



Immortals

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Olivia Wang - Game Design Fundermental 3

Overview

Theme:

In a future where humanity has achieved immortality and time travel, civilizations from all eras coexist, but ideologies collide — from ancient empires to AI consciousness — as each seeks to unify the timeline under its rule.

Name: Immortals

Goal: Each immortal legends win as their own civilization

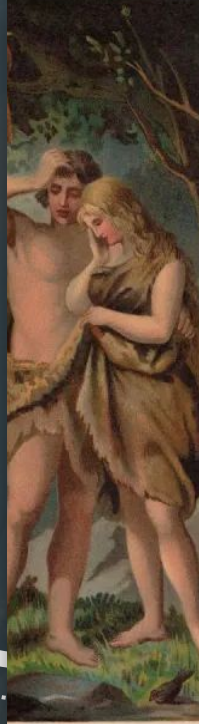
Number of Player: 2-4

Estimate Play Time: 40 mins

Characters

Each player can pick their unique character to complete the game, each character has:

- Different Starting Resources
- Unique Mission & Goal
- Background story
- Ability



Characters

Each player represents a distinct civilization:

Cixi

- +1 to any dice roll
- Win: Occupy more than 6 buildings

Alien

- +1 to all building earnings
- Win: Complete the Time Reverse Machine

Vampire

- Converts population through combat
- Win: Infect 60% of the population

Adam & Eve

- Passive population growth
- Win: Grow total population to 10,000

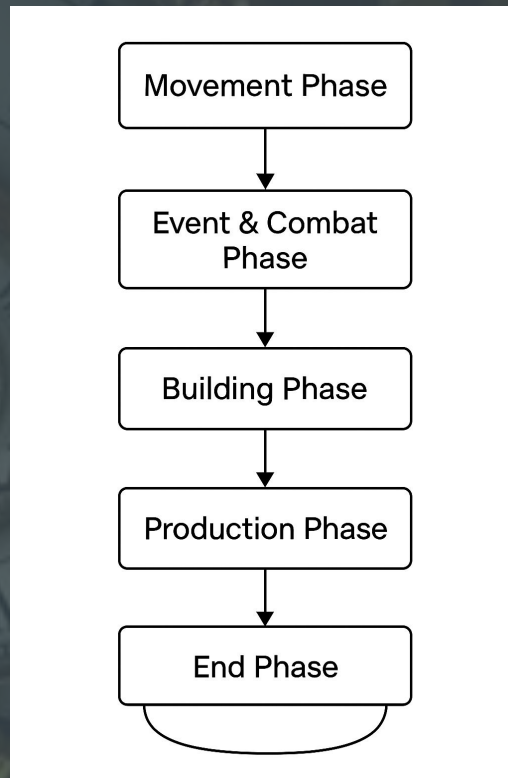


Engine

Roll → Move → Resolve → Build →
Produce → Check Win.

Each round follows a fixed structure:

- Movement Phase
- Event & Combat Phase
- Building Phase
- Production Phase
- End Phase



Economic System

Private Resources

- Money
- Military
- Technology

Public Resources

- Population
- Public building
- Map territories
- All buildings require ongoing run costs.
- Failure to pay causes the building to be removed, preventing unchecked snowballing

Resources are generated through:

- Buildings
- Events
- Missions
- Combat rewards
- Items

Spend through:

- Constructing buildings
- Completing tasks
- Random losses
- Spent in shop

Progression System

Progression is asymmetric:

- Players do not share the same win condition

Each civilization advances toward victory using different systems:

- Territory control
- Long-term construction
- Population conversion
- Population growth

Combat System



Combat triggers when
players occupy the same
block

Compare Power value

Winner chooses:

- Gain 1 resource
- Freeze the opponent for one round

Decision Making

Key Decisions

- Invest in buildings vs. use resource for combat
- Push your own win condition vs. disrupting others
- Exploit population vs. preserving global stability

Feedback Loop

- More buildings → more income → higher run cost risk → forced strategic restraint



Design Process

Version 1 — Core Foundation

- Early design used a shared Mission Bar, which led to similar player strategies and low tension
- Established the basic engine, economy, map blocks, combat, events, and items
- Playtests revealed a lack of asymmetry and long-term strategic divergence

Version 2 — Player Agency & Balance

- Replaced forced punishments with player choice in combat outcomes
- Rebalanced character stats and reduced building costs to improve pacing
- Expanded and adjusted buildings to support more viable strategies
- Result: More interaction, less frustration, and clearer strategic decisions

Version 3 — Polish & Pacing

- Refined map layout to improve movement flow and encounters
- Added more resource acquisition paths to prevent stagnation
- Reduced excessive punishment while preserving risk
- Result: A smoother, more engaging 40-minute experience where all players stay competitive until the end

Design Pillars

1. Tension Across Time
2. Asymmetric Evolution
3. Reinforcing Progression & Competition



Intended Target Player Experience

Easy Fun

Exploring a mysterious, shifting map full of time anomalies and relics.

Serious Fun

Reflection on immortality, power, and moral consequence.

Hard Fun

Strategic planning and optimizing limited actions under pressure.

Hard Fun

Frustration
Fiero

Easy Fun

Curiosity
Wonder
Surprise



People Fun

Amusement Amici
Admiration Ameiro
Schadenfreude

Serious Fun

Excitement
Relaxation
Values

Actual Player Experience

Easy Fun

- Players experienced curiosity through discovering different block types, items, and unexpected event outcomes.
- The map encouraged exploration, though players focused more on efficiency than mystery over time.

Hard Fun

- Strategic pressure was strongly felt as players optimized limited resources, managed run costs, and raced asymmetric win conditions.
- Players reported tension and “fiero” moments when long-term plans paid off or opponents were successfully disrupted.

People Fun

- Competition and interaction emerged frequently through combat, blocking strategies, and tracking opponents’ progress.
- Players showed engagement through negotiation, table talk, and reactions to others’ successes or setbacks.

Hard Fun

Frustration
Fiero

Easy Fun

Curiosity
Wonder
Surprise




People Fun

Amusement Amici
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Serious Fun

Excitement
Relaxation
Values



“In a world of immortals, time is the only thing still worth spending.”