

## PITCH

Aös is a board game mixing strong **narrative events** with a gameplay based on a **Alliance / Betrayal system** inspired by the **prisoner's dilemma**.

As a player, you are in search of a magical artifact, a relic lost in the big city of Aös. You will roam this city and encounter other players that you can help or betray during the alliance phase.

YOU	PARTNER	
	TO ALLY	TO BETRAY
TO ALLY	+1	-1
TO BETRAY	+2	±0

As a player, You will be able to build a **trustworthy** relationship with your partner or **to be deceitful**, trying to gain the advantage.

Along the game, the trust of other players towards you will **increase or decrease**, depending on your choices in the alliance & events phases.

Each event is also the chance to learn more about the city, and encounter dilemma describing crazy situations.



## PROJECT OVERVIEW



Negotiation and role-play



Play 10 different characters, with their own **power & background**

ALLIANCE PHASE

EVENT PHASE

## REFERENCES



Zero Escape: Virtue's Last Reward  
Chunsoft, 2012



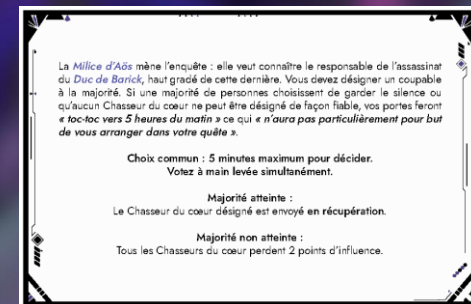
.Hack Series  
CyberConnect2, 2002-2017



Cyberpunk 2077  
CD Projekt, 2020

GAMEPLAY

UNIVERSE



Events: Dilemma, Group votes and mini-games