
IGNANT

A game made by the 4th group of the decades end.

2020

fifth age of zaius

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A PYRAMID SCHEME

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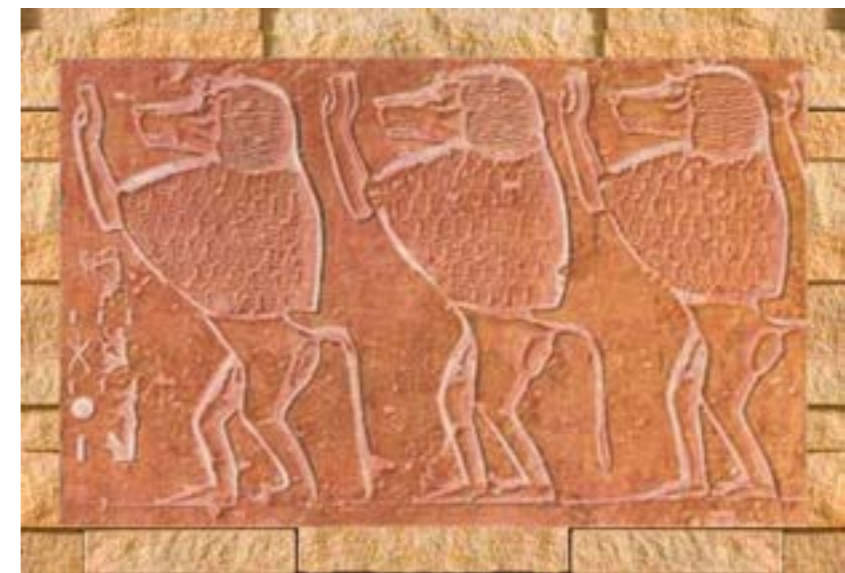
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Introduction

Ignant is a game that takes place on the evolutionary power structure of the Monkey Pyramid. Each player must grapple with each other in debates as their wits are tested against the roles they play in the monkey society. Each level of the pyramid brings you closer to the evolutionary awakening, but be careful how you treat your fellow ape as carelessness fuels devolution.

Get ready to play Ignant!



Chimpan-A to Chimpan-Z
300BZ

PREMISE AND STORYWORLD

Premise: A diverse group of monkeys appear to have found a pyramid in their native jungle home. In order to climb it and reach a higher plane of existence they will need to work together, debate and fight over various issues related to their primate society.

Context (learning and game): Players explore the idea of willful ignorance by taking on roles and discussing topics related to a fantasy society. To do this they must balance the force of their own views with the good of the group. The metaphorical progress of the game aims to highlight the individuals journey of learning in the wider world as they interact with different opportunities and viewpoints. We hope that by exploring these ideas in a hypothetical safe space, players will be encouraged to question their ability to judge information more openly.

Storyworld: Monkeys are living amongst each other in a fictional world, they must use their wits and cunning abilities to debate through the struggles that the tribe faces together. However, they are all climbing the metaphorical pyramid of power & evolution, they must be aware of how others are trying to get ahead within the way they conduct themselves in debates and how they move around the board. Who will get to the top of the pyramid? Who will betray their fellow monkey man for some free bananas?

Each level of the board represents a new stage in evolution, different debate and action cards are played according to where the players are on the board.



CONTENT OF THE GAME

The content is filled by debates, discussions, and individual reflection. By engaging in debates and listening to others, players should end up reflecting on their own opinions.

Ignant is also a racing game, as the first player to reach the top and stay there is the winner. In this respect, the content of the game is about hoarding wealth, as wealth translates into movement. Of course, the best way to accumulate wealth is by working together with other players.

The game duration and player interaction mode
The game should last approximately 45 minutes, up to an hour and a half. The players interact using discussions as described earlier.



THE GAME ENVIRONMENT

The game environment revolves around discussions. We intend to construct an environment in which players feel free to express themselves, let their ideas be known. Players should also feel inclined to listen to one another. The game should construct an environment of community.

CONTENTS

1 x Board
4 x Players
4 x Player tokens
16 x Vote tokens (4 per color)
1 x Die
4 x Sets of Red Cards
4 x Sets of Green Cards
8 x Cards per Set (1 Set = 1 Age)
5 x Role Cards
240 x Banana Coins



“Bananas make the world go around...”

RULES

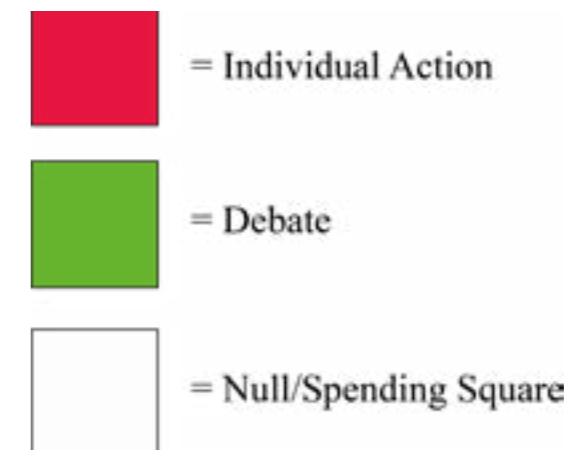
GAME PLAY

All players start on the GO square. Players will travel around the board and step up levels by paying fees. The winner is the player who reaches the top of the pyramid and stays at the top of the pyramid for a whole round. A round is defined by each player rolling the die and moving their piece. Players take it in turns to move, going in a clockwise direction.

There are 3 types of squares along the board; white squares, red squares, and green squares. Red squares are individual action squares, which prompt the player to make a decision by his/herself. Green squares are group action cards, which prompt a group discussion. The outcomes of these individual actions and group discussions will result in gains or losses of bananas. White squares are spending squares where the player may pay bananas to the bank in order to move his/herself up the pyramid. Players may also spend bananas to move opponents down the pyramid.

Players will roll a die and move his/her piece the number of spaces shown on the dice. When he/she lands on a green or red card, the respective card is drawn, and the action is executed immediately. When a player lands on a white space he/she may choose to pay to move his/herself, or an opponent. When one player is occupying the top square of the pyramid, the other players may pay to knock the leader down, regardless of the square upon which they stand. If at any point a player lands on an already occupied space, the player who was first in the space is knocked down one tier.

This includes occupying the same space by paying to move up a tier, as well as by movement from rolling the die.



■ INDIVIDUAL ACTION CARDS ■

When a player is standing on a red square, they will draw a red card which is an individual action card. The card will contain a prompt. The player must choose one of the options on the card in response to the prompt. The player may act in their own interests, in the interest of the group, or may choose to be detrimental to other players. The ego outcome given by the option chosen should be recorded.

■ GROUP DISCUSSION CARDS ■

When a player is standing on a green square, they will draw a green card which is a group discussion card. Before the green card is drawn, the player standing on the green square will shuffle and distribute the role cards. Each player must assume the role given to them on the role card and must abide by the rules printed on the card during the discussion. Players may not disclose their role until after the discussion. It is important to note that players should try to embody their role as much as possible, but situations may arise in which it is advantageous to abandon their values. This is expected and it is a valid strategy choice to abandon your role in order to maximize banana gains.

The player who is standing on the green square draws a green card and presents it to the group. The group then engages in a discussion in which players may present their opinions and reasonings for why the group should pick their opinion. Players may argue and offer rebuttals. When the group feels ready to vote, each player puts down a token indicating which player they are voting for. The tokens are all revealed at the same time. The results of the vote are recorded, and bananas are distributed accordingly depending on what the results of the vote were (see voting score tallies section).

STEP PROGRESSION COSTS:

From tier 1 to tier 2: 10 bananas
From tier 2 to tier 3: 12 bananas
From tier 3 to tier 4: 16 bananas
From tier 4 to tier 5: 18 bananas



To knock a player down a tier, you may spend 2 bananas to roll a die. If the die comes up six, the player of your choice is knocked down to the previous tier. You may repeat this process as many times as you wish on your turn, provided you spend 2 bananas each time. Your piece may be on any colored space to attempt a knockdown. You may attempt a knockdown at any point in your turn. You may only knockdown players on the opposite side of the board, unless the player is on the top of the pyramid, then they are most vulnerable.

VOTING SCORE TALLIES

+ 2 bananas for voting for yourself
+ 1 banana for all votes you received from other players
+ 8 bananas to all players when all players vote unanimously
+ 10 bananas to all players when all players vote unanimously for the Prime Monkey
+ 2 extra bananas to the elder when all players vote unanimously for the Prime Monkey
+ 12 bananas to the Saboteur when all players vote unanimously for the Spider Monkey
+ 6 bananas to the Follower when all players vote unanimously for the followers assigned leader
+ 12 to the Lone Monkey when no two players vote the same way. (Either when everyone votes for themselves or everyone votes for someone else)
(+1 banana to your total gain for each level you have climbed)

ROLES

PRIME MONKEY– Monkey Do - (Leader) – This player is the all-knowing being. Their opinion is the ‘right’ opinion. They must try to convince all other players to vote for them.

DECEPTAMONKEY (Saboteur) – This player is a devilish fiend that loves to cause trouble. They must try to convince all players to vote for them.

Follower – This player doesn’t like to think for themselves. They are assigned a player by the role card and take their word as gospel. They must try to convince all players to vote for their assigned leader.

Lone Monkey – This player doesn’t believe in structure. This player believes everybody should think for themselves without listening to other players. This player must try to convince all other players for voting differently from each other.

Monkey citizen – This player does not have any special role or task. They may listen and participate in the discussion freely and make their own judgements.



“For the love of bananas”

Triadic Game Design

THE REALITY MODEL

One can base his worldview upon a belief system in order to construct an existence in which this person is comfortable. This becomes a problem when the worldview is wilfully ignorant of other belief systems, and the actions taken to construct this worldview negatively impacts others.



FACTORS RELATED TO THE PROBLEM

- Ego
- Comfort Zone
- Selfishness
- Desire
- Pack/Mob mentality
- Hubris
- Survival



RELATIONSHIPS BETWEEN FACTORS

All of these factors are derived from ones' will to survive. One can become selfishly obsessed with their own desires, becoming ignorant of others. If one dives deep enough into these obsessions they may develop hubris, an ego, and fall into a comfort zone from which they will struggle to leave.



AREA OF INTERVENTION

The area of intervention revolves around discussion and compassion. One must learn to consider the needs and beliefs of others. Even if one does not understand acknowledge these beliefs, they should be cognizant and respectful of them. This is a core aspect of community.

MEANING MODEL

PURPOSE OF INTERVENTION

The purpose of this intervention is to navigate the steps of the decision making process; break down these steps, and recognize origins. We do this to acknowledge (and possibly deter) willful ignorance through meaningful discussion.

STRATEGY FOR EFFECTIVE INTERVENTION

- Initiate civil discussions between people of varying or conflicting viewpoints.
- Encourage reflection of reasoning behind ones own and others' viewpoints.
- Simulate others' experience through roleplay
- Encourage empathy of others.
- Provide framework for civil discourse.

OPERATIONS AND MECHANICS

1. Establish respect
2. Provide topic of discussion
3. Establish own views
4. Communicate own views
5. Listen to others
6. Recognize points of conflict
7. Argue
8. Reflect one reasoning of own view
9. Reflect upon personal goal pertinent to topic of discussion
10. Understand reasoning of others
11. Understand others goals

CONTEXT OF INTERVENTION

The context of our intervention is promoting discussion to understand sources of ones' own bias and trigger empathy for others.

CHALLENGES

CHALLENGING ACTIVITIES

The players need to convince, listen, and understand other players' opinions. Players should also realize and reflect on their own opinions. The answers each player provides to a question can be seen as a reflection of their ego.

MERGING OF ACTION & AWARENESS

The pyramid is based on the evolution of civilization, including surviving in the wild, a basic form of feudalism, the industrial period, and finally the information age. These four levels are also inspired by Maslow's hierarchy of needs, as seen in the discussion and individual action cards.

The board game itself is a pyramid, symbolising the metaphor of power. Different levels represent periods of civilization evolution. Players need to gain more points in order to reach and stay on top. Players climb upward by gaining and spending bananas. The bananas come from the discussion phase, where players need to carefully listen to and understand others' opinions. By the realization of this, players are able to develop multiple perspectives and explore outside their comfort zone. In order to win the game, players need to control their banana total, based on the point system rules. Also, players have the chance to knock other players down to lower levels of the pyramid by spending the bananas. This reveals the conflict between different classes of the monkey society.

CLEAR GOALS // FEEDBACK

Feedback is given in the form of bananas (coins). Players are given varying amounts of bananas based on the way they vote and the way they cooperate with their teammates. The maximum coin yield is received by all players voting unanimously. This encourages players to listen to each other in discussion and vote similarly. When players vote separately, they receive fewer bananas. This feedback encourages players to listen to each other more and come to decisions as a group.

CREATING A SAFE ENVIRONMENT

The game is set in a fantasy scenario. By taking people away from reality but still keeping the metaphor of our world, we are able to bring players out of themselves while still making them associate back to reality on their own terms.

PARADOX OF CONTROL

The game is enjoyable to play due to its freedom of discussion, and the competitiveness that arises out of progression mechanics. The questions over which the players discuss have elements of ridiculousness to them. Players can engage creatively with these prompts, and think up equally ridiculous solutions. Entertaining these ridiculous ideas is fun. It is especially fun when players have conflicting opinions over these ridiculous ideas, and engage in playful arguments.

Similarly, competition arises out of the mechanics to progress up the game board. Players may move themselves up by paying substantial amounts of bananas, but they can be knocked down by other players who pay significantly less bananas. The mechanic of knocking a player down being easier than climbing the ladder creates competition between the players, which is fun and fosters a desire to play more.



GAMEPLAY

MECHANICS

We have included several classic gameplay mechanics in our game. In order to move your piece, the player rolls a die and moves accordingly. The discussion and individual action mechanics generate bananas. The vertical progression mechanic is controlled by the players spending bananas. There are two mechanics to knock other players down the pyramid. One is to bump them by landing on the same space. The other is to spend bananas to roll a die. If the die lands on 6, the opponent is knocked down the pyramid.

PLAYER INTERACTION PATTERNS

Players interact with each other during discussions. The discussions are designed for players to present their opinions to each other. Differing opinions should be acknowledged. Players at this point can choose to politely have discourse about their opinions and the differences between them. They may eloquently give reasons as to why one option is superior to another. Players may also engage in arguments. By disregarding each other and having a “shouting contest” players will actively engage in willful ignorance. Players may find that they side with some players more than others. They can choose to continue this behavior, or act against it and challenge themselves to side with other players. It is possible for factions to form, for players to act individually throughout the game, or for all the players to work together as a group.

RESOURCE MANAGEMENT

The main resource of this game (and life in general) is bananas. Bananas control progression up the game board, and regression of opponents down the game board. Bananas are distributed based off of the results of discussions, or by individual action cards. Players may choose to hoard their bananas to progress themselves, or regress others. Bananas are unlimited, and are produced from each discussion or individual action.

PLAYER OBJECTIVES

The main objective of the player is to reach the top of the pyramid and stay there. This is achieved by completing smaller objectives. These objectives include gathering enough bananas to progress up the pyramid. This objective is most quickly achieved by collaborating with other players, which can be an objective in itself.

GAMEPLAY LOOPS

The gameplay is split into three stages: horizontal progression, actions, and vertical progression. A round begins with horizontal progression. This refers to a player rolling the die and moving her piece around the board. Horizontal progression does not get the player physically any closer to the winning square, but it opens up opportunities to advance.

Depending on the type of square the player lands on, it begins a different type of the next stage: action. Actions include individual choices, and group discussions. Players engage in these actions and are given bananas as feedback to their actions. These bananas are used in the third stage.

The third stage is vertical progression, which is how the player gets closer to the winning square. When stood on white squares, the player may pay their bananas to the bank in order to move up the pyramid. Conversely, players may pay bananas to the bank to have a chance at knocking opponents down the pyramid. This creates an interesting dynamic that players must work together to gain bananas, only to sabotage each other with these bananas.

Play of the game loops through these stages until one player has developed enough capital to reach the top of the pyramid (the winning square), and no player can knock them down.

CONFLICT

OBSTACLES

The obstacles which occur for each player are part of the way the game also progresses. The stages of the board – steps, discussions, action cards – are all part of what the player needs to get through to advance the board. As well as this the other players on the board can act as an obstacle due to the in-built mechanic of being able to knock other players down one whole step.

OPPONENTS

Players are able to knock other players down the board. This creates an interesting dynamic whereby if you are the player at the top of the pyramid, you will become a prime target for your opponents. Furthermore, the addition roles for each player in a debate enables the players to enact different positions which may oppose or align with the wants of the individual player.

DILEMMA

The dilemma which each player faces is based on how people debate, how they decide to vote & how they choose to move along the board. The in-built heuristics that can make being the first to the top a bad idea also represents a further plane of thought which each player must eventually consider. Role cards can have a catalyzing effect on debates, which should open the door to higher level tactics. This presents players with dilemmas that may initiate conflict with opponents, especially with the addition of being able to knock down other players.

HEURISTICS

DIRECTIONAL HEURISTICS

Have you won many debates in the past? This will give you good information about how you should proceed with your debate style in order to progress better in the game. Positioning yourself to knockdown opponents with position or banana throwing may also be a good strategy, in addition to positioning yourself to not be knocked down.

POSITIONAL HEURISTICS

Your position on the board gives you a good idea of how close you are to the goal. You may also want to take into account the number of bananas you and other players have access too, and how lightly you are to be able to gain more in the next few rounds. this will give you a very good idea of where you stand in the game.

CONCLUSION

The process of creating a game required us to discuss, collaborate, listen to eachother, understand eachother, and work as a team. I find it fitting that creating a game combatting willful ignorance has helped us identify willful ignorance in ourselves.

Throughout the making of this game we had numerous discussions, debates, philosophical questionings focused around wilfull ignorance. We even ended up making 4 separate games before making one finalised game. Although it took longer and was more challenging I am happy with the way it turned out as, in doing so, we got to fully flesh out an interesting and original game with its own personality that reflects a simple yet deep dive into the subject of wilfull ignorance within a serious game context.

FIN

