



Xia's Revenge

INFSCI 1450 Game Design Final Presentation
By: Grace Dong





OVERVIEW

Xia's Revenge tells a story of love-turned-hatred, of loss of family, of a chosen family built on close friendship, and of revenge and protection of homeland. As a multiplayer **social-deduction and card game combination**, Xia's Revenge is set in the empire of JiangHu, where martial arts determines one's strength. With **six unique characters** guided only by their conscience (or lack thereof), it's a race of revenge and elimination.

Who is friend or foe? Dilemmas to trust or not to trust jumps at you throughout gameplay and you must keep surviving and learn to use your given resources to protect, or to destroy.

Who it's for?

- 
- 6 player social-deduction + card game
 - Audience
 - Target card game lovers with interest in social deduction
 - Ages 14+
 - Target platform: Tabletop
 - Requirements: A table

Similar Games

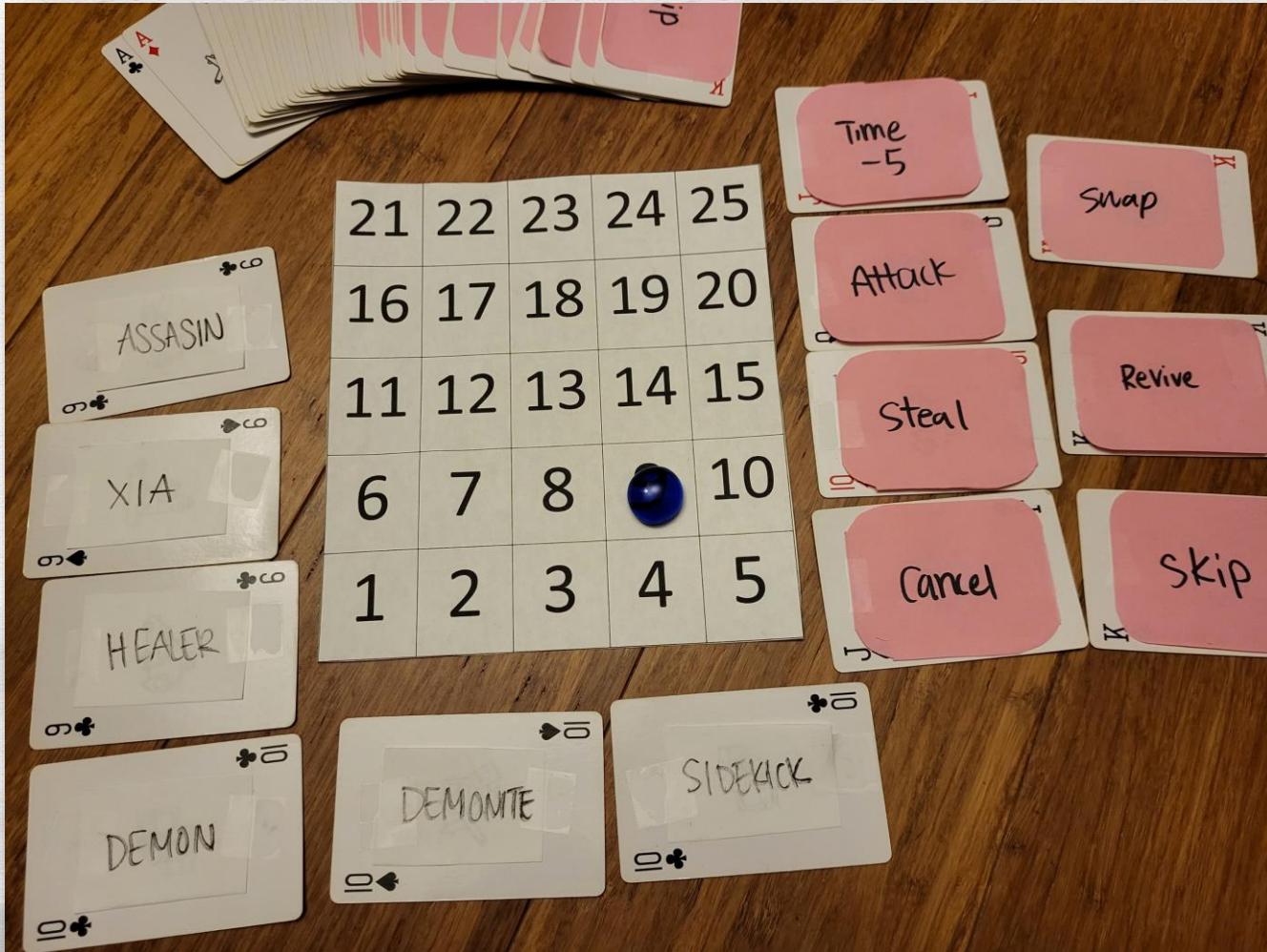
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- Mafia
 - Werewolf by Stellar Factory
 - Avalon
 - Exploding Kittens



PROTOTYPE



Test run



Feedback

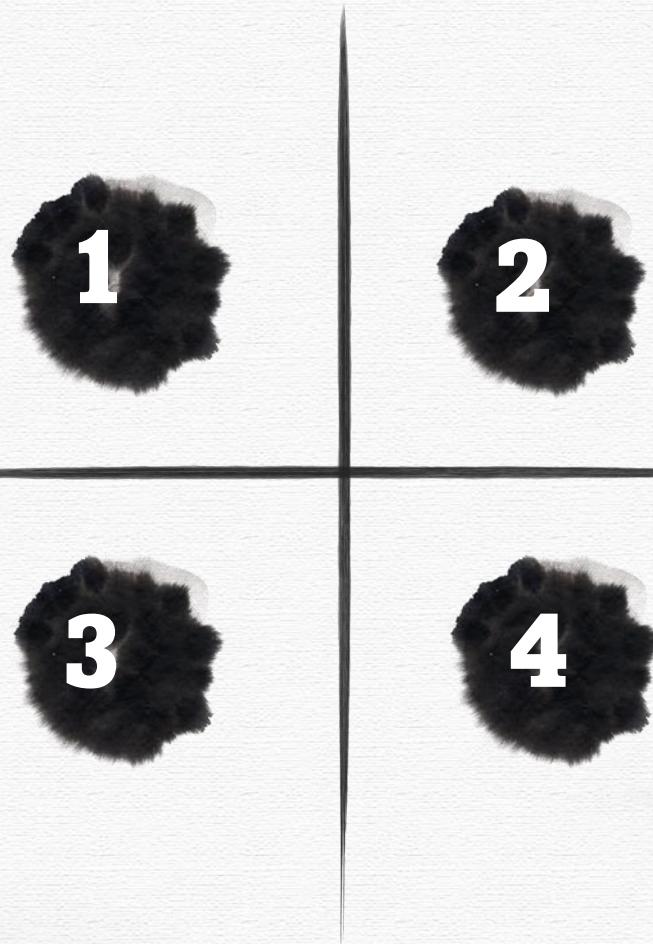
Balance of card deck

- Magic card number increase
- Addition of two more magic cards



Adjustment of the Time Board

- Added time to 30
- Altered rule to explode the player that over-reaches 30



Reframing drawing and order of player's turn

- When to draw a card
- Steal and draw

Q&A after each circle

Discussion after a player dies

Edge cases

- Swap and draw?
- Revive/Cancel

Also suggestion for more features...

Card-deck key changes

Time - Number Cards x20

Time subtraction x8

Cancel x4 (cannot cancel revive)

Steal x4

Attack x4

Swap x4

Revive x4

- Had to have double

Time - Number Cards x60

Time subtraction/addition x8

Cancel x8 (cannot cancel revive)

Steal x8

Attack x8

Swap x8

Revive x2

- Single could be used

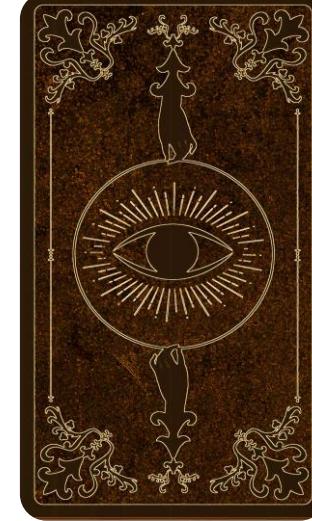
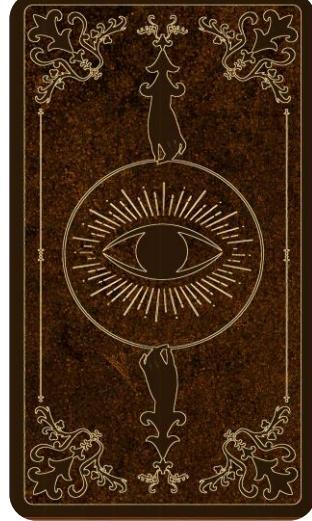
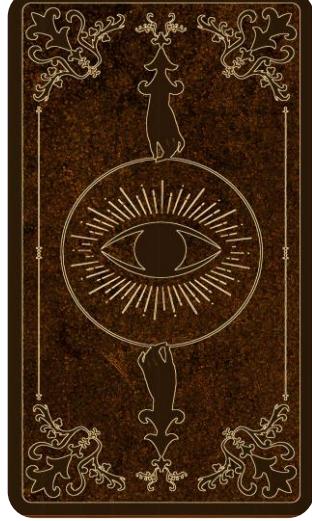
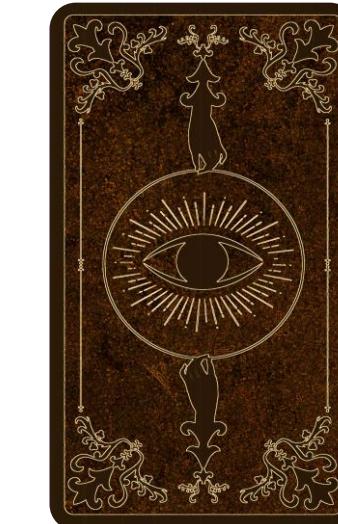
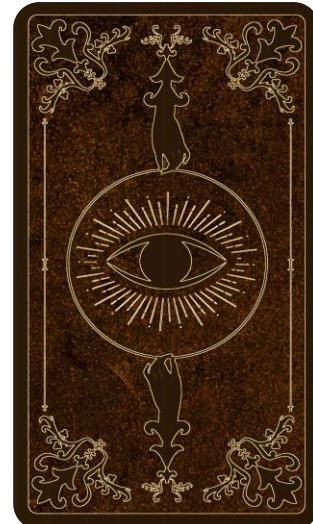
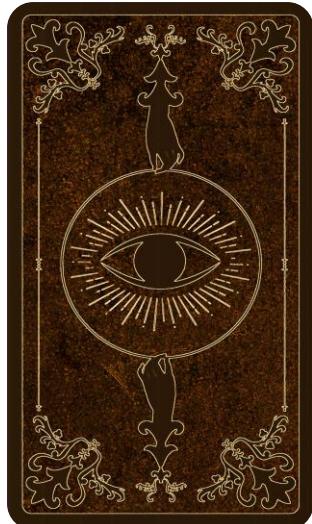
Reverse [added] x8

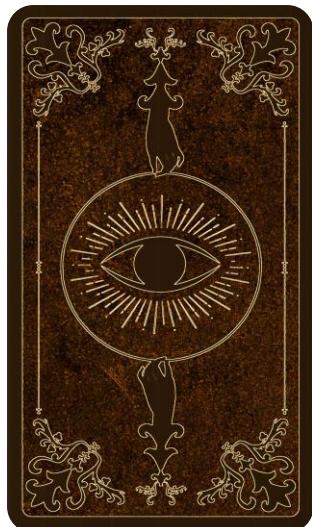
Magic Card [added] x4



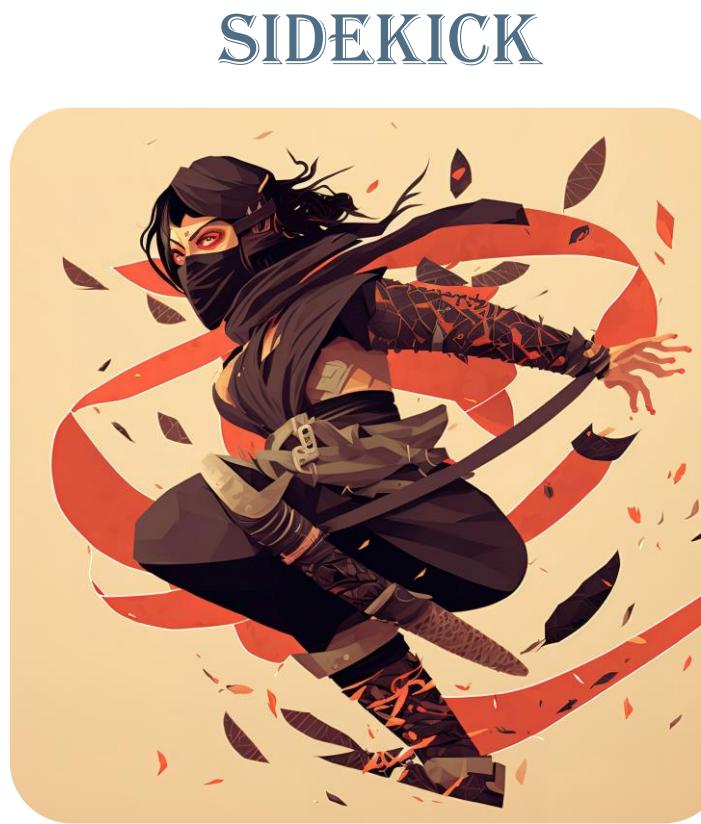
**FINAL
PROTOTYPE**





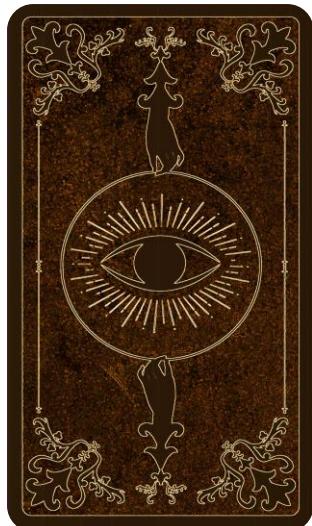


**Xia's keepsake can turn back time
If Xia dies, good side loses**

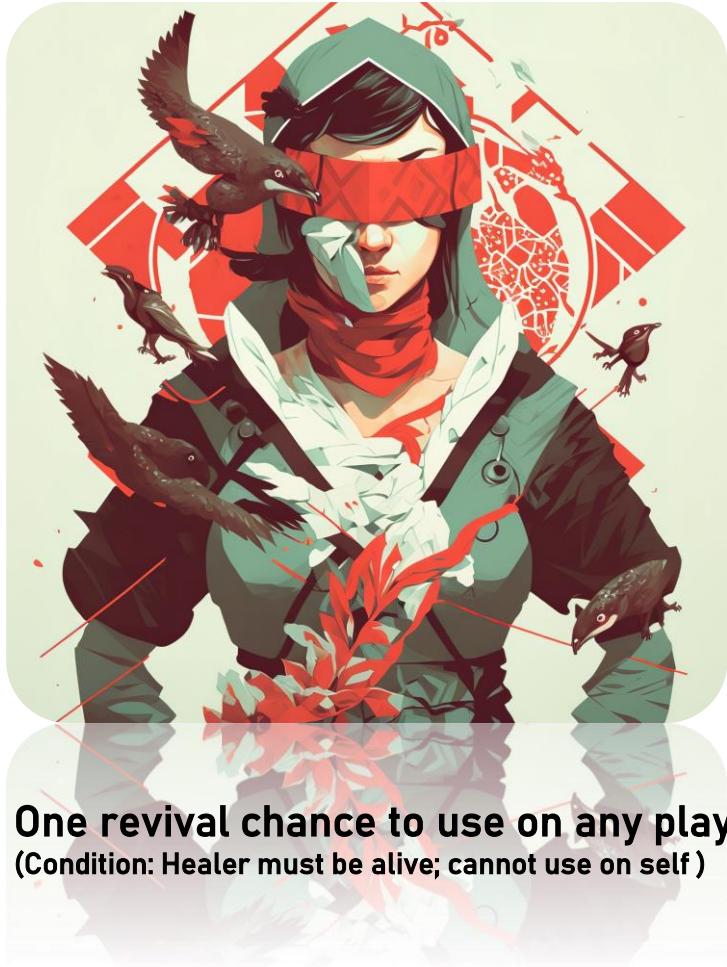


Sidekick knows who Xia is

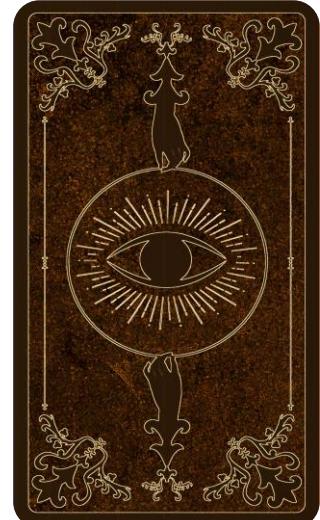


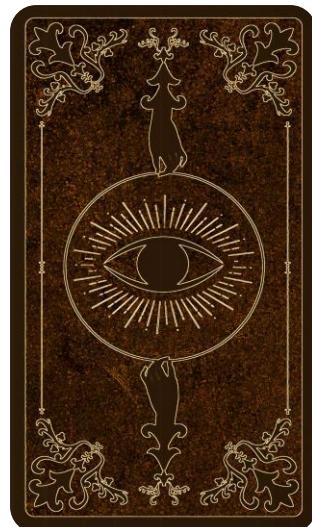


HEALER



ASSASSIN



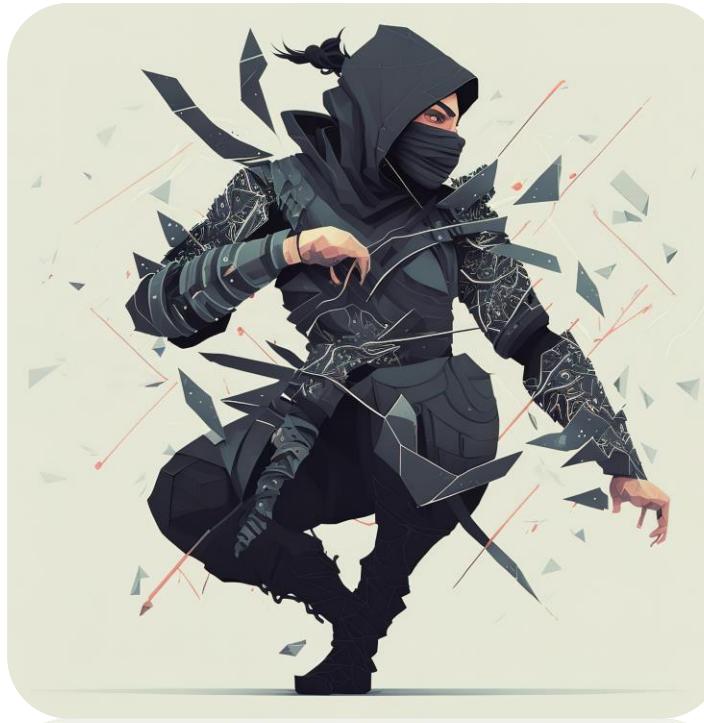


DEMON



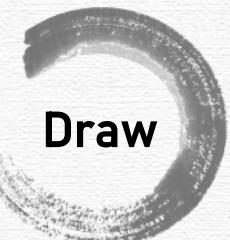
Big Boss

DEMONITE



Knows two players
(Demon and Sidekick, but not who is who)





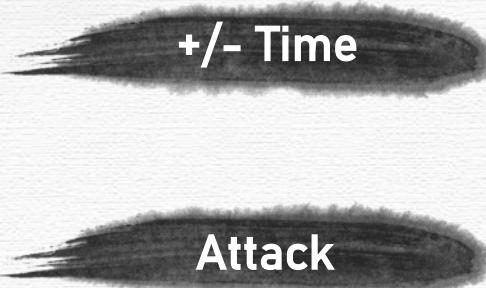
Draw



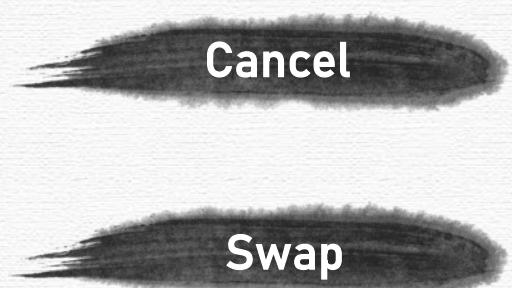
Play



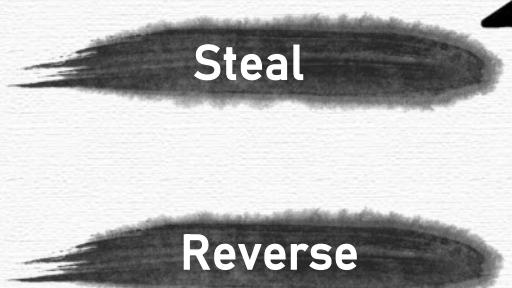
Question



+/- Time



Cancel



Steal



Attack



Swap



Reverse



Revive

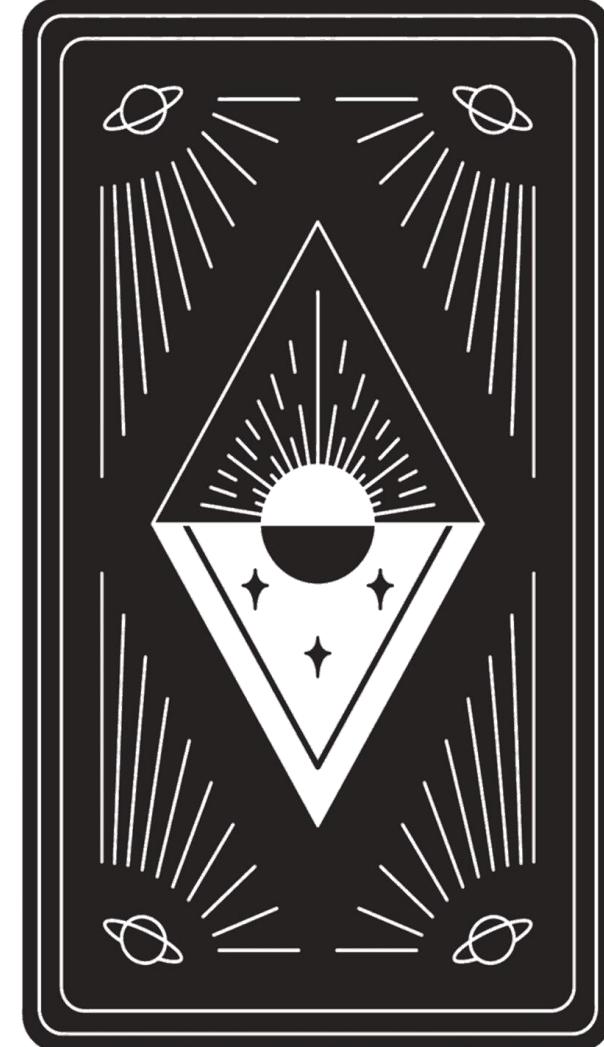
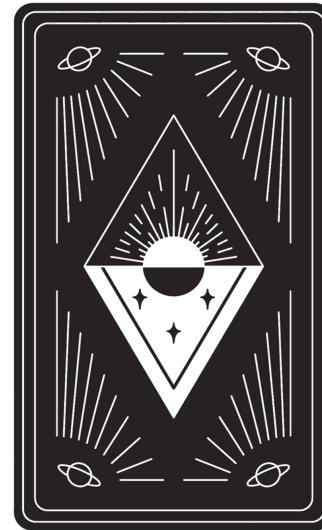
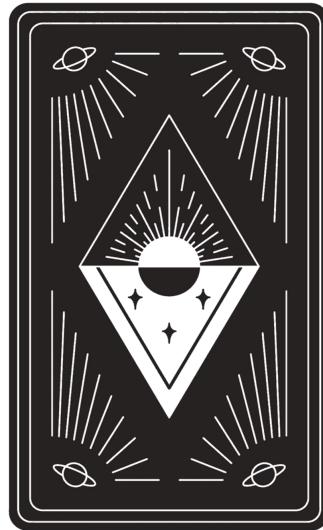
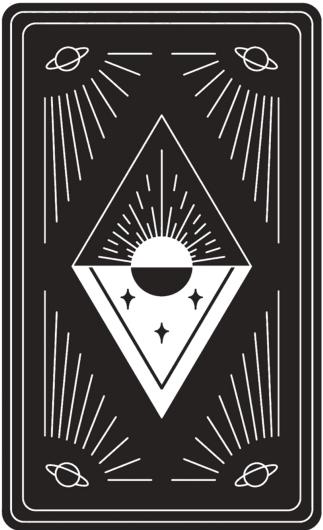


Deduce



Project





+1



1 +

+2



2 +

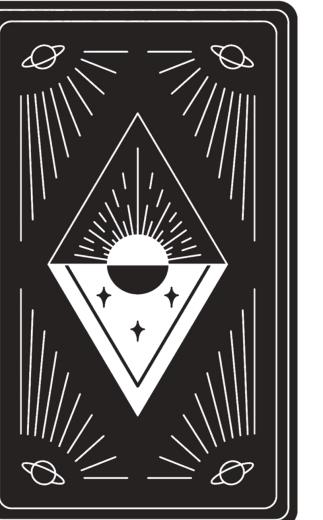
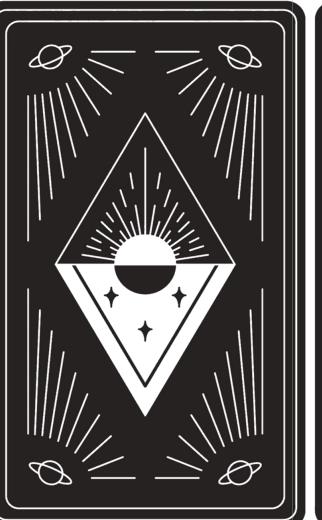
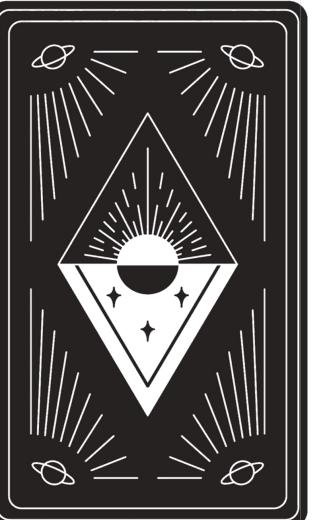
+3



3 +

Time Board

26	27	28	29	30
21	22	23	24	25
16	17	18	19	20
11	12	13	14	15
6	7	8	9	10
1	2	3	4	5



**TIME
MANIPULATION**

Can choose to either +5 or -5



CANCEL

Can cancel/reject the effect of any magic cards



STEAL

Randomly steal a card from any player



ATTACK

Force a player to play a card



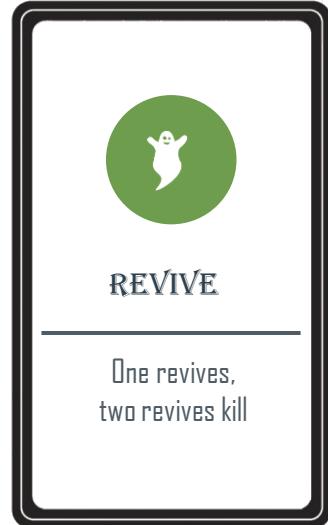
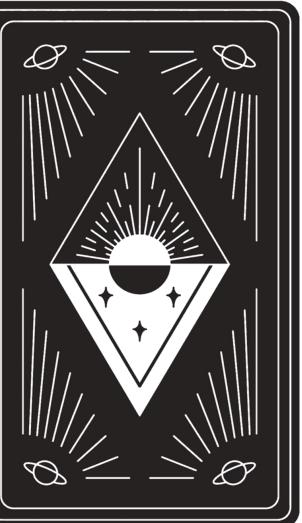
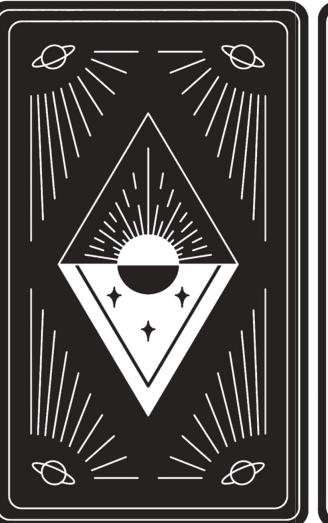
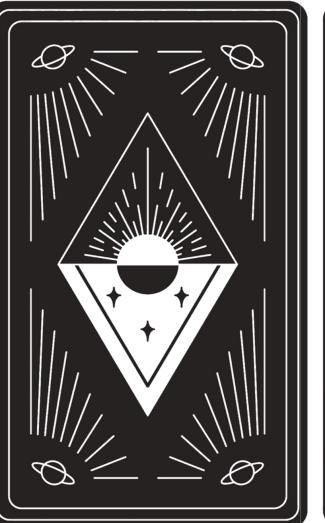
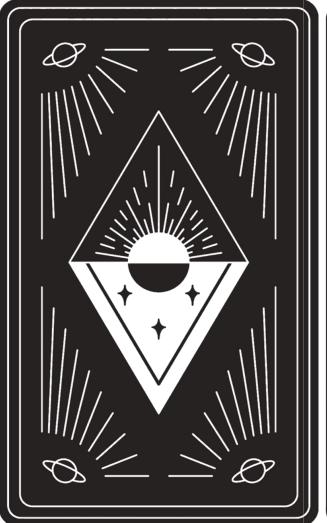
SWAP

Switch all cards at hand with another player



REVERSE

Reverse direction of play



Final Gameplay Flow

- Shuffled a character, start forming strategy
- Starts with handset of 3 cards
- Try to survive and figure out who is the opposite team
- After one round, Q&A session to direct any suspicious actions
- Anytime a player dies, game goes to Discussion time where each player has one minute to explain their deductions
- Finally, Have Fun!

Value/Theme

- 
- Based off of Martial Art
 - Story of revenge, each character's background story aims for personal relevance
 - Build team cooperation and deduction skills



Xia's Revenge

Thank you! Questions?