**Reputation – Game Design Document**

**Introduction**

A long time ago, there exists a kingdom where there exists 3 factions. One of the factions, the Religion, is ruled by the Pope, who is the most powerful leader of all factions. The Religion’s members, the Zealots, all vowed to serve and protect the Pope, and to fight against the Heretics. The other faction, the Heretics, consists of non-believers defying the Pope, and wishes to overthrow the Pope in order to gain prominence. The last faction, the Party, is ruled by the Politician, who hopes to succeed in leading the kingdom by benefiting from the two other factions between the Pope and Heretics and conquering all of the factions in the end.

**Experience**

We wanted the players to experience the sense of uncertainty in the form of reputations, and the tension of losing all of your reputations in the game.

The Politician, although may seem weak and powerless at first, has the power to completely turn the tables around depending on the player’s strategic placement of the cards on the table. Thus, we encourage the Politician to consider long-term strategies, plan deceptive attacks, and maintain cunning status.

The Pope may seemed overpowering at first, due to having the most amount of reputations in the beginning, but the player will be subjected to various attacks because of its initial prominence in the game. This player will experience ongoing tensions of defending its reputation, as well as going offensive on all of the players in order to successfully claim the rightful leader position of the kingdom.

The Heretics will initially target the Pope in the beginning. But the players will gradually sense a tension of unknown threat towards them, and must uncover and discard the threat before they lose all of their reputations. It gives the players the sense of increasing uncertain danger, and the sense of thrill upon winning in a close battle.

The Zealots assume the role of protecting the Pope at all cost. This gives the player the experience of what it feels like to guard someone in secrecy and sacrifice themselves for the greater good, the sense of surviving, and betrayal of the Religion faction if the Pope somehow killed off the Zealot players.

We cannot deny the fact that upon death, the player will experience boredom and unsatisfaction. This is intentional. This experience is used to imply to the players that losing does not bring a good feeling at all, even if the players still have a chance to win. The feeling of reputation, earning and losing them, is inspired from the fact that in a capitalist world, those who earn more will be more likely to enjoy better quality in life, and those who fail, must endure hardships and tough times until they earn more. From this, reputations become more meaningful and precious, henceforth it has become the basis of the game, making the uncertainty be used as a testament of the players’ abilities to maintain their statuses during gameplay.

**Deliverable**

A set of deliverable REPUTATION game should include the contents below:

* A Ruleset Book
* 8 Player boards
* 8 Identity cards (4 Heretics, 2 Zealots, 1 Pope, 1 Politician)
* 8 Skill cards
* A set of People Card deck
* A set of Action Card deck
* A set of Reputation token

A set of People cards includes:

* 26 Assassin cards
* 22 Guard cards
* 6 Thief cards
* 8 Captain cards
* 24 Civilian cards

A set of Action cards includes:

* 12 Frame cards
* 12 Donation cards
* 8 Lecture cards
* 6 Spy cards
* 6 Famine cards
* 4 Miracle cards
* 2 Fountain of Youth cards
* 1 Black Death card

**General Game Rules:**

THREE PLAYERS:

Setup:

* Players assume the roles of Zealot, Heretic, and Politician randomly.
* All role cards are placed on the table faced down.
* Each player will have a skill card randomly.
* Each player must have the following:
  + 4 cards from the deck of people cards.
  + 5 reputation tokens.
* Players can choose to take turns going clockwise or counterclockwise.

**Gameplay:**

1. **General**

* Each player does the following actions in the order given per turn:
  + The player draws 1 card from the people deck and 1 card from the action deck. If the player has the most amount of reputation tokens, that player draws 2 cards from the action deck.
  + The player can put up to 1 people card faced down on the table as trap cards.
  + The player can use any number of action cards that is in the player’s hand.
  + The player can choose whether to use 1 assassin action card only or not.
  + The player must discard/draw the total amount of cards in the player’s hand according to the number of reputation tokens the player has. When drawing cards, player can only draw from people deck.
* The player must follow the directions given on the action cards the player is playing.
* After all action and trap cards have been played/activated, the cards are discarded.
* If there are no more action cards in the deck, reshuffle the discarded cards and put them in the deck.
* During a player’s turn, the player can choose to forfeit their turn.

1. **Attacking**

* When a player plays the assassin action card, the player has the choice whether to attack the targeted player directly, or attack one of the trap cards on the table if available.
  + Attacking the targeted player:
    - If the targeted player has 2 trap cards, the attacking player must choose one of the trap cards, and flips over the chosen trap card. That trap card determines the outcome of the attack.
    - If there is 1 trap card, the attacking player flips over the trap card. That trap card determines the outcome of the attack.
    - If there is no trap cards, the attacking player discard a card from the hand of the targeted player, and the targeted player loses 1 reputation token.
  + Attacking the trap cards:
    - The attacking player can only choose only 1 trap card to attack, and flips over the chosen trap card to determine the outcome of the attack.
* If the attacked trap card is Civilian, the attacking player loses 2 reputation tokens, and the targeted player loses 1 reputation token.
* If the attacked trap card is Guard or Thief, the targeted player loses 1 reputation token, and the attacking player loses nothing.
* If the attacked trap card is Assassin, both the targeted and attacking players lose 1 reputation token.
* If the attacked trap card is Captain, only the attacking player loses 1 reputation token.
* If the targeted player is attacked, and the trap card that is flipped over is Guard, the attacking player loses 2 reputation points, and the targeted player loses nothing.
* If the targeted player is attacked, and the trap card that is flipped over is Civilian, Captain, Thief, or Assassin, the attacking player discard a card from the hand of the targeted player, and the targeted player loses 1 reputation token.

1. **Skills**

Each player will have a skill card randomly from the beginning, the skill will help them to get advantages in the game.

1. **Reputation counting**

* If a player run out of reputation token, he becomes an outlaw. This player need to regain at least 1 reputation token by the end of his next turn. Otherwise, this player will be hang by the neck till dead.
* When a player have no reputation token, he can discard a civilian card as a fall guy to regain 1 reputation token.
* When a player is about to be hang, he will have to reveal his identity card. If another player plays an assassin card at this time, the outlaw player can be saved from the gallows till his next turn. The outlaw player will remain 0 reputation.

1. **Game Over:**

* The game ends when there is only one player left, that player is the winner.

FOUR PLAYERS:

Setup:

* Players assume the roles of Pope, Heretic, Zealot, and Politician randomly.
* All role cards are placed on the table faced down, with the exception of the Pope.
* The Zealot must protect the Pope, and must keep the Pope alive.
* The Pope player has the following:
  + 4 cards from the deck of action cards.
  + 6 reputation tokens.
* Other players have the following:
  + 4 cards from the deck of action cards.
  + 5 reputation tokens.
* Same gameplay rules apply from THREE PLAYERS mode.

Game Over:

* The winning conditions are as followed:
  + The Pope wins when the Heretic is killed and the Politician is killed.
  + The Heretic wins when the Pope is killed, regardless if the Politician and the Zealot are killed or not.
  + The Zealot wins when the Pope wins, regardless if the Zealot is killed or not.
  + The Politician wins when the Heretic and the Zealot are killed first, and the Pope is killed at last.

FIVE PLAYERS:

Setup:

* Players assume the roles of 1 Pope, 2 Heretics, 1 Zealot, and 1 Politician randomly.
* All role cards are placed on the table faced down, with the exception of the Pope.
* Every player can put up to 2 trap cards in front of them
* The Pope will have 7 reputation token at the beginning
* Same game play and game over rules apply from FOUR PLAYERS mode.

SIX PLAYERS:

Setup:

* Players assume the roles of 1 Pope, 3 Heretics, 1 Zealot, and 1 Politician randomly.
* All role cards are placed on the table faced down, with the exception of the Pope.
* Same game play and game over rules apply from FIVE PLAYERS mode.

SEVEN PLAYERS:

Setup:

* Players assume the roles of 1 Pope, 3 Heretics, 2 Zealots, and 1 Politician randomly.
* All role cards are placed on the table faced down, with the exception of Pope.
* Same game play and game over rules apply from SIX PLAYERS mode.

EIGHT PLAYERS:

Setup:

* Players assume the roles of 1 Pope, 4 Heretics, 2 Zealots, and 1 Politician randomly.
* All role cards are placed on the table faced down, with the exception of Pope.
* Every player can put up to 3 trap cards in front of them
* Same game play and game over rules apply from SIX PLAYERS mode.

**Cards Explanation:**

1. **People Cards**

* **Assassin** – Assassin card can be played once during a player’s turn to attack. If an assassin is placed in defense zone and is attacked by another assassin, both assassins will die
* **Civilian** – When a player run out of reputation and become an outlaw, that player can use a Civilian card as a fall guy to regain 1 reputation. Anyone killed a Civilian will lose 2 reputation points
* **Guard** – When a Guard is placed in the defense zone, he can catch the assassin who tries to sneak through him. In this case, the player who send the assassin will lose 2 reputation points
* **Thief** – When a player play this card, he can steal a card from another player’s hand, which also cause the player who is stolen lose 1 reputation point
* **Captain** – A player can play this card to use a second assassin in one turn. When a Captain is placed in the defense zone and is attacked, he can kill the assassin, but a Captain can’t detect the assassin who tries to sneak through

1. **Action Cards**

* **Famine** – All players will lose 1 reputation point when this card is played
* **Spy** – A player can use this card once to check the identity card of another player in his turn
* **Lecture** – A player can use up to 2 lectures in one turn. Each lecture will give the player 2 reputation point but reduce one defense card of the player in the round
* **Miracle** – When a pope plays this card, the pope get 1 reputation point while other players lose 1 reputation point. When a non-pope player plays this card, all players get 1 reputation point except the pope will lose 1 reputation point
* **Fountain of Youth** – The only card that can be used to revive a dead player for once. The revived player will have 2 reputation points
* **Black Death** – When this card is played, all players must discard all civilian cards
* **Frame** – A player can use this card to make another player lose 1 reputation point
* **Donation** – A player can get 1 reputation point by playing this card
* **Scandal** – When a player discard this card, he will lose 2 reputation points

Artistic Style:

We want a minimalist and dark style to convey a stable, elegant and sharp feeling. The boards and cards’ tone need to be massive black with some white in it. All the graphic elements need to be abstract. We use symbols and metaphors to represent them. We also want the material could be matte paper.

Here is our references:



