Thin Blue Line:

Team Roles:

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Four Word Overview:

City Police Fight Crime

Synopsis of Game:

Players will engage as various investigators attempting to prevent their city from falling to crime. They will initially deal with various situations while preparing to deal with the major crime. When they advance through the Major Crime enough, a Tilt occurs wherein the Mob Boss whom the players are confronting is revealed and a few mechanics change. Then the players will rush to solve the Major Crime before their city is overrun with crime.

Game Loop:

Game Begins:

* Each Player is dealt 3 Roles from the 12 total. Each player selects 1 of those 3 roles.
* A Major Crime is selected from the list of possible Major Crimes. The First Tier begins active.
* Abilities that affect the starting state of the game (like those from Power Luster) immediately activate.

Game Play:

* The First Player (whoever that may be) takes their turn.
  + On each player’s turn they may take 2 Actions.
    - Change Neighborhood
    - Spend up to 3 points from Stat Pools toward a Situation in the current Neighborhood.
    - Spend up to 3 points from Stat Pools toward the Major Crime from anywhere in the city.
    - Add a Situation to the current Neighborhood to recover 3 Stat Points.
    - Spend up to 3 points from Stat Pools to lower the City Crime in the current Neighborhood (Smarts are spent to lower Police Corruption, Moxie is spent to lower Chaos, and Muscle is spent to lower Mafia Presence).
    - Use a Special Ability (as determined by role).
* Repeat Previous step for Player 2, 3 and 4
* All Situations, Major Crime Tiers and Mob Bosses with Ongoing Effects now activate, affecting Player Stats, City Crime and Neighborhoods.
* The Police Chief now selects a Behavior from the list of possible Behaviors. Decided by how his Personality Traits dictate based on Reputation of the Players. The higher their reputations, the better the rewards he provides are.
* The Player that was previously Player Two becomes the First Player, and the previous First Player becomes Player Four.
* Repeat from First Step.
* Gameplay continues until Players Win or Lose.

The only significant shift to Game Play is the Tilt.

The Tilt occurs when the Third Tier (of 5) of the Major Crime is completed. Completing the Third Tier reveals the Mob Boss that the players will be dealing with. At the time of the Tilt, the Mob Boss is selected from the list of possible Mob Bosses. Each Mob Boss has an effect during the Crime Turn, a new loss condition of some kind, and some effect on the future of the game immediately upon being revealed.

The players Win if they successfully complete the Fifth and Final Tier of the Major Crime.

The Player Lose if they reach the loss condition of the Mob Boss, or any of the General City Crime categories reach 10.

Player Actions Expanded:

* Change Neighborhood:
  + Changing Neighborhood is done by clicking on a Neighborhood from the Main City Map and then selected the Move Here button. This takes one of the Player’s actions for the turn and transports them from their current Neighborhood to the newly selected one. A Player cannot move to the Neighborhood they are already in.
* Spend up to 3 points from Stat Pools Toward a Situation in the Current Neighborhood:
  + The Player may select a Situation in their current Neighborhood. They can spend up to 3 points from their Stats Pools (Smarts, Moxie and Muscle). These stats apply toward the Situation’s Progress. Impact is calculated based on modifiers (based on Situation at hand).
* Spend up to 3 points from Stat Pools Toward the current Tier of the Major Crime:
  + The Player may select the Major Crime from the top of the screen. Doing so allows them to spend up to 3 points from their Stat Pools to make progress toward the Current Tier. Impact is calculated based on modifiers to the impact of each stat based on the current Tier.
* Add a Situation to the Current Neighborhood to recover Stat Points:
  + The Player may choose to add a Situation to the current Neighborhood. The Situation is added from the list of possible Situations. Then the Player may add 3 Stat Points as they desire to their Stat Pools. Any Immediate Effect of the Situation happens now.
* Spend up to 3 points from Stat Pools to lower the City Crime in their current neighborhood:
  + By selecting the City Crime for their Current neighborhoods, they may spend stat points from pools to the related crime category. Categories lower at a 1 to 1 with points spent.
* Use a Special Ability:
  + Many of the player roles have special abilities they may use throughout the game. Using a Special Ability counts as an action.

Situations Expanded:

Situations have a name, a description, and some cost to complete in addition to a Modifier for each Stat Pool. They can have an Immediate Effect, an Ongoing Effect, a Positive Outcome and a Negative Outcome.

* Name:
  + A situation’s name says what the situation actually is, and perhaps gives a hint as to what ability might be the best for completing it.
* Description:
  + The description provides a flavorful explanation of what this Situation is causing in the City. In addition it provides more hints as to what Stats are best used for completing this Situation.
* Cost to Complete:
  + Every Situation has a Threshold of points that needs to be spent to solve the Situation. When players spend points toward a Situation, progress is made based on the modifiers and what stat pools points were spent from.
* Modifiers:
  + Each Situation has a modifier for each of the 3 Stat Pools. When a player spends points from any and all pools toward completing a Situation, the new Progress is calculated based on these modifiers.
    - NewProgress = OldProgress + ((MusclePointsSpent\*MuscleModifier) + … + (SmartsPointsSpent\*SmartsModifier)) \* ReputationModifier
    - If the NewProgress is greater than the cost to complete, then the Positive Outcome is reached and the Situation is handled.
* Immediate Effect:
  + An Effect that occurs exactly once, when the Situation is put into play.
* Ongoing Effect:
  + An Effect that occurs once every Crime Turn.
* Positive Outcome:
  + A Situation’s Positive Outcome is activated when the Progress toward Completion is higher than the Cost of Completion. It usually benefits the players in some ways, and can affect anything in the game state.
* Negative Outcome:
  + Some Modifiers to Stat Pools spent are negative. If a Situation has a Negative modifier than it has a Negative Outcome where the Cost to Complete is reached in the negatives. These Outcomes are sharp penalties for failing a Situation utterly.

Major Crimes:

A Major Crime is effectively a complicated Situation. It represents a City Wide effort by the Mafia to perform a massive crime. They are organized into 5 Tiers. Each Tier is in essence a Situation. A Major Crime Tier cannot have a negative modifier toward Stat Points Spent.

Mob Bosses:

A Mob Boss is revealed during the Tilt. They add a Loss Condition, an Ongoing Effect and potentially another set of modifiers. In addition they have a name, a description, some art, flavor stuff, ya’ know?

* Loss Condition:
  + A Mob Boss adds a Loss Condition. This Loss Condition can be related to the levels already in the game (Crime Categories, Player Stats, # of Active Situations, etc.) or can add a new stat (Stolen Wealth, etc.). In either case, it specifies a level that is now considered a Loss Condition.
  + If that level is reached, the Players lose.
  + If those levels are already active when the Mob Boss is revealed, the players have 3 rounds to get out of the Loss Condition or they lose.
* Ongoing Effect:
  + Just like a Situation’s Ongoing Effect, this activates during the Crime Turn and impacts the Game State.
* Modifiers:
  + The Mob Boss might have a modifier that reads something like All Smart Points spent are 25% less effective or something similar that impacts everything in the game.
* Name:
  + A Mob Boss’ name.
* Description:
  + Adds some flavor to the mob boss, gives them some personality.

Police Chief:

During each round, the Police Chief acts after the Crime Turn. His actions range from Do Nothing to Reward Investigators. The Police Chief calculates a Behavior each turn based on the state of the game. They calculate a behavior for each Player.

* Possible Behaviors:
  + Do Nothing - The Police Chief does nothing and play continues.
  + Reveal a Situation - The Police Chief adds a Situation to a random neighborhood.
  + Grant Commendation - The Police Chief increases a random player’s or players’s reputation with a random Neighborhood.
  + Reward Investigator - The Police Chief gives each player between 1 and 3 random Stat Points.
  + Internal Affairs - The Police Chief investigates a random Player. That Player may only take 1 Action during the next Round.
* Calculating Behavior:
  + The Police Chief is assigned a Mood based on Number of Active Situations, average player reputations and modifiers from Mob Boss.
    - Moods:
      * Angry
      * Happy
      * Worried
      * Suspicious
  + The Mood determines the modifier to the calculation. The Calculation is based on the Chief’s Personality Traits (randomly generated in ranges based on difficulty)
  + Behavior = MoodWeight\* (Gullibility + Generosity + Involvement)
    - The number of Behavior will fall somewhere on the scale that determines which behavior is taken. For example 0.3-0.6 might be Do Nothing for that player.