

It takes A Village

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Assignment 3 - Analog Game Design

What Is **It Stakes A Village**?

- It Stakes A Village is a resource management game with a social element.
- Players control a town and bargain with **Manpower** To purchase **Relics** needed to beat the game
- Players 3-4
- Play Time ~20 Minutes

Components:

- 1 Board
- 20 Relic Pieces
- 25 Item Cards
- 40 Event Cards
- 50 Manpower Tokens

The Story of **It Stakes A Village**:

- 4 towns compete to gain the most resources to defeat **Dracula** in his castle. *Each town is controlled by a different player.*
- Relics must be collected from the Merchant, Relics are needed to defeat **Dracula** including Stakes, Garlic, Crucifixes, and Holy Water.
- Build an army, make decisions; collaborate with others or take them down.
- Fight **Dracula** and end his reign of terror, the first player/town to defeat **Dracula** wins.



Welcome To The Town Of..

→ Little Birch

- ◆ A town of werewolves that start with 15 Manpower
- ◆ Merchant comes here first!

→ Redwood

- ◆ A town of vampires that start with 10 Manpower and 1 Stake Relic!

→ Oaksville

- ◆ A town of humans that start with 10 manpower and 1 item card!

And lastly..

→ Pinefalls

- ◆ A town of witches that start with 10 Manpower and 1 Garlic Relic!



Manpower

- Acts as both health and currency
- Gained predominantly during the daytime
- Pull event cards that grant or take away manpower
- Play item cards to make others lose manpower
- If you reach zero manpower, you're out!



Relics And Dracula

- At night the merchant comes along, visiting each player.
- Buy from him the relics you need to win: Garlic, Stake, Crucifix, and Holy Water!
- Use all 4 relics to defeat Dracula in an ancient ritual!



Inspirations



Town Of Salem



Inscryption



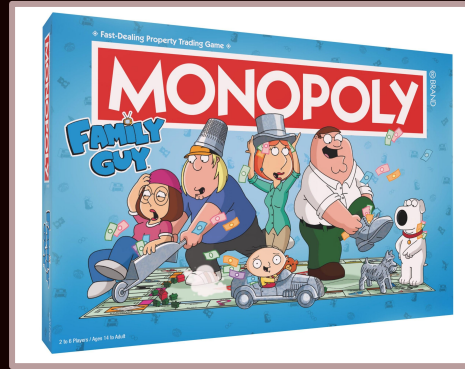
Hotel Transylvania



Pikmin

Research

- We found that games that focused on a social aspect were what we wanted for our final game.
- At first we ran into the massive blockade of our game not cultivating the social interactions we were after.
- However after adding Item Cards we seemed to solve that issue.



Monopoly



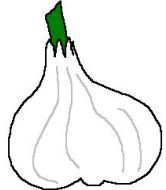
Exploding Kittens



Secret Hitler

Ideation MS Paint

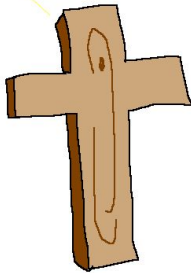
RELICS



Garlic



Holy Water

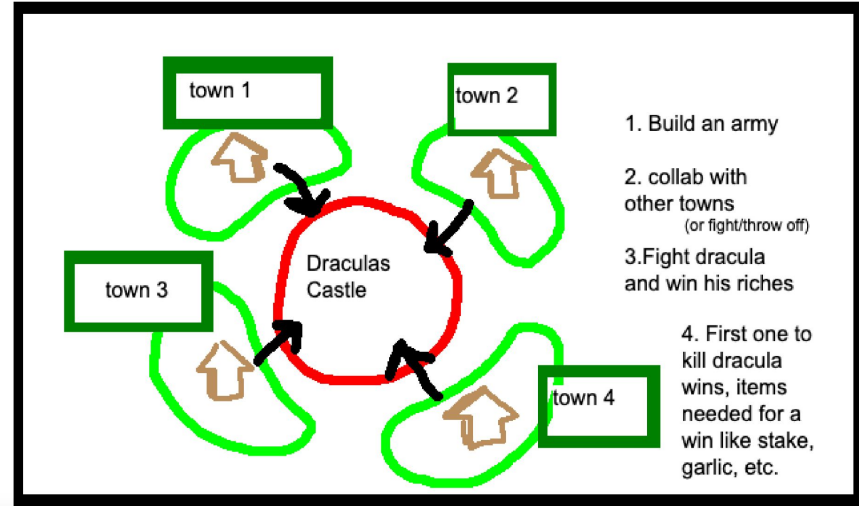


Crucifix

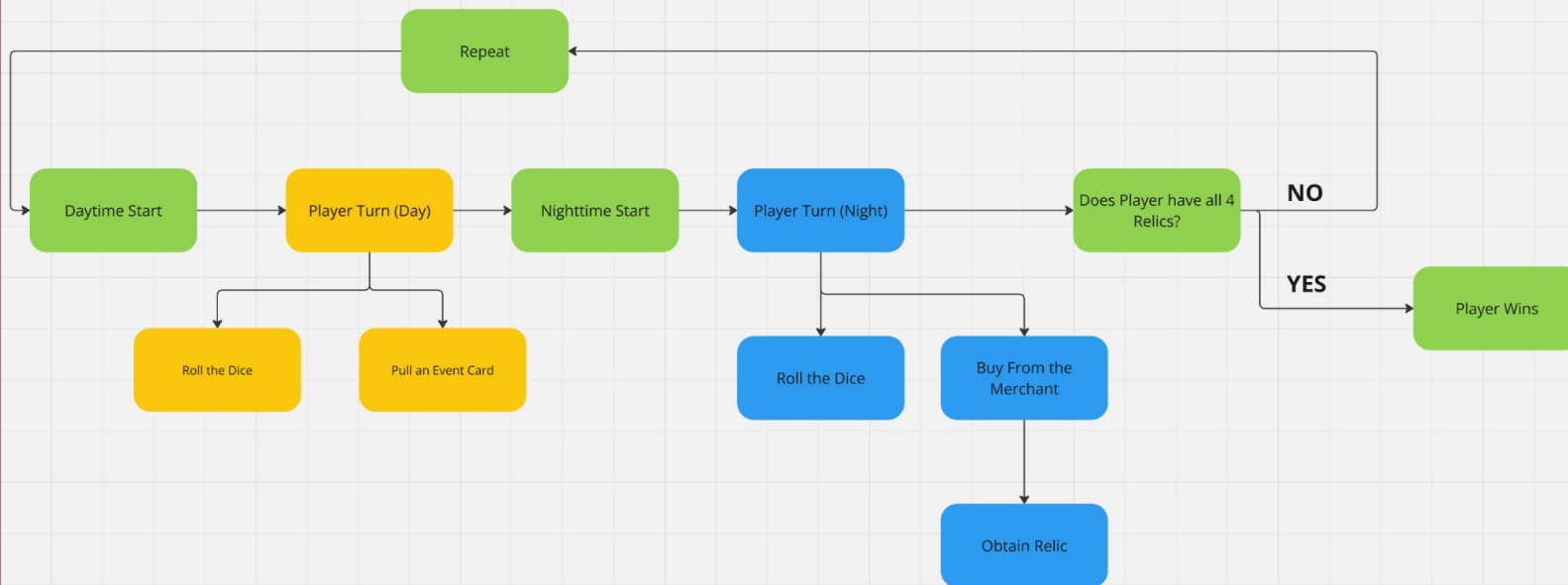


Stake

It Takes a Village Ideation

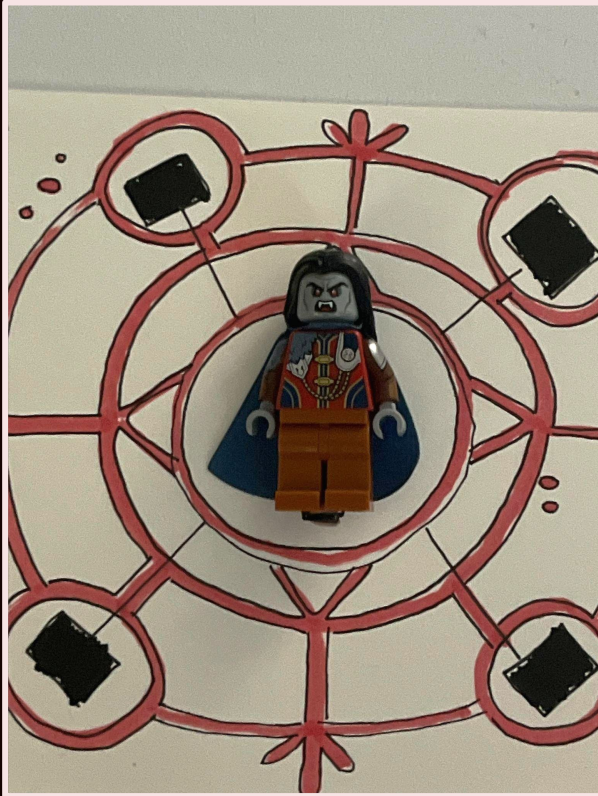


Ideation Miro



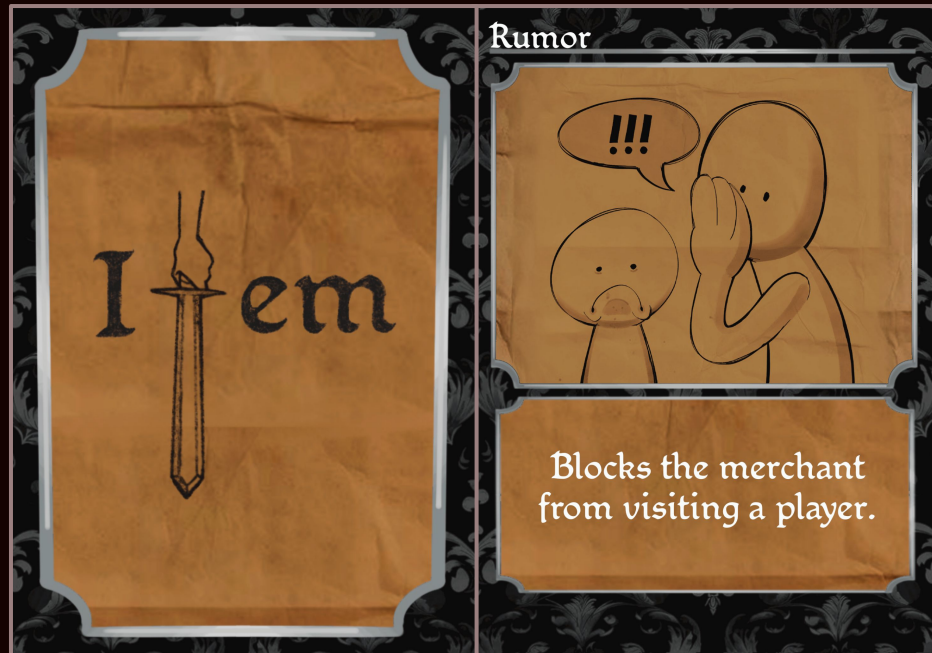
Design Process

Temp Cards & Dracula



Components

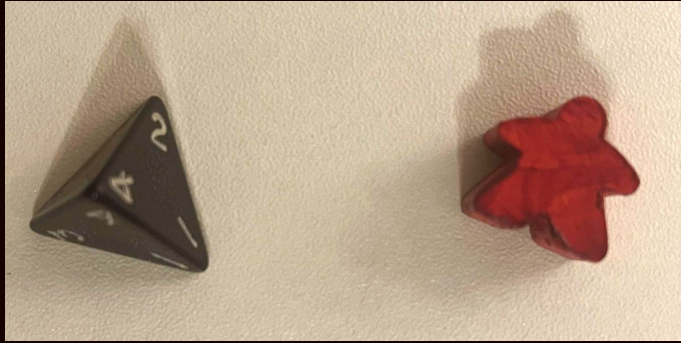
Item and Event Cards



Components Board & Town Descriptors



Components Relics, Dice, and Manpower



Final Game



Trailer

THANK YOU!



Bibliography

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