

# Moonlight Struggle



## Design Concept:

This is a board game for four players, divided into two factions.

A distinctive and deep building system, achieving a unique combat style and strategy through different effect preferences and combo combinations. Varied combo styles: Assess the battlefield, allocate life and energy resources sensibly, adjust the card activation sequence, and unleash a diverse array of combos reminiscent of a sudden storm. **Confront curses**, embrace power: Seize the moment, willingly endure permanent negative effects, in exchange for momentary outbursts capable of altering the course of battle.

The four players choose their adventurers and teammates in sequential order based on the roll of the dice. The two teams take turns selecting 4 sets of "Moonlight Armaments," totaling 12 cards, to add to their teams. These cards can replace any ability cards, except for the 3 core cards, offering the potential for a unique card deck in each game session.

## Game Background:

Three meteors weave the spectrum, and four moons hang in the celestial dome...

Tonight in the Freeport feels longer than any other night before. Phantom Moon's dark purple tide submerges the city center, bringing a curse-like stillness and gloom to the crowd and the land, as well as a familiar aura that only you can sense. Players will embody four adventurers with diverse abilities and different goals, forming two pairs to venture into the cursed districts. Explore and investigate the shadows of the Phantom Moon, awaken scattered "Moonlit Armaments," engage in fierce battles with opponents, complete missions, and seize the mysterious power of the Phantom Moon.

## Main UI

- ① Camp 1 starting point
- ② Camp 2 starting point
- ③ Regular area with no special effects
- ④ Obstacle: Cannot be entered or crossed, obstructs vision and some skills
- ⑤ Teleportation area: Can use one stamina point to teleport to the corresponding teleportation point
- ⑥ When located here, each round, you can upgrade the effect of one active ability without consuming investigation points.



## Character Attributes

**Health:** Characters have 6 health points. When a character's health reaches 0, the character is defeated.

**Stamina:** Players have a stamina limit of 6, starting with 3 stamina points each.

**Weight:** Character weight is equal to the number of owned cards. Action order is determined by weight, with lower weight having priority. In case of equal weight, Camp 1 has priority. This applies to characters within the same camp.

**Decking phase:** Each camp selects 4 sets of scattered components, totaling 12 cards. Players within the same camp can share these cards, replacing any 6 cards of their characters except for the core cards.

**Entry:** Players set up their character panels, take 9 pre-constructed cards as their hand, and follow the action order.

## Game phases

**Supply Phase:** Starting from the second round, at the beginning of each round, all characters recover 3 energy.

**Action Phase:** Each character has their own turn, consisting of a beginning and an end. After the turn begins, characters can perform up to 3 actions in any order. Each action can only be performed once per turn:

**Move Phase:** Characters can move up to 4 spaces.

**Battle Phase:** Use components from the character's active area or place a component from the hand into the active area and use it.

**Burn Action:** After using any card in a battle action, it can be removed. Choose one of the following effects: immediately recover 2 energy, gain a combo, or upgrade the next card. A character's turn ends immediately after completing all actions.

**Settlement Phase:** At the end of each round, check if any faction has achieved victory conditions.

## Victory conditions

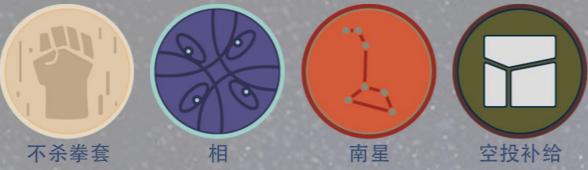
At the end of **each round**, victory is achieved if either of the following conditions is met: The faction's score **reaches 10 points**. There are two ways to score: defeating enemy faction characters earns 3 points. Occupying neutral or enemy-controlled research areas earns 1 point. Simultaneously occupying all 4 observation areas also grants victory. Failure occurs when the faction's **Dream Infection reaches 5**. Dream Infection increases by 1 during the Burn phase. Dream Infection increases by 1 when upgrading effects are used in the Shadow area without consuming investigation points.

## Berserker

"Forge the blade with life, cutting through injustice and tyranny!"



## Special Resources



## Equipment



## Berserker

"I don't remember  
who said that. It could  
be me or you."



## Card Introduction



**Reaction:** An immediate effect that can be activated when trigger conditions are met. After use, the card is placed in the expenditure area.

**Active Effect:** The primary function of the card. Activate the corresponding effect based on the instructions provided.

**Enhanced effect:** It requires consuming Investigation Points, free reinforcement within the shadow area, or executing a Burn action to activate.

**Berserker** Since he was adopted by different people when he was young, he has had countless nicknames and names, to the point where he himself no longer knows who he truly is. It is precisely because of this experience that he was chosen by the Nine Altars Society and trained to become the dark side successor of the '相'. For him, obtaining the power of the Illusion Moon is just another attempt to mirror himself and others on the same plane.....

Cards are the most crucial resource in the game. By combining cards with different effects, adventurers create unique and diverse combat styles in each game. Each card possesses multiple attributes

In this game, cards play a crucial role, originating from weapons and the special effects carried by players themselves. Let's delve into the details:

**Hero Skill Cards:** Each hero possesses three special skill cards. These cards may include various effects such as reactions, stances, and abilities.

**Weapon Selection:** Upon entering the game, players can choose two weapons. Each weapon carries three cards. These cards are related to the specific weapon, so the card effects may vary between different weapons.

**Card Exchange Among Teammates:** Before the game begins, teammates can exchange cards with each other. This helps optimize team tactics and strategies.

**Initial Cards:** Players start with nine cards. These initial cards have various effects and come into play during the game.

**Card Recycling:** After using a card, players need to pick it up again to reuse it.

**Card Upgrading:** In the game, special resources can be used to upgrade cards. This means players can enhance card effects using specific resources. For example, if a card has an attack ability, players can use special resources to increase its attack power or add other effects."



**Energy:** The number of dice required to activate a card's effect. The hexagonal squares on the right indicate the distance at which the active effect takes place.

**stance:** When you choose to perform a precautionary action, you can place the card in the stance area of the player board and activate the stance effect when the trigger conditions are met. After use, the card is placed face up in the stance area

### Berserker Special Card



# Biosphere No.9

## Design Concept:

By showcasing the fragility of artificial ecological systems, the design prompts reflection on humanity's establishment of civilization and intervention in natural behaviors.

The design revolves around the inevitable collapse of system balance, offering players a meticulous effort to stabilize the system while presenting the negative outcome of environmental collapse. Coupled with the interplay of cooperation and competition, it conveys a multi-faceted reflection on the relationship between humans and nature.

## Game Background:

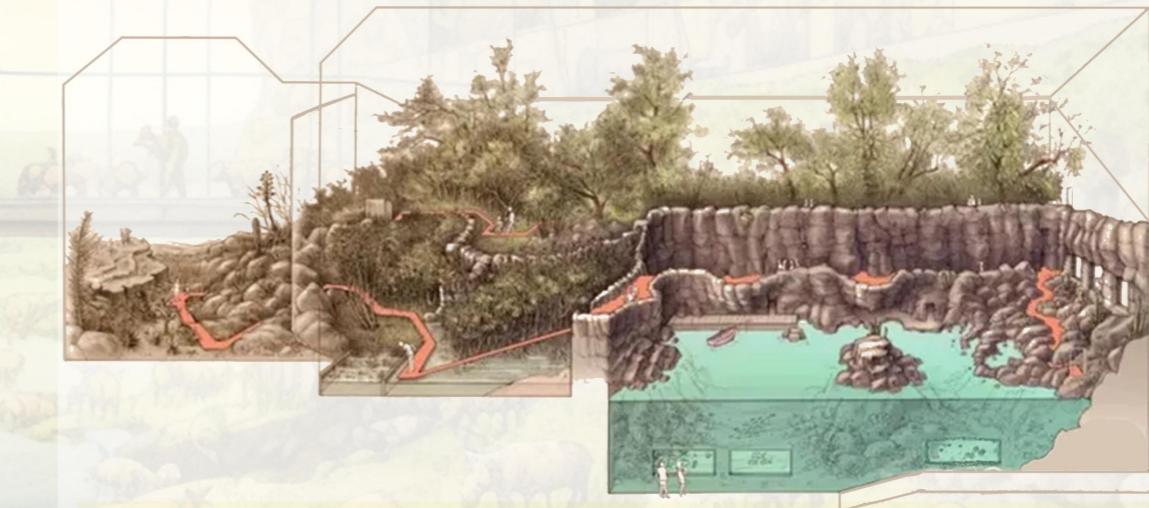
In the not-too-distant future, due to the excessive development of the environment by human society, Earth's ecology has rapidly deteriorated. The remaining resources on Earth can only sustain consumption for a little over a century, posing a severe challenge to the continuation of the human race. To address the crisis of scarcity, nations around the world initiate new ecological experiments, aiming to establish artificial natural environments. The goal is to accommodate as many human residents as possible within a designated area while ensuring smooth self-circulation. The first eight experimental pod projects all ended in failure, but scientists firmly believe that the recently completed Ninth Experimental Pod will be a crucial turning point, ultimately creating a complete, stable, and sustainable ecosystem.

## Inspiration:

The inspiration for the game comes from a real experiment known as Biosphere 2. Just as the experiment's name suggests, the entire endeavor aims to explore how to establish a closed artificial ecosystem and cycle within an ecological chamber to sustain human life.

The actual experiment considered more factors, such as carbon dioxide, biological waste, and so on. However, due to the scale of the game and for the purpose of simplifying difficulty, these factors were not taken into consideration. Our primary focus is on the competitive relationships between players, with the cycle serving merely as a backdrop. Players are divided into four factions, including Animal Experts. Similar to the Biosphere 2 experiment, our game ultimately leads to a conclusion of failure, with player competition hastening the game's end.

The underlying message conveyed by this game is that achieving ecological balance requires collective effort and the formation of a unified front.



## Gameplay:

In the game, there are four distinct factions of players, each belonging to one of the four categories: Plants, Water, Environment, and Animals. Players accrue points based on the settlement of their respective resources, with the vote count equal to 1 plus the score divided by 2, rounded down.

Round Process:

**Proposal → Action → Skill → Cycle**

**Proposal Phase:** At the beginning of each round, all four players collectively reveal three proposal cards and participate in a voting process. The proposal with the highest number of votes becomes effective, and in the case of a tie, all tied proposals take effect. The starting player becomes the executor responsible for implementing the chosen proposal.

**Action Phase:** Players take turns choosing one action to execute:

**Farming:** Select an area with both plants and residents, allowing each resident to increase plants by 1.

**Caging:** Choose an area with both animals and residents, reducing plants by 1 and increasing animals by 1.

**Grazing:** Move a group of residents and animals from one area to another.

**Migration:** Move up to two groups of residents from any area. If the target area is full, replace one resource of any type.

**Skill Phase:** Players take turns activating character skills.

**Cycle Phase:** Resources in each area are settled in the following order:

**Plants:** Prosperity: If water is greater than plants, increase plants by 1; Withering: If water is less than plants, decrease plants by 1.

**Animals:** Hunger: If animals outnumber plants, decrease animals by 1; Reproduction: For every two animals, increase animals by 1.

**Residents' Feeding:** Each resident causes water to decrease by 1, animals to decrease by 1, or plants to decrease by 2.

**Excessive Water Consumption:** For every 3 other units, decrease water by 1.

**Rainfall:** Each round, a random area gains 1 water.

## Main UI

### Persistent Card Effects

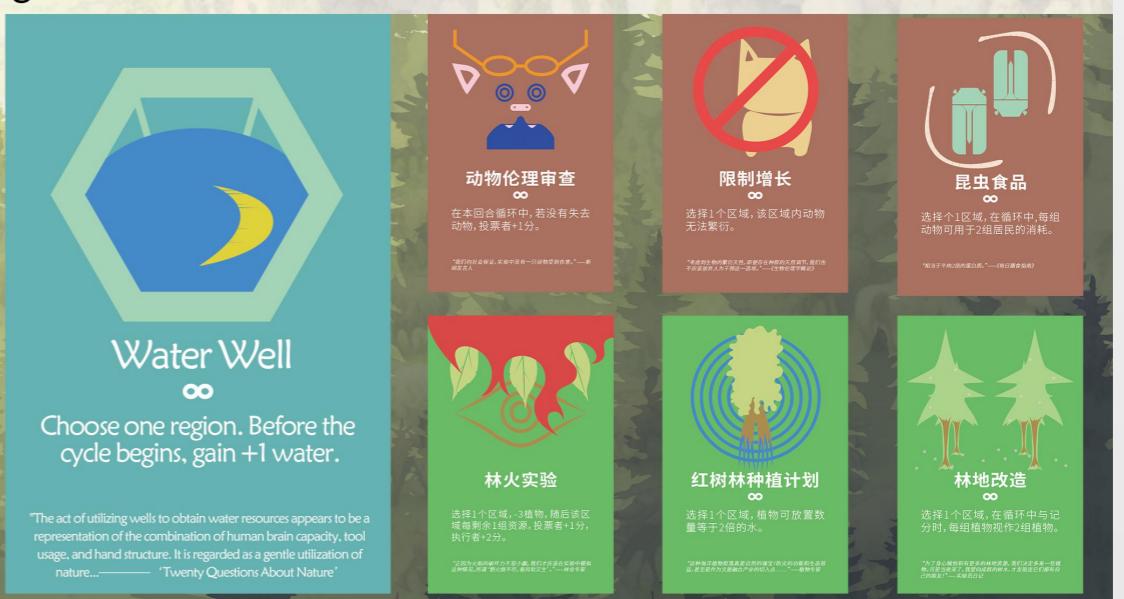


## Card Design:

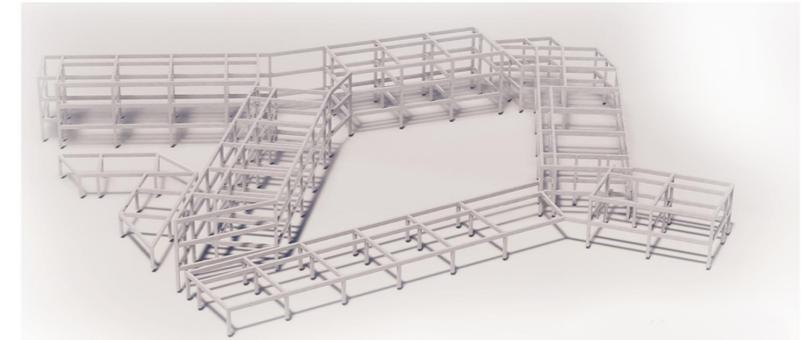
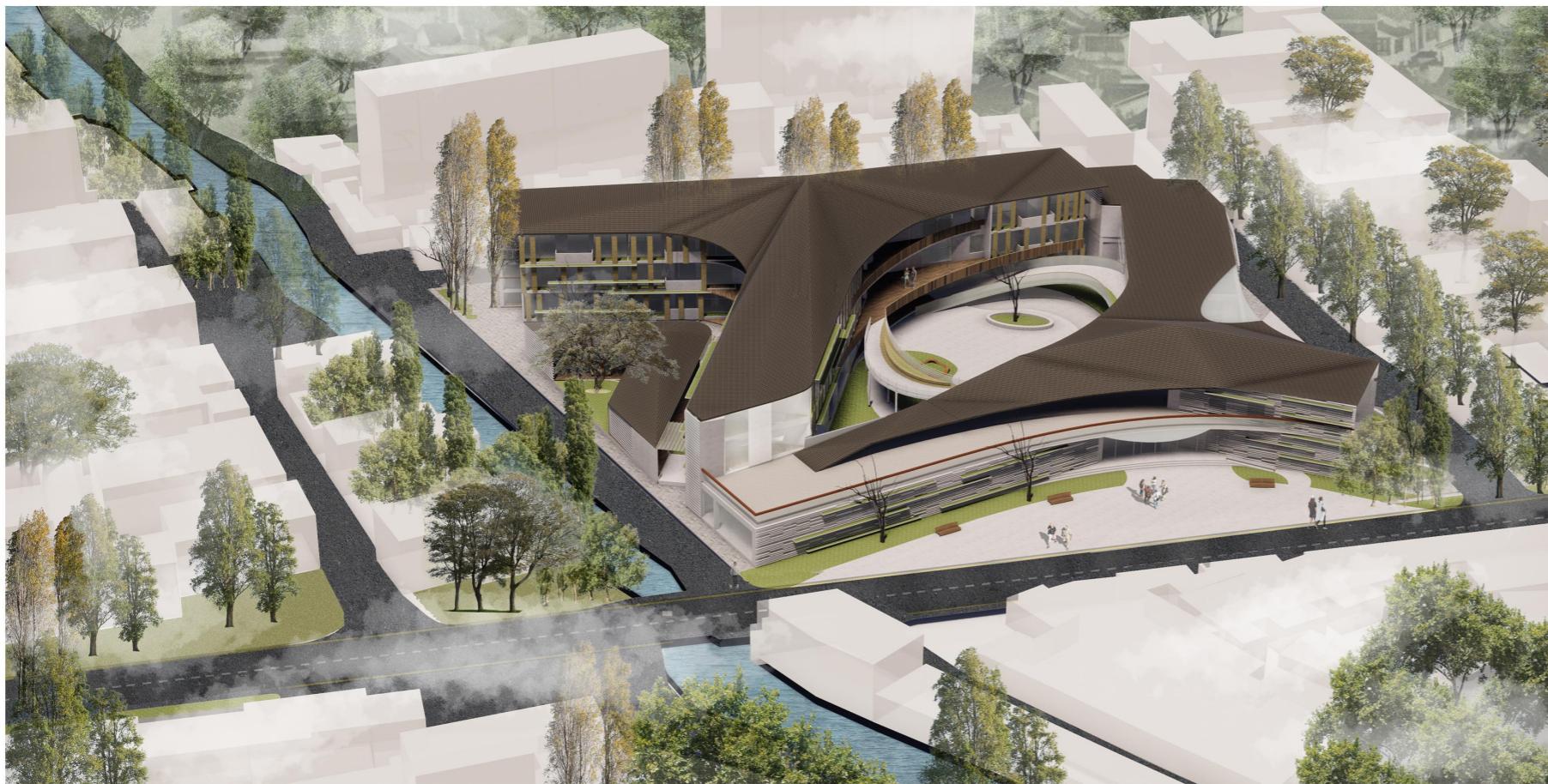
**Designing Corresponding Patterns Based on Card Effects and Duration:**

Creating visual patterns that align with card effects and their duration is essential for enhancing the synergy between cards and their effects, while also minimizing the difficulty of player memorization.

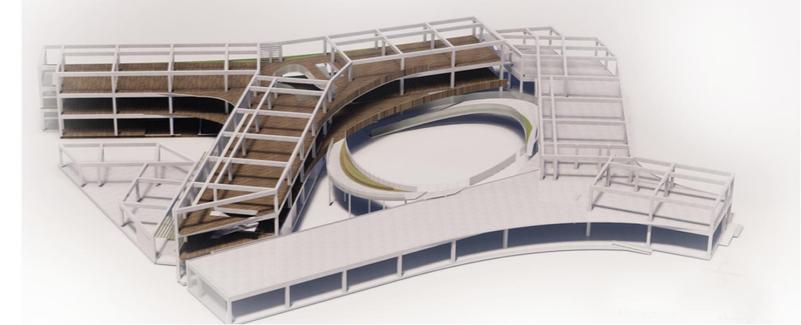
This design approach aims to improve the overall playability of the game.



# Nursing Home



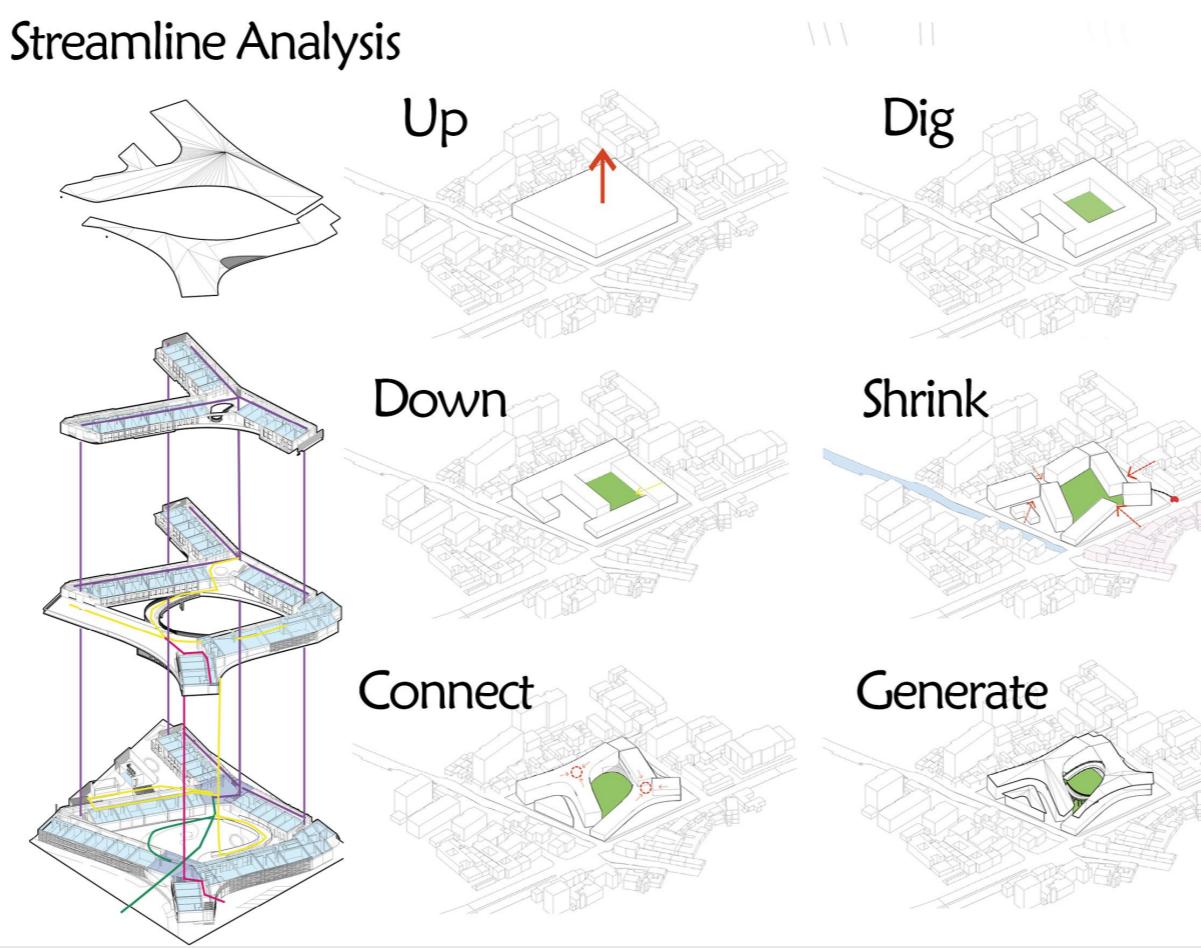
Schematic diagram of the frame structure



Framework Diagram with Floor Slabs



Streamline Analysis



## Design Introduction

The service recipients of the nursing home are the elderly, and the architectural design is centered around a human-centric approach.

From a plan view, it resembles a combination of two '人' (the Chinese character for 'person'). This configuration creates a large courtyard in the middle, providing more outdoor activity space for the elderly. It encourages them to engage in outdoor activities, exercise, and interact with other seniors, leading to not only physical but also psychological well-being. The aim is to create a warm living environment where indoor and outdoor spaces are seamlessly connected, facilitating easy internal communication.

Additionally, on the west side of the building, there is a relatively quiet reading area where seniors can enjoy the riverside scenery while leisurely reading books and sipping tea. The overall intention is to establish a nurturing and inviting residential setting."

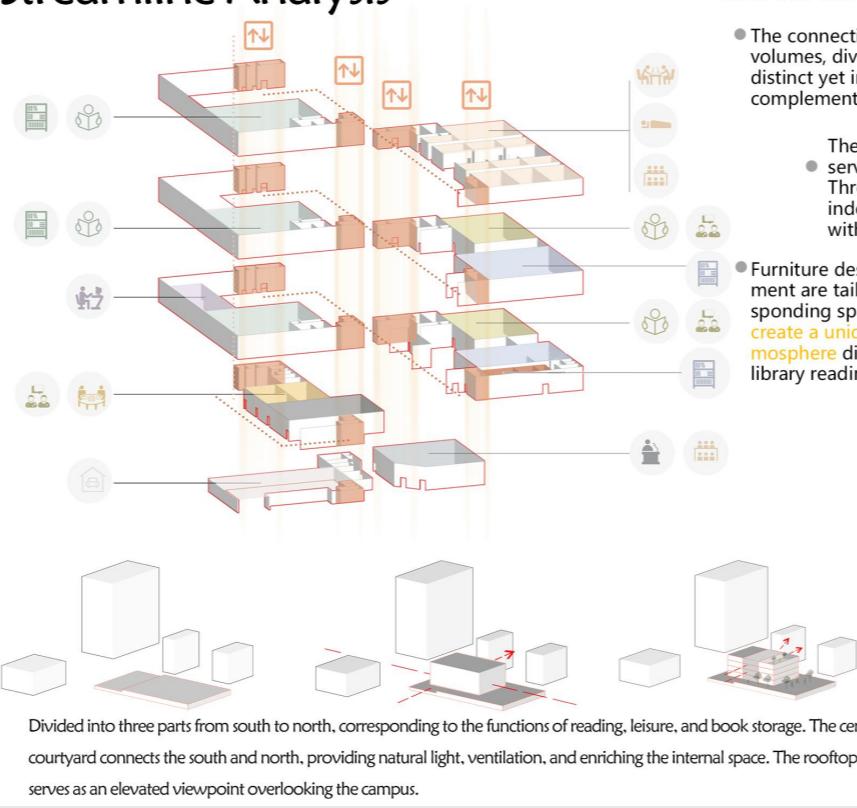
# University Library



## Design Introduction

Ensuring that the building complies with accessibility standards is essential to guarantee equal access to academic opportunities for everyone. Designing flexible spaces that support temporary exhibitions, lectures, and community activities. Integrating innovative technologies such as virtual reality and augmented reality to provide students with a more enriching academic experience. The library's design includes independent reading areas, study zones, group discussion areas, and contemplative spaces. Additionally, considering the diverse needs of students, there is a division between quiet study zones and collaborative learning areas to meet various learning environment requirements. Such a design will transform the library into an inclusive, flexible, and innovative academic space.

## Streamline Analysis



## central courtyard

