X-CommComm

by George Saunders

Garrett Johnson
903696573

The Game!

Major Plot Events Outline:
Office Smells -> Rimney Reveals bodies -> Bury Bodies -> Giff finds bodies -> Rimney Kills Giff -> Main char finds out Rimney Murdered -> Interaction with Dead Parents/Giff -> Main char is attacked/murdered -> Merged conciousness

Sub Narrative:
Death of Parents/not knowing of their death
Giff's cheating wife and religious revelation
Rimney's wife Val and her stroke

Potential POVs/Playable Characters:
- Dead Parents
- Rimney
- Giff
- Main Character

Potential Goals:
- Reveal the evil character that Rimney is
- Attain a single concisousness
- Attain death and freedom/enlightenment through death
- Hide the unburied bodies from the public and continue construction
- Simply follow the story and gather a resource that is tallied at the end
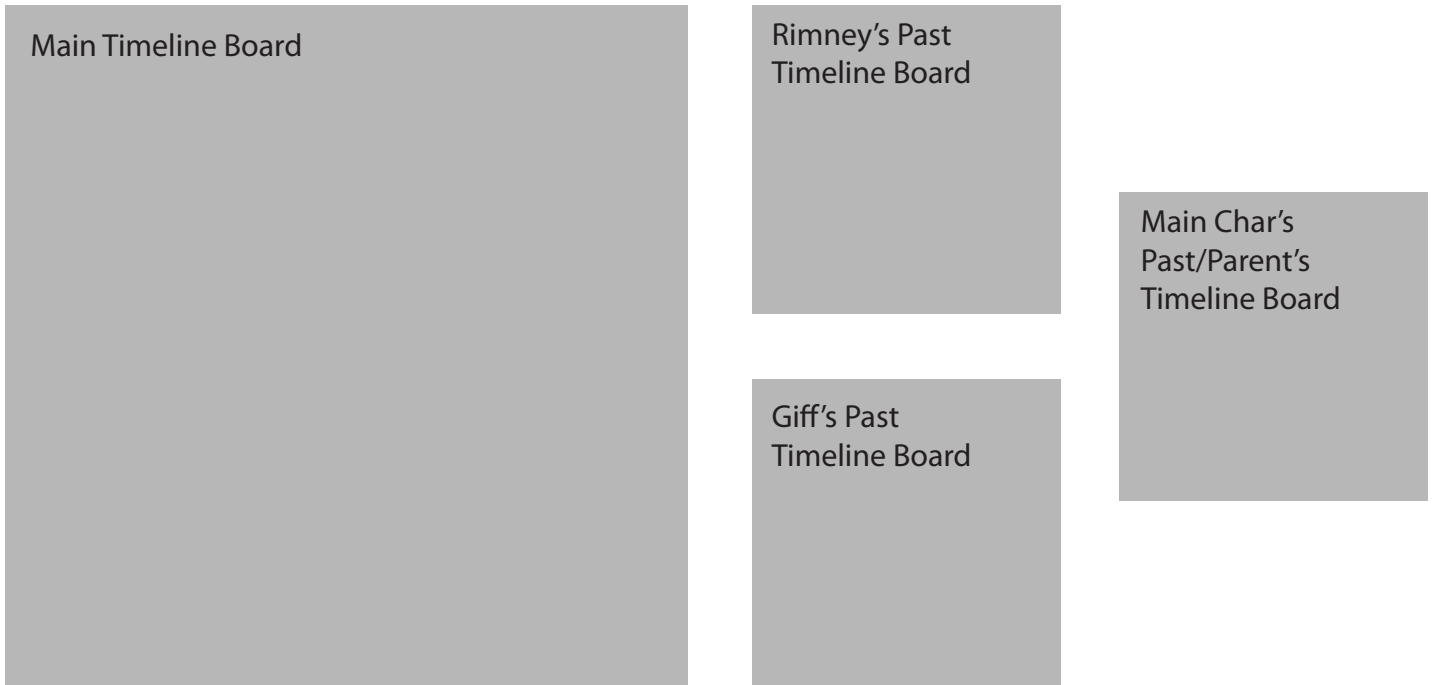
Potential Game layouts:
- Game master as Rimney (he ends up dictating what happens throughout the story), with other characters as the main char and giff
- Three players as Giff, Main Char, and Rimney
- Three players play as souls/ghosts of the characters
- Team-Based: Giff+Main vs Rimney - Main switches sides from Rimney to Giff halfway through game.
- Three players are ambient and move the story characters around the board/move the story forward
- Different story arcs move forward at different paces - giff's timeline vs rimney's timeline vs main's timeline vs story's timeline
- All players work together to move the story forward - everyone wins or loses simaltaneously?
- Game requires that every have read the story in order to play?

General Idea:
-All four timelines play out simultaneously
-This means that characters will exist on two planes of time: the main plot line and within their own subplot
-This can allow for that feeling of separation and discontinuity of timelines, as in the story (the separate timelines are injected at various points throughout the narrative)
- Not every timeline must be completed, only the main one
- The game ends when the main timeline is complete

Setup:
- Players set up the main board, as well as the three smaller timeline boards
- the timeline slider is set to 1
- players roll die to decide who goes first
- Each player begins with zero objective "tokens"
- Each player recieves 5 colored "obstruction" pieces

Main Timeline Board

Rimney's Past
Timeline Board

Main Char's
Past/Parent's
Timeline Board

Giff's Past
Timeline Board

Game pieces for each of the characters reside on each game board and are move relative to how their story plays out.

During a turn:
-Players take turns moving pieces. The player may do an extra action, as well as move a character during their turn. Some of these actions must take place before the move, some after.

-Player rolls a die

-The player may move any character that has not reached their current objective the rolled number of spaces without double backing and must end up at least one space closer to the character's objective

-As well as movement, the players may take one of several other actions during a turn:

    -The player may place or move two of their obstruction tokens onto one of the game fields.

    -The player may move a single extra grid space

    -The player may roll to see if they may undo the previous player's turn (playing with the jumping back and forth between events/time). If a 1 or a 2 is rolled, then the previous player's movment is undone (this must be done BEFORE movement is made by the player)

    -Also need an option that allows a player to try to remove an objective token from another player, or work toward it.

Main Objectives and Timeline/Cards:

- Each character has an objective at any given point based on what point in the story the players are in. The point in time that the narrative lies is based on a slider that increases as objectives are completed, changing objectives.

1	2	3	4	5	6

- past timeline boards do not need a slider because they are more linear with only one total objective
-When all objectives are completed the current timeline number's narrative card is flipped over and the excerpt is read. The card can have influence on the dynamics of the next round?
- The timeline is incremented by one, thereby changing the objectives of the characters

1	2	3	4	5	6
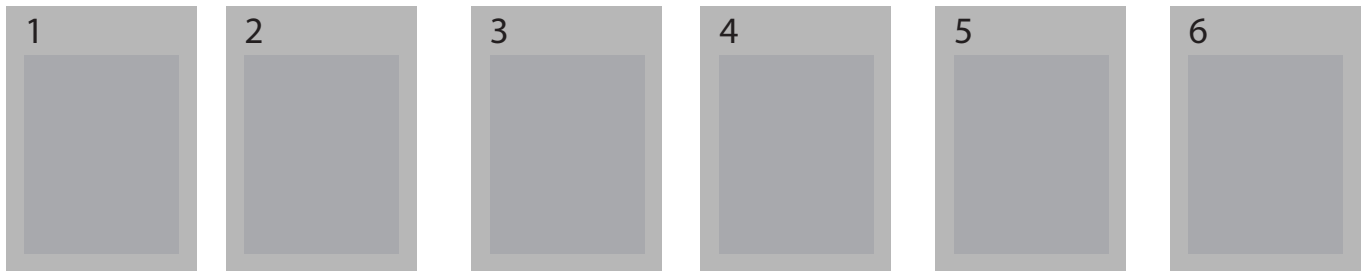
Main Timeline vs Past timeline boards

All of the boards may be treated the same. The main timeline board works toward objectives that must be completed to finish the game. The past timeline boards are optional and can still gain the player an objective token.
- Once a past timeline board has been completed, its narrative excerpt is read and it cannot be interacted with again.

Obstruction pieces

An obstruction piece is of a certain color that corresponds to each player. When placed, a player cannot move a character through an obstruction piece unless it is of their own color.
-A player may only place/move a piece of their own color.

Objective Token

An objective token is gained when a player moves a character and an objective is completed during their turn. These tokens are used to determine the end of the game.

Win Conditions:

- The game ends when all of the Main Timeline Objectives have been completed.
- There is no winner/loser - the story ends with this combining of conciousness of characters - this idea can be carried over into the end of the game mechanics as well - win/lose state for the combined players is dependent on their performance throughout the game. This combined effort would not be revealed until the end of the game, leading players to believe they are working against each other until the end. If the players do not have enough tokens by the end of the game (they knocked too many off of eachother), then they lose collectively.