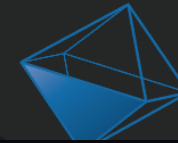




# The Casual (but Regal) Swipe Creating Game Mechanics in 'Reigns'

François Alliot  
Game Developer at Nerial

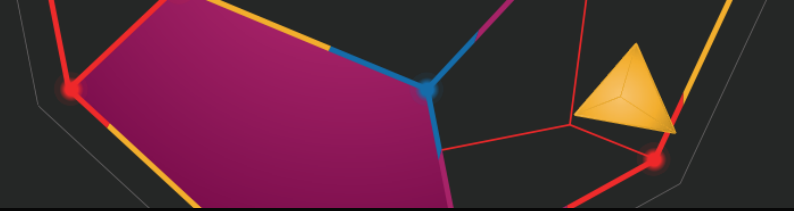
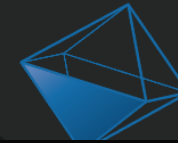


† † † †  
**REIGNS**









*The Treachery of Images*, René Magritte, 1928 (text says « This is not a pipe »).







*Laziness, Félix Vallotton, 1896*



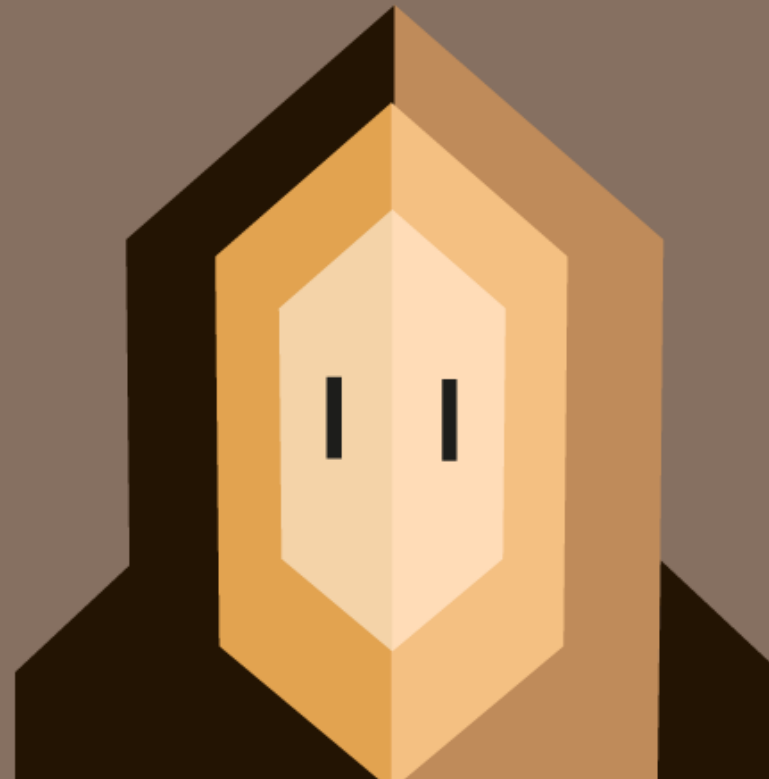
# 1/ Scribbling Reigns



*Untitled crabbellinge, Peter Rubens*

4 july 763

We need a Cathedral!



-40



80



80

-5



10

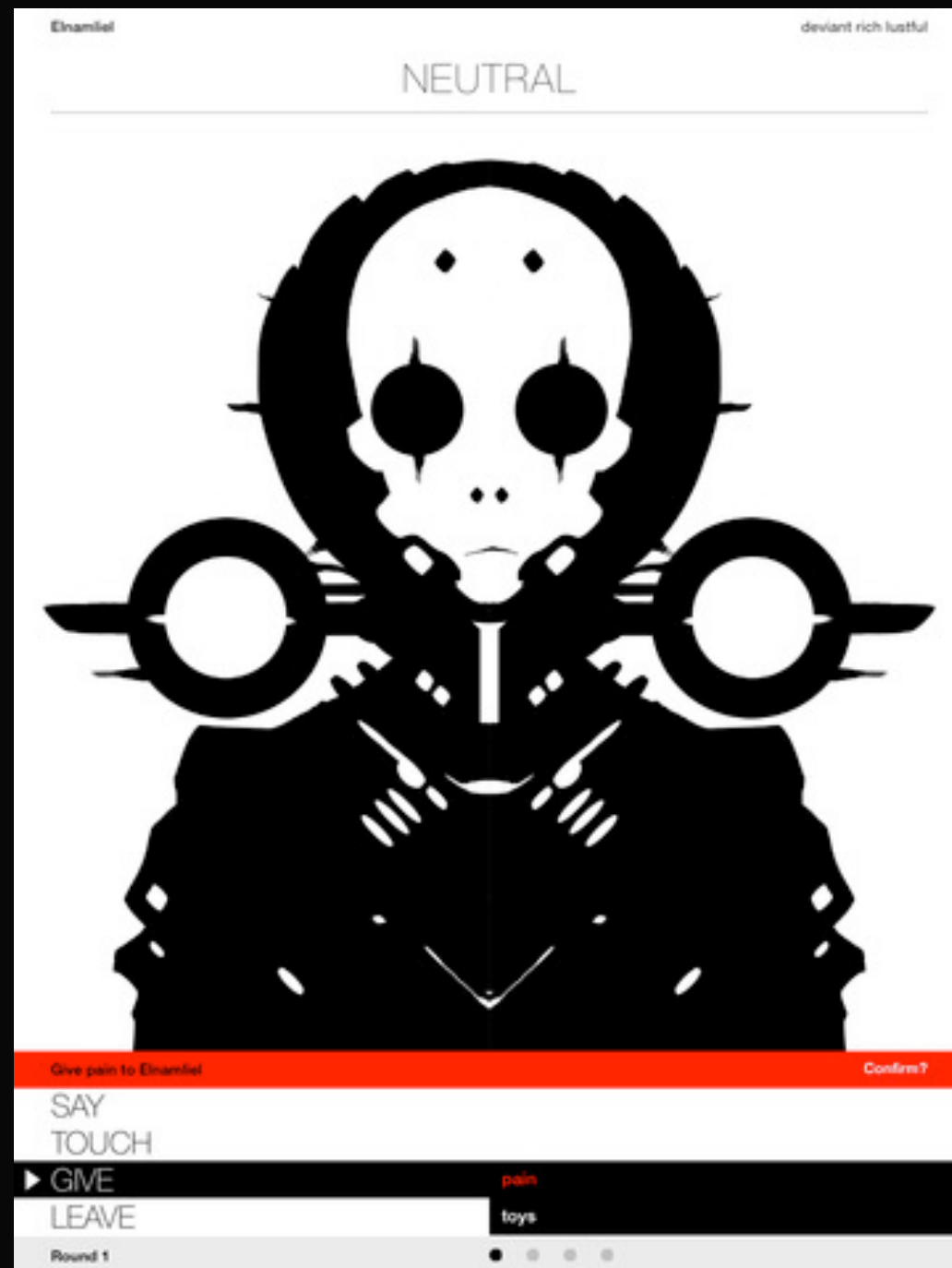
+10



240



5400

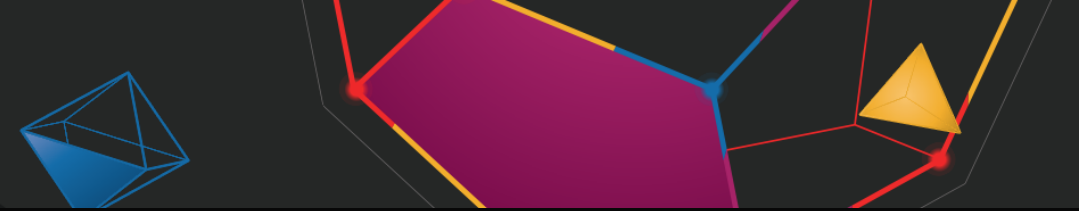


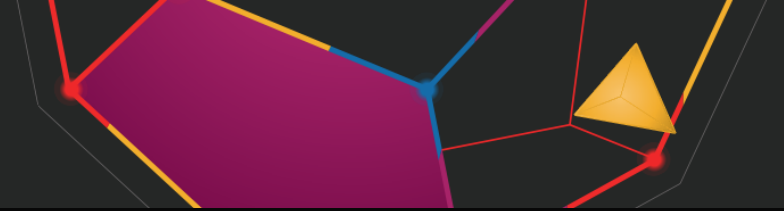
*Ledoliel*, Devine Lu Linvega, 2015



*Royals*, Asher Vollmer, 2015





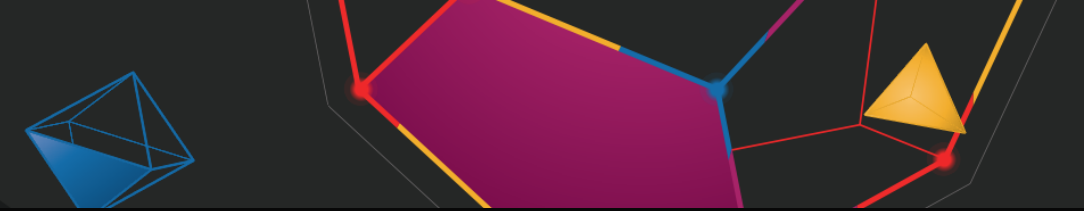


# 2/ Writing Reigns



*Kaamelott, Alexandre Astier*



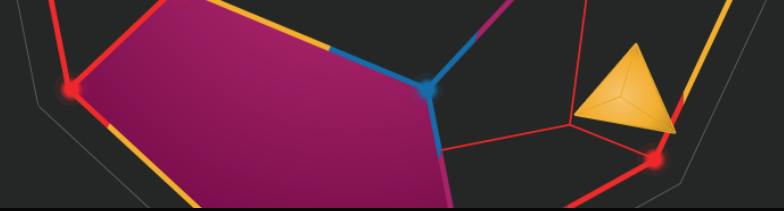
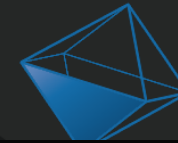


evocative writing

comedy and rhythm

probabilistic-driven narrative

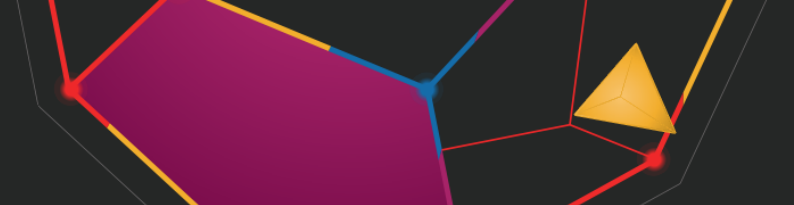
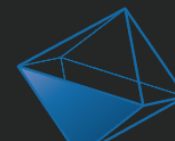




# evocative writing



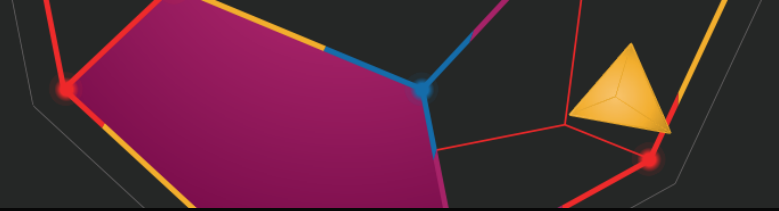
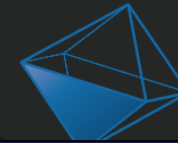




*Breakfast Table with Blackberry Pie*, Willem Claeszoon Heda, 1631







We discovered an unknown body  
in the dungeon. Its hands are  
missing. Shall we reinforce  
the garrison?



General Coventon

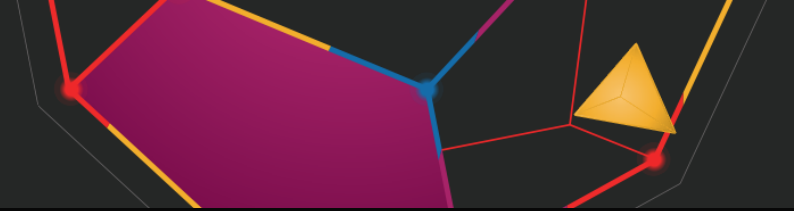
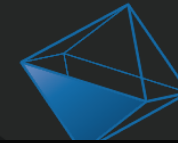
James

666

0 years in power







# comedy and rhythm





An earthquake destroyed a large part of the capital! The City Guard awaits your orders.



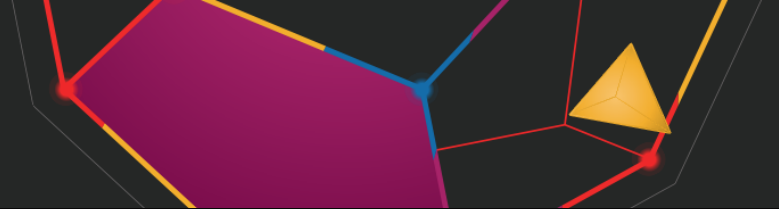
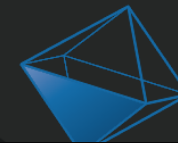
Lady Grey

Robert

607

4 years in power





+

+

+

\$

We... may have a problem. A monk has started to bite his brothers... And it's spreading fast.

Werewolves?

Father Quill

William

681

0 years in power

+

+

+

\$

Werewolves... I don't think so, no... You should call that "cruel lack of physical activity".

Wulfa

William

681

0 years in power

+

+

+

\$

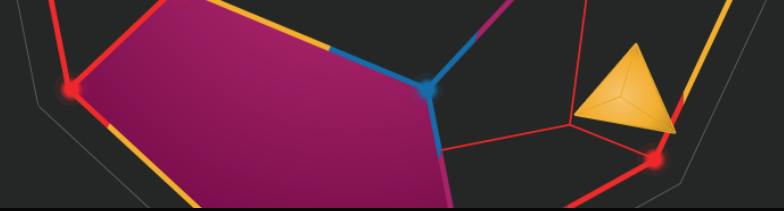
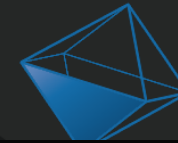
*You eat so much that you end up choking. Everyone is drunk so your death is only noticed the following morning.*

Baudouin the Peacemaker

694

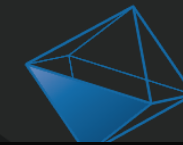
11 years in power

UBM



# probabilistic-driven narrative

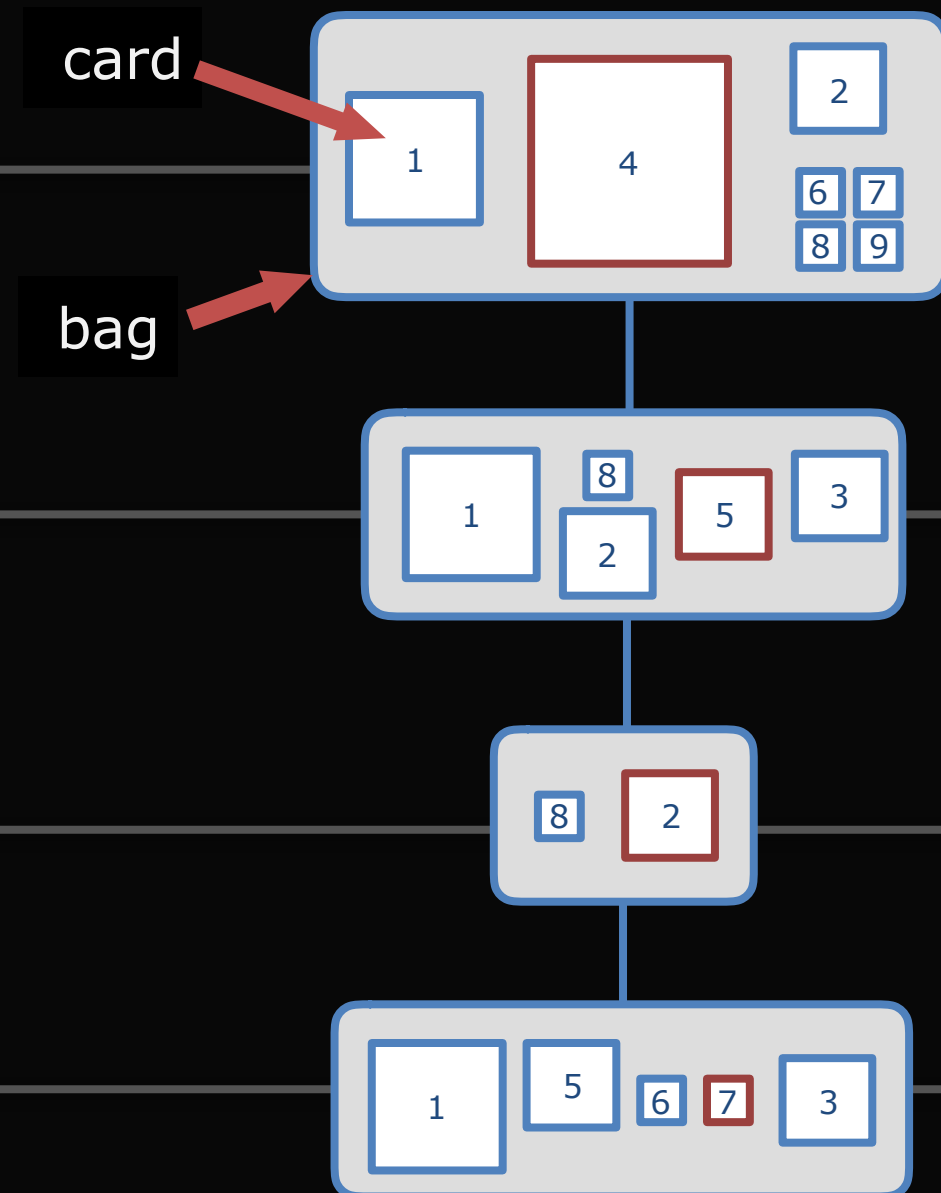




## probabilistic-driven narrative

vs

## branching-path narrative



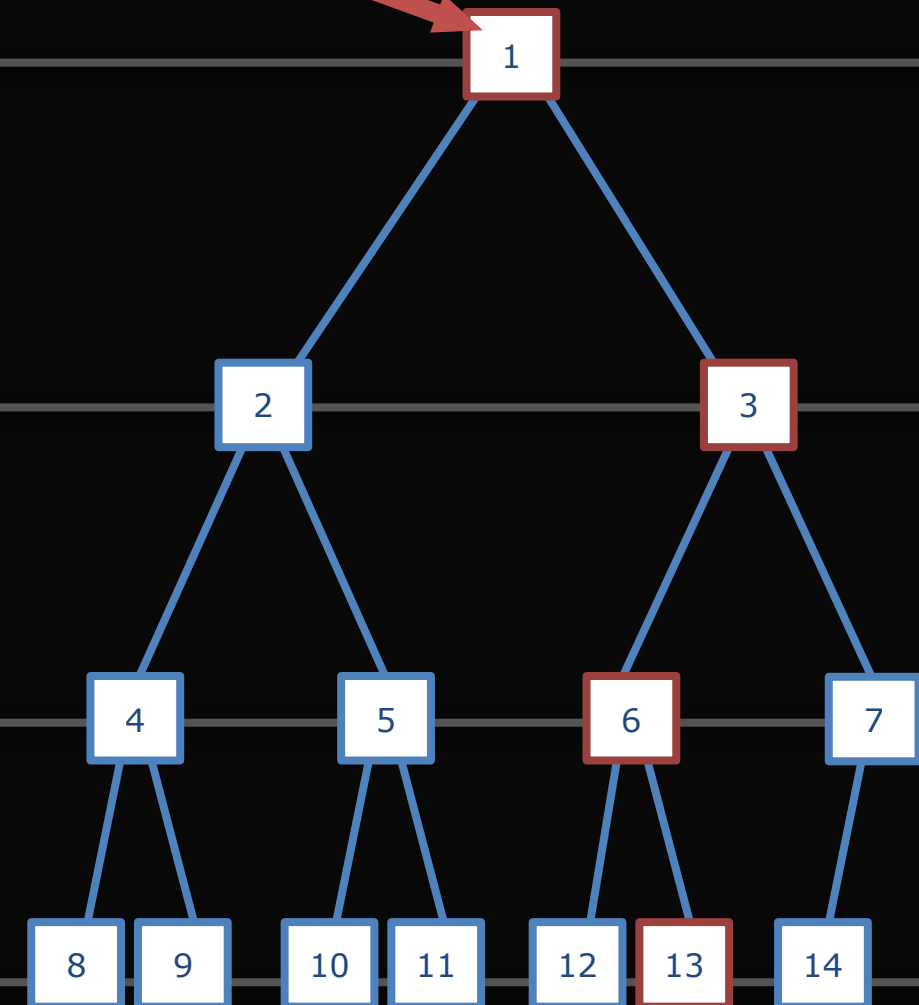
draw 1

draw 2

draw 3

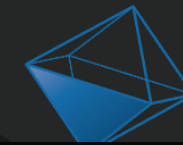
draw 4

card drawn



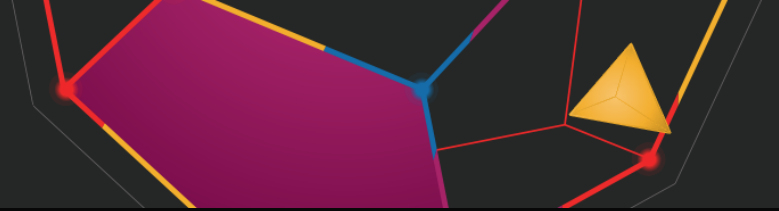
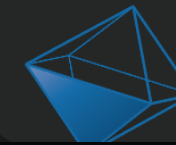






card	id	bearer	conditions	current	weight	question	override_yes	answer_yes	yes_spiritual	yes_military	demo_graphy	yes_treasure	yes_custom	override_no	answer_no	yes_spiritual	yes_military	monography	yes_treasure	no_custom
hygiene	484	doctor		120	8	My King, it seems your army has very poor hygiene. We should spend a bit on this problem.				15	5	-10					-15	-5		
_hidden_room	485	doctor				There's nothing wrong with this room. I have to conduct my experiments somewhere!	At least be discreet			5	10			Not anymore		10	-5	-10		!alchemy_keep
other_research	486	doctor		120	8	I would like to conduct new research on weapons and warfare. Will you help?				20	-5	-15	isStrong				-15	5		
alchemy	487	doctor	!alchemy_keep	120	10	I would like to conduct new research on the fabled transmutation of lead into gold. Could you finance me?			-10			-15	alchemy_keep			10				
alchemy_discover	488	doctor	alchemy_keep	160	15	While doing my research I designed a rather clever way to distil alcohol. I would like to share the revenue.			-10	-5	-5	30				10				
hiddenroomrumor	489	anyone		120	8	I heard strange noises in the castle last night. We should have more guards patrolling!				-10	5	-5						-5		
alchemy_fail	490	doctor	alchemy_keep	60	10	My research is not working... should I carry on?						-10				15				!alchemy_keep





card	id	bearer	conditions	current	weight	question	answer_yes	yes_spiritual	yes_military	demo_graphy	yes_treasure	yes_custom	override_no	answer_no	yes_spiritual	yes_military	demo_graphy	yes_treasure	no_custom
hygiene	48	doctor		120		My King, it seems your army has very poor hygiene. We should spend a bit on this problem.			15	5	-10								
_hidden_room	48	doctor				There's nothing wrong with this room. I have to conduct my experiments somewhere!			5	10			Not anymore		10	-5	-10		!alchemy_keep
other_research	48	doctor		120		I would like to conduct new research on weapons and warfare. Will you help?			20	-5	-15	isStrong				-15	5		
alchemy	48	doctor	alchemy_keep	120		I would like to conduct new research on the fabled transmutation of lead into gold. Could you finance me?		-10			-15	alchemy_keep			10				
alchemy_discover	48	doctor	alchemy_keep	160		While doing my research I designed a rather clever way to distil alcohol. I would like to share the revenue.		-10	-5	-5	30				10				
hiddenroomrumor	48	doctor		120		I heard strange noises in the castle last night. We should have more guards patrolling!			-10	5	-5						-5		
alchemy_fail	48	doctor	alchemy_keep	60		My research is not working... should I carry on?					-10				15				!alchemy_keep
		anyone																	
		doctor																	





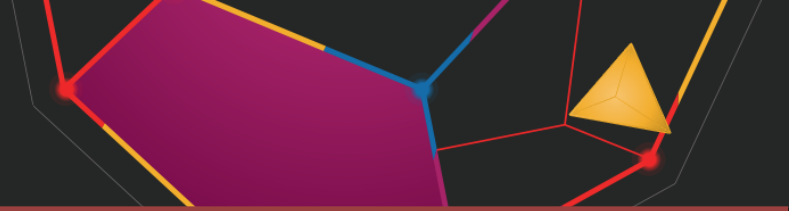
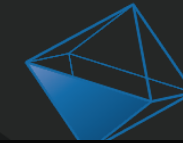




card	id	bearer	conditions	current	weight	question	overrides	answer
hygiene	484	doctor		120	8	My King, it seems your army has very poor hygiene. We should spend a bit on this problem.		
_hidden_room	485	doctor				There's nothing wrong with this room. I have to conduct my experiments somewhere!	At least be discreet	
other_research	486	doctor		120	8	I would like to conduct new research on weapons and warfare. Will you help?		
alchemy	487	doctor	!alchemy_keep	120	10	I would like to conduct new research on the fabled transmutation of lead into gold. Could you finance me?		
alchemy_discover	488	doctor	alchemy_keep	160	15	While doing my research I designed a rather clever way to distil alcohol. I would like to share the revenue.		
hiddenroomrumor	489	anyone		120	8	I heard strange noises in the castle last night. We should have more guards patrolling!		
alchemy_fail	490	doctor	alchemy_keep	60	10	My research is not working... should I carry on?		

yes_spiritual	yes_military	yes_demography	yes_treasure	yes_custom
	15	5	-10	
	5	10		
	20	-5	-15	isStrong
-10			-15	alchemy_keep
-10	-5	-5	30	
	-10	5	-5	
			-10	

answer_no	yes_spiritual	yes_military	yes_demography	yes_treasure	yes_custom
		-15	-5		
mor	10	-5	-10		!alchemy_keep
		-15	5		
	10				
	10				
			-5		
	15				!alchemy_keep



card	id	bearer	conditions	current	weight	question	override_yes	answer_yes	yes_spiritual	yes_military	demo_graphy	yes_treasure	yes_custom	override_no
hygiene	484	doctor		120	8	My King, it seems your army has very poor hygiene. We should spend a bit on this problem.				15	5	-10		
_hidden_room	485	doctor				There's nothing wrong with this room. I have to conduct my experiments somewhere!	At least be discreet			5	10			Not anymore
other_research	486	doctor		120	8	I would like to conduct new research on weapons and warfare. Will you help?				20	-5	-15	isStrong	
alchemy	487	doctor	!alchemy_keep	120	10	I would like to conduct new research on the fabled transmutation of lead into gold. Could you finance me?			-10			-15	alchemy_keep	
alchemy_discover	488	doctor	alchemy_keep	160	15	While doing my research I designed a rather clever way to distil alcohol. I would like to share the revenue.			-10	-5	-5	30		
hiddenroomrumor	489	anyone		120	8	I heard strange noises in the castle last night. We should have more guards patrolling!				-10	5	-5		
alchemy_fail	490	doctor	alchemy_keep	60	10	My research is not working... should I carry on?						-10		

no_spiritual	no_military	no_demo_graphy	no_treasure	no_custom
	-15	-5		
10	-5	-10		!alchemy_keep
	-15	5		
10				
10				
		-5		





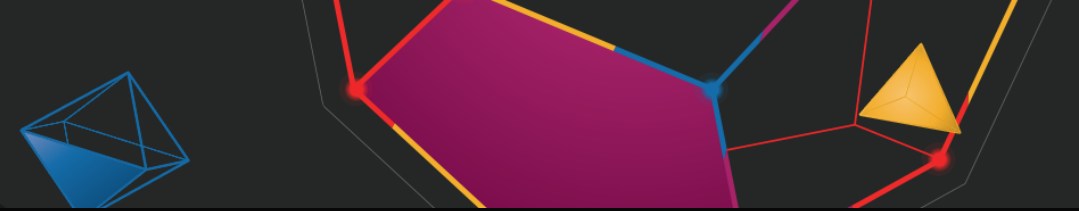


# 3/ Breaking Reigns



*Street art, Anonymous*





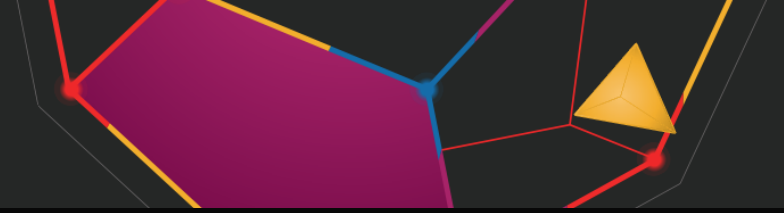
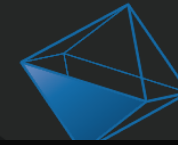
the party  
the dungeon  
the devil

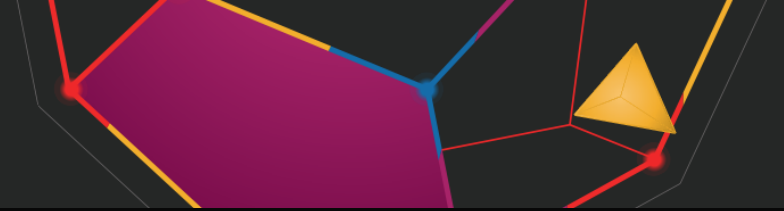
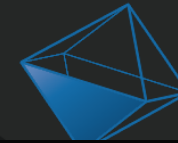




the party







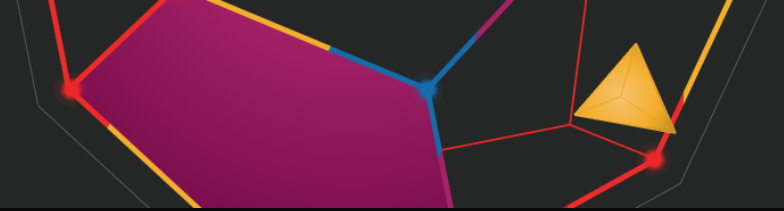
*You eat so much that you end  
up choking. Everyone is drunk  
so your death is only noticed  
the following morning.*



Baudouin the Peacemaker 694

11 years in power ■ ■ ■ ■

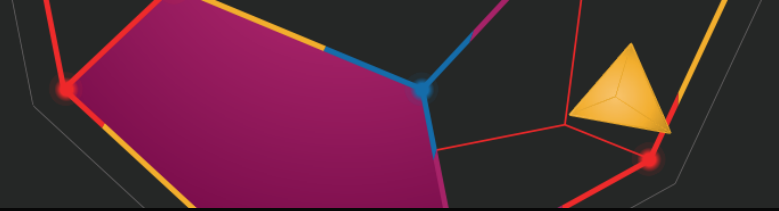
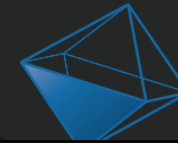




# the dungeon







*The walls are dark and sooty.*

Use Fire door

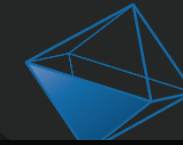
Caves of Doom

William the Creepy

4 years in power

762

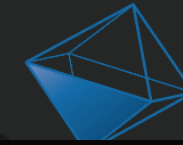




card	id	bearer	conditions	turn	weight	question	override_yes	answer_yes	spiritual	military	demography	treasure	yes_custom	override_no	answer_no	spiritual	military	demography	reasure	no_custom
enterthedonjon	607	anyone	!intheDungeon	200	5	We discovered the entrance of a crypt under the castle!	I'm going in!		?20	?20	?20	?20	>_dungeon1 and intheDungeon and !spice_trade_keep							
_dungeon1	609	end>dead_king_dungeon	spiritual=0 and military=0 and demography=0 and treasure=0		max	<i>Did you find your way out of the dungeon? Maybe, but your power is no more and a new King is on the rise.</i>	What...							What...						
_dungeon1	610	dungeon>air_arsenic		4	12	<i>The air is lighter but smells of sickness.</i>	<i>Use Air door</i></i>						>_exit_closed	<i>Use Arsenic door</i></i>						>_dungeon1
_dungeon1	611	dungeon>neutre_feu	torch	4	12	<i>The walls are dark and sooty.</i>	<i>Use Neutral door</i></i>						>_dungeon1	<i>Use Fire door</i></i>						>_devil1

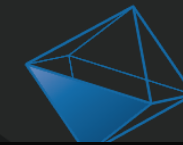






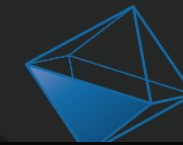
card	id	bearer	conditions	turn	weight	question	override_yes	answer_yes	spiritual	military	demography	treasure	yes_custom	override_no	answer_no	spiritual	military	demography	reasure	no_custom
enterthedonjon	607	anyone	!intheDungeon	200	5	We discovered the entrance of a crypt under the castle!	I'm going in!		?20	?20	?20	?20	intheDungeon and !spice_trade_kep							
_dungeon1	609	end>dead_king_dungeon	spiritual=0 and military=0 and demography=0 and treasure=0		max	<i>Did you find your way out of the dungeon? Maybe, but your power is no more and a new King is on the rise.</i>	What...							What...						
_dungeon1	610	dungeon>air_arsenic		4	12	<i>The air is lighter but smells of sickness.</i>	<i>Use Air door</i></i>						>_exit_closed	<i>Use Arsenic door</i></i>						>_dungeon1
_dungeon1	611	dungeon>neutre_feu	torch	4	12	<i>The walls are dark and sooty.</i>	<i>Use Neutral door</i></i>						>_dungeon1	<i>Use Fire door</i></i>						>_devil1





card	id	bearer	conditions	turn	weight	question	override_yes	answer_yes	spiritual	military	demography	treasure	yes_custom	override_no	answer_no	spiritual	military	demography	treasure	no_custom
	07	anyone	!intheDungeon	200	5	We discovered the entrance of a crypt under the castle!	I'm going in!		?20	?20	?20	?20	>_dungeon1 and intheDungeon and !spice_trade_kep							
_dungeon1	09	end>dead_king_dungeon	spiritual=0 and military=0 and demography=0 and treasure=0		max	<i>Did you find your way out of the dungeon? Maybe, but your power is no more and a new King is on the rise.</i>	What...													
_dungeon1	10	dungeon>air_arsenic		4	12	<i>The air is lighter but smells of sickness.</i>	<i>Use Air door</i></i>						>_exit_closed							>_dungeon1
_dungeon1	11	dungeon>neutre_feu	torch	4	12	<i>The walls are dark and sooty.</i>	<i>Use Neutral door</i></i>						>_dungeon1							>_devil1

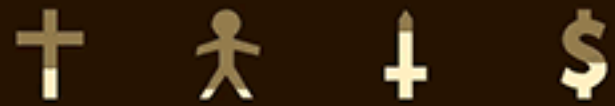
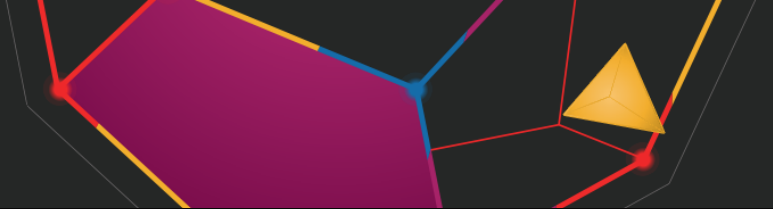
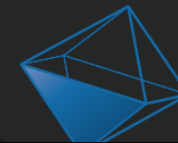




card	id	bearer	conditions	turn	weight	question	override_yes	answer_yes	spiritual	military	demography	treasure	yes_custom	override_no	answer_no	spiritual	military	demography	reasure	no_custom
enterthedonjon	607	anyone	!intheDungeon	200	5	We discovered the entrance of a crypt under the castle!	I'm going in!		?20	?20	?20	?20	>_dungeon1 and intheDungeon and !spice_trade_keep							
_dungeon1	609	end>dead_king_dungeon	spiritual=0 and military=0 and demography=0 and treasure=0		max	<i>Did you find your way out of the dungeon? Maybe, but your power is no more and a new King is on the rise.</i>	What...							What...						
_dungeon1	610	dungeon>air_arsenic		4	12	<i>The air is lighter but smells of sickness.</i>	<i>Use Air door</i>>						>_exit_closed	<i>Use Arsenic door</i>>						>_dungeon1
_dungeon1	611	dungeon>neutre_feu	torch	4	12	<i>The walls are dark and sooty.</i>	<i>Use Neutral door</i>>						>_dungeon1	<i>Use Fire door</i>>						>_devil1







Would you like to play Red Dwarf My Lord? Let's start with a small bet. I don't want to ruin you.



Junius Loosetongue

Baudouin 741  
4 years in power



My Lord, what about a bit of fencing? I'm a good teacher. Let's bet a bit of money.



General Arnoulf of Dover

George the Father 703  
8 years in power





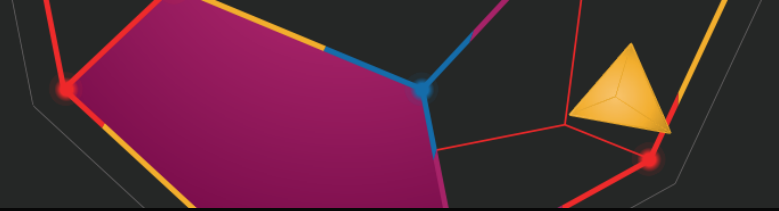
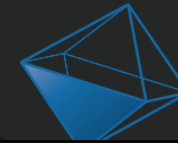
the devil





*Tantalus*, Gioacchino Assereto, circa 1640









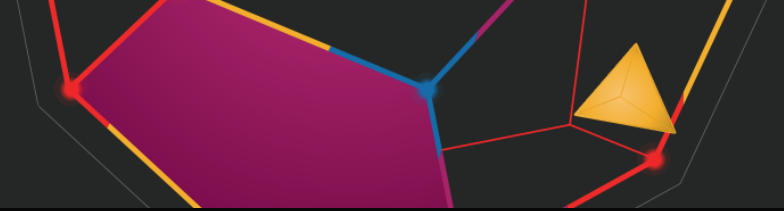
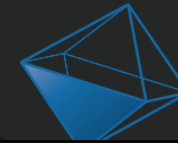
└  
To conclude...



*The Grey Tree, Piet Mondrian, 1912*



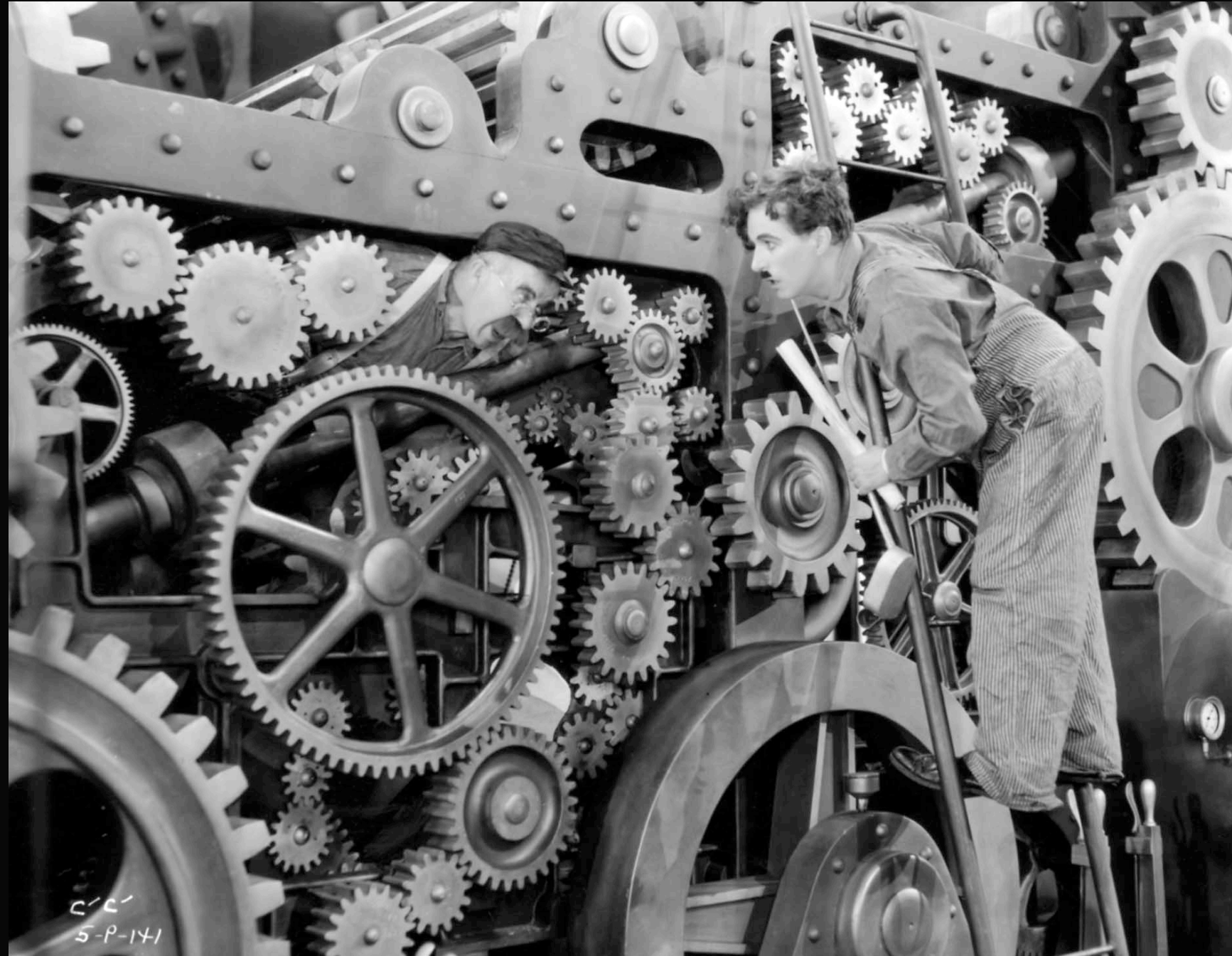




Gamedev as an **exploration**  
rather than the completion  
of a system







*Modern Times*, Charlie Chaplin, 1936







The Compleat Explorer, ?



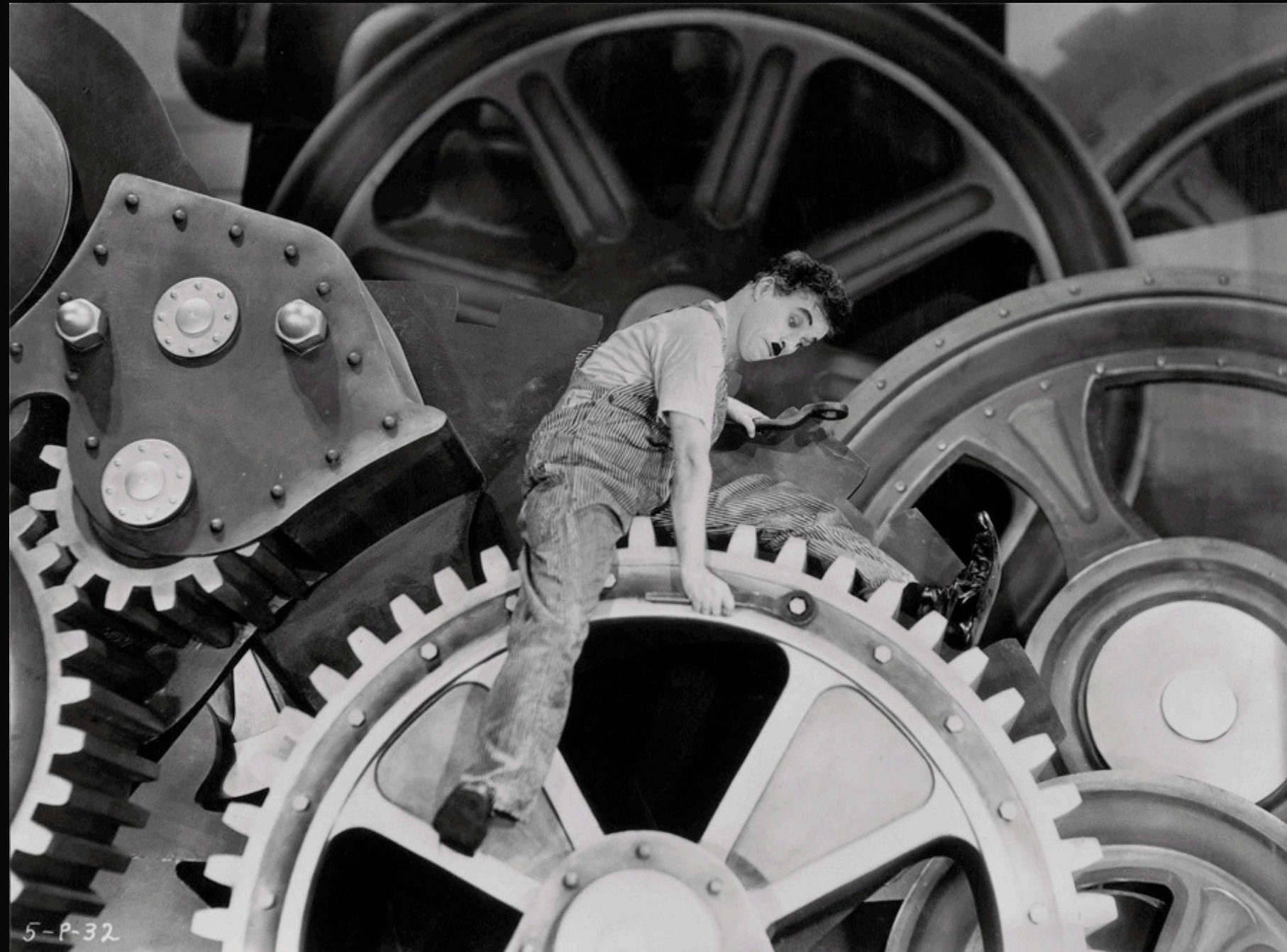
Authorized map of the Second Byrd Antarctic Expedition, Anonymous, 1934





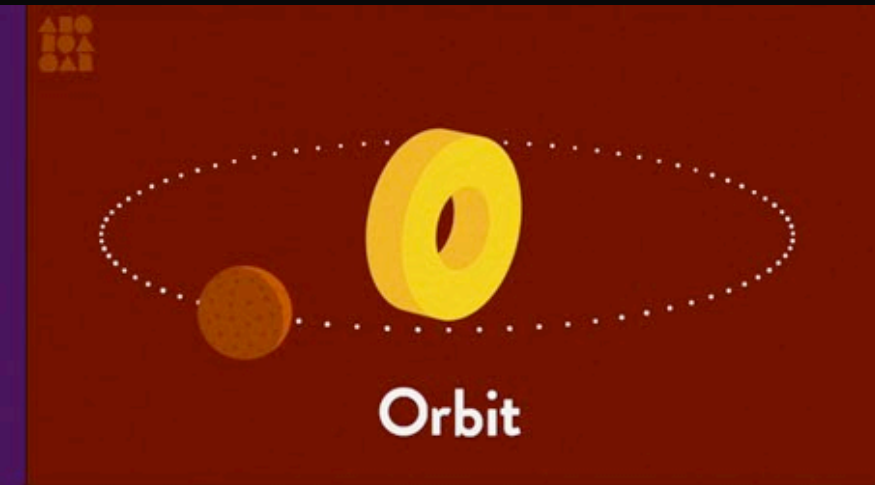
*Self-portrait with Eyes Wide Open*, Rembrandt, 1630





*Modern Times*, Charlie Chaplin, 1936

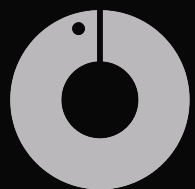




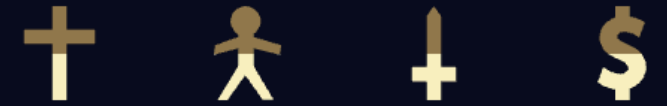
*Metamorphabet, Vectorpark, 2015*



o/  
Thank you!



NERIAL

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Greetings, my child. Life as  
a Queen has been brutish and  
short for you, hasn't it?



Mother



Suggested question:  
But, but, what is this?