**Avalon - Board Game Analysis**

# **Overview**

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# Avalon is a game of good versus evil, a fantasy turn-based game of 5 - 10 players. It is a game in which players have hidden loyalties and must use their deduction skill to find the true identity of players. Players may make claims at any point in time during the game. Discussion, accusation, and logical deduction are all equally important in order for good to prevail, where as manipulation and deception are key elements to playing the game as evil characters

# **Game Objectives**

* Good’s aim is to have 3 success quests
  + Merlin is to encourage by discretion who the evil character are and to manipulate for good to win
* Evil’s aim is to sabotage by votes, the good characters and find and kill Merlin by the end of the game

# **Core Experiences**

* Discussion - Determining people's opinions, and discussing them
* Deception - The evil team making the good players appear as evil. Merlin trying to hide his identity
* Deduction - Evil deducing who merlin is and the good team discovering the evil characters

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# **Key Mechanics**

* Voting Mechanics
  + Voting on quest team creation, and on and voting on quest failure and success
  + Creating trust and mistrust
  + By tokens and/or cards
* Shuffling of cards, creating randomization
  + Element of mystery
* Discovery phase
  + Establishing player identity
  + I.E. Merlin knowing the evil characters, the evil characters knowing each other
* Special player abilities
  + Merlin can see who everyone is
  + The Assassin can kill Merlin if they discover who they are

**Critical analysis**

* Trust and mistrust is created by observing how other players act, vote, and discuss on quests and other players
* The game is successful in engaging the players to discuss and deduce by using the voting mechanics and the anonymity of results.
* Rules could be improved by being clearer in the explanation of the rules.

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# **How feedback is delivered**

* Cards/tokens can determine how the game progresses
  + Helps to deduce the loyalty of the players
* By the assassination phase, seeing the result of the assassin accusing a possible player playing merlin, by success or failure
* Merlin knowing who is evil through putting their thumbs up, and implication to other players

# **A distinct summary for each of the cognitive, social and emotional:**

Cognitive

* Causes players to judge other players based on their actions, and results
* Causes players to think strategically in order to figure out who is who

Social

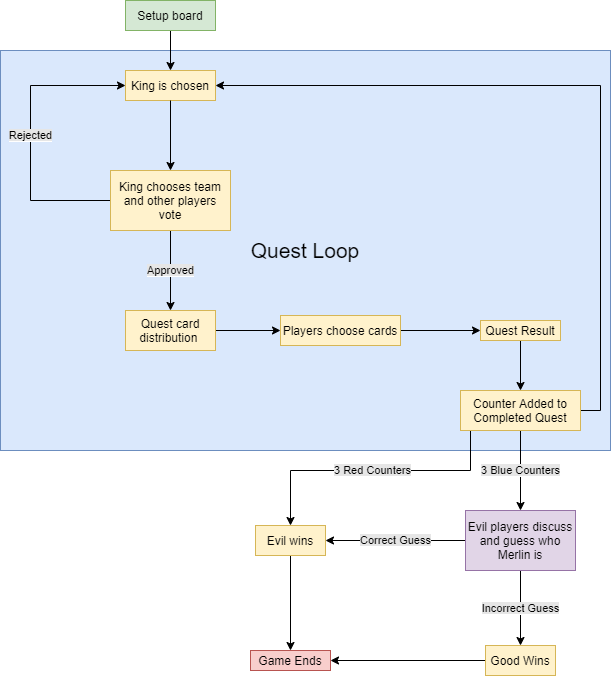
* Causes players to discuss their thoughts and rationale on who is who and why
* Causes players to discuss questing teams that may be advantageous to them

Emotional

* Sensing a build up of tension as the game nears an end
* It can create a sense of joy if by successfully guessing, killing the merlin character

# **Game Loop**

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