge spirit as the mini figures represent themselves





Let's prepare!

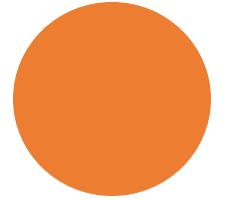
- Make your own characters with clay
- Prepare 4 sheets of paper, fold in half, divide some sections and cut the top to make lids on the sections
- Each person gets a paper and writes a different situation on each section
- Close the lids and fix them with tape
- Mix them and line them up!



# Let's play!

## Rules Version 1

1. All players start at one end of a line that is divided into 20 squares.
2. Each player holds 2 tokens at the start of the game
3. Every turn, the players hide their hands and lift a certain number of fingers (0-5).
4. Then, each player says whether they intend to move forward or to use a token to move someone else backward.
5. All players reveal their hands.
6. If two or more players have the same amount of fingers lifted, they all move back 1 step.
7. The other players move as many steps as the number of fingers they hold up in the direction they announced on step 2.
8. If two or more players end on the same square, they all move back 3 steps.
9. When a player arrives on a square, they can decide to activate its secret effect.
10. The effect takes place, and the effect is hidden again.
11. The effects can be the following:
  1. Nothing
  2. Player moves 5 steps forward
  3. Player moves 5 steps backward
  4. All the players standing behind move 5 steps backward
  5. Player goes back to the start of the line
12. The first player to reach the end of the line wins the game





# Challenges

- The game is too long because players move backwards too often.
- Some rules need clarification.



# Improvement

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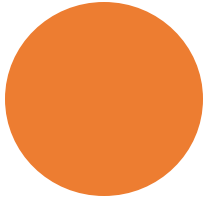
- Adapt the rules to allow players to reach the end of the line faster.
- Add new embodied mechanics to solve conflicts.
- Perfect the balance of strategy and chance.



# Let's play!

## Rules Version 2

- SETUP
  - The line is made up of 20 squares. The first square is the starting position, and the last square is the goal.
  - Under all the other squares, there is a mystery effect. These effects are assigned randomly at the beginning of each game. They are distributed as such:
    - 6 x "Player moves 5 steps forward"
    - 2 x "Other players move 5 steps backward"
    - 4 x "Player moves 5 steps backward"
    - 2 x "Other players move 5 steps forward"
    - 2 x "Player moves back to starting position"
    - 2 x "No effect"
  - Each player is given 3 Evil tokens and places their piece on the starting square.
- TURN STRUCTURE
  - Declaration Phase:
    - All players hide one hand and hold up a number of fingers of their choice (0-5).
    - Each player announces whether they intend to move forward or to move someone else backward.
    - All players reveal their hands.
  - Resolution Phase:
    - If two or more players hold up the same number of fingers, none of them move.
    - The remaining players as many steps as the number of fingers they hold up in the direction that they announced in the declaration phase. Any player moving another player backward must spend one of their Evil tokens to do so.
    - If two or more players end up on the same square, they have to play one round of Rock-Paper-Scissors, and the loser moves back 3 steps.
  - Effects Phase:
    - Once all player have moved, each player can decide to activate its mystery effect or not.
    - The effects take place in the order of the player announcing their decision.
- END CONDITION
  - Once a player reaches the final square, they roll a die and add their unspent Evil tokens to the result.
  - If the result is higher than 3, they win the game.
  - If not, they lose and are expelled from the game.





# Story version 1

The story can be about 4 job seekers trying to apply for a job. Only one person will be the winner and the person will throw a die at the end. The number they will get from the die is the number of the interviews they can get.

The 2 devil tokens they get at the beginning of the game can draw other players to the backwards. At the end of the game, it asks the winner: 'Were you generous to the others while you were competing? Were you fair to the other competitors?'

The players will make themselves forwards, make the other job seekers to go back and help the others even if they don't mean it. It is their choice to open the chance paper as everybody makes their own chances.

In the game, you will have some situations like: 'The other job seekers have some misspells on their CVs - All of them move back 1 step', 'Your volunteering experience amused the examiners. You move 3 steps forward'

# Story version 2

The players are artists competing for a grant.

Holding the same number of fingers and not moving as a result = the art supplies they need are out of stock.

Arriving on the same box and moving back = they have the same idea and have to rethink their concept.

Using the devil token and moving others back = defamation or shit-talking.

Mystery box "Players --> 5 steps" = the player knows someone in the jury.

Mystery box "Others <-- 5 steps" = the player gives fake advice to the others.

Mystery box "Player <-- 5 steps" = the player embarrasses themselves in front of the jury.

Mystery box "Others --> 5 steps" = give good advice to others.

Mystery box "Player <-- start" = the player loses their hard drive and must start over their application.





# Considering User Experience

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- We used a simple straight line to make the progression toward the goal and thus the competition very clear.
- We used embodied mechanics to determine movement on the board (holding up fingers) and settle duels (Rock-Paper-Scissor) so that players can really feel engaged in the fate of their pieces.
- We thought about turning this game into a fully embodied experience, in which players use their bodies as their pieces and the squares are drawn on the floor. In our opinion, this would make the race even more thrilling and personal.
- We noticed interesting play dynamics between the players. Some were engaged in cold competition, while at times others engaged in some kind of collaboration, which made the play experience more complex and dynamic.
- We had a lot of fun playtesting our prototype because it was designed with a high level of uncertainty. Players reveal their hands simultaneously, so they can't make informed decisions as to how many fingers to raise. Moreover, they don't know what mystery effect is hiding under the square they are standing on, so they have to rely on chance or memory to decide whether they want to activate it or not. The player has to act cautiously because the mystery effects are designed to be very powerful. This adds tension to the game.
- There is also a moral a system embedded in the experience. Doing evil actions (using Evil tokens) might prevent other players from winning, but it also decreases their own chance to win the game when reaching the goal. This adds another layer to the experience.
- We found that the second iteration of the rules offered a good balance of strategy and chance, and kept us in a state of flow until the end of the game.

**THANKS!**  
**Q&A**

