GDC

Burgle Bros: Fantasy of the Heist

Tim Fowers
Fowers Games

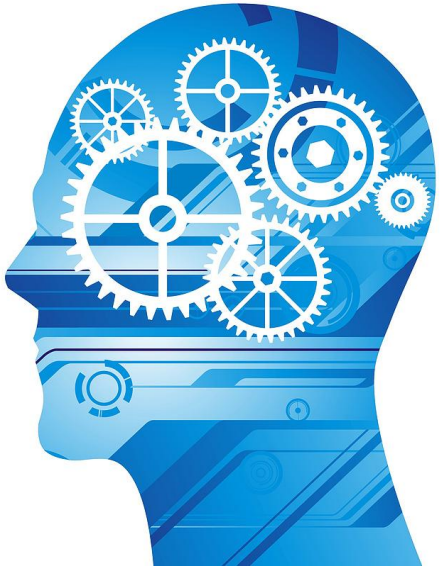
Who is this guy?

NOW BOARDING

amazon game studios

paperback

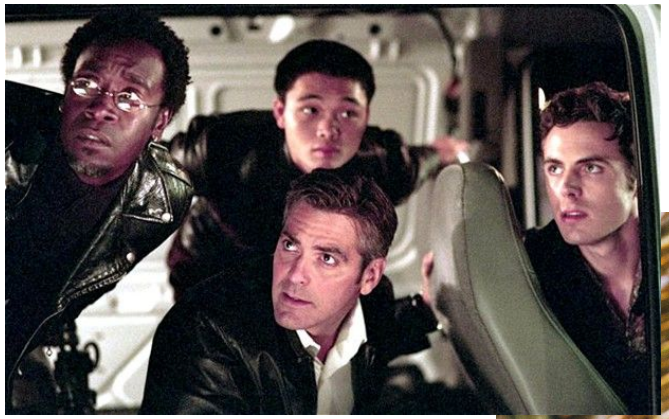
Boardgames: Software that runs on people

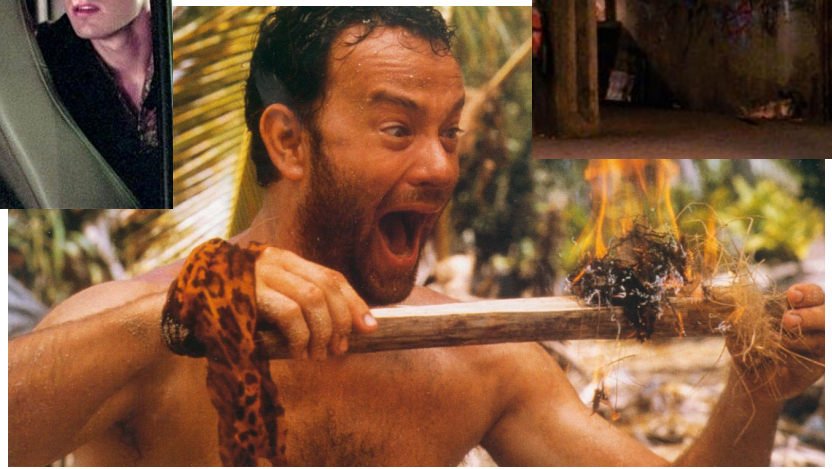


Core Emotion of a Boardgame

- Cooperative: Altruism
- Secret Hitler: Deceit
- Settlers: Reciprocity
- Ticket to Ride: Prioritizing

What would I do?

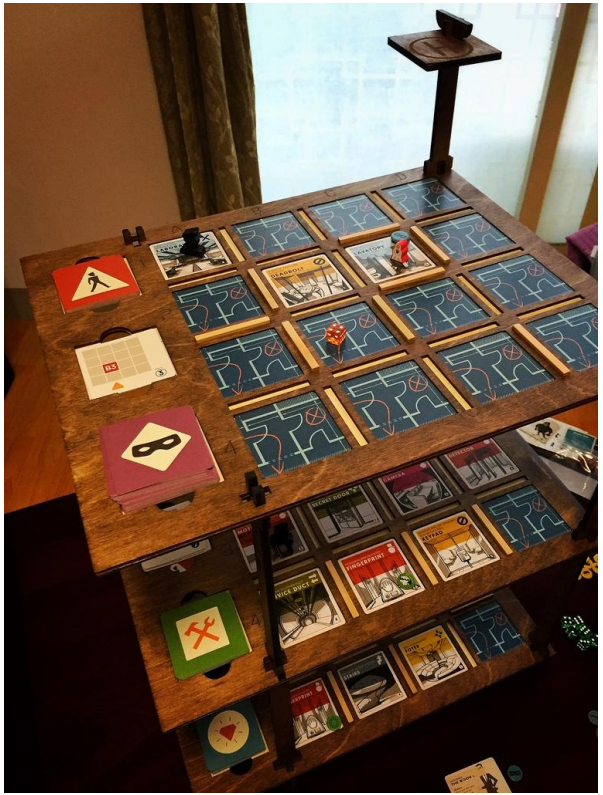




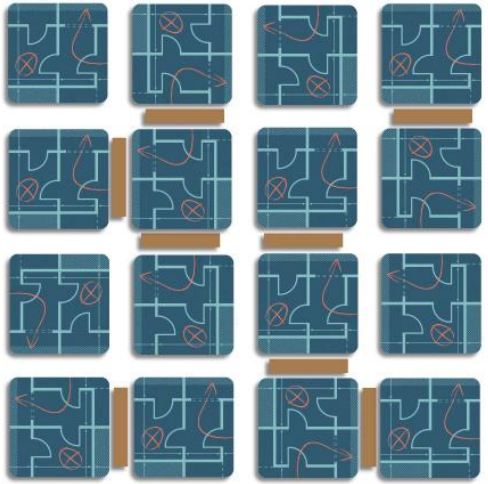
My Method

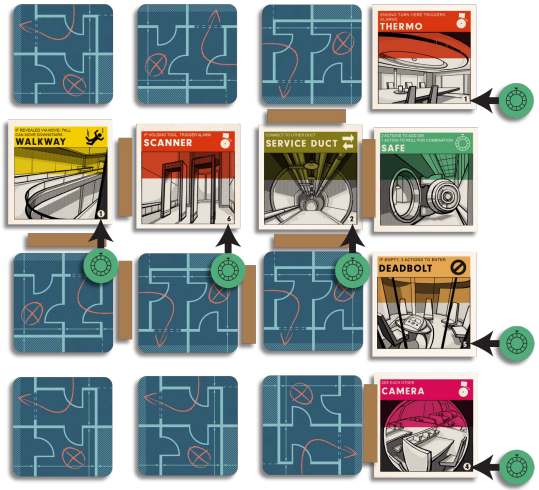
- Choose a moment
- Derive the fundamental emotion
- Try different a systems to reproduce it
- Clean it up
- Tie it back into the fantasy with context

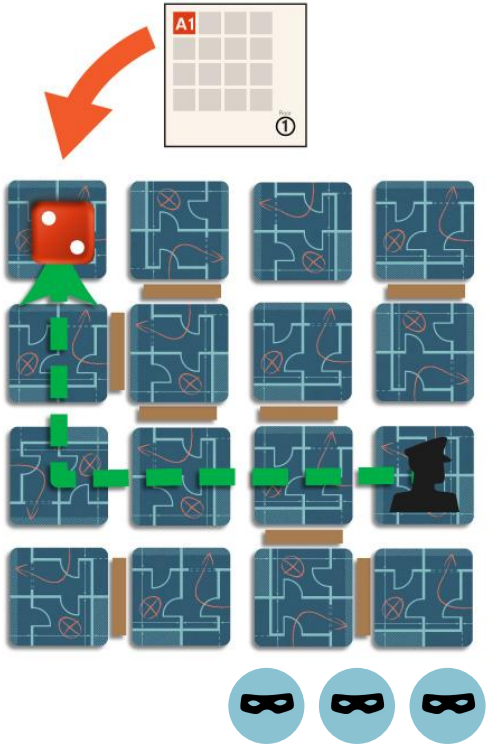
Get Together.
Get the Loot.
Get Out.
BURGLE BROS.
Cooperative Heist Boardgame



What's Burgle Bros?







The Classic Heist

Assemble the Team

Evade the Guards and Alarms

Crack the Safe

Something goes wrong!

Pull off a Miracle

Assemble the team

Putting on a mask

Evade the Guards and Alarms

Perfect prediction

Crack the Safe

You’re going to get caught

Pull off a Miracle

Cleverness

Grand Exit

Overall Emotion

Game as a Personality Test

What did I do in that situation?

Thanks!