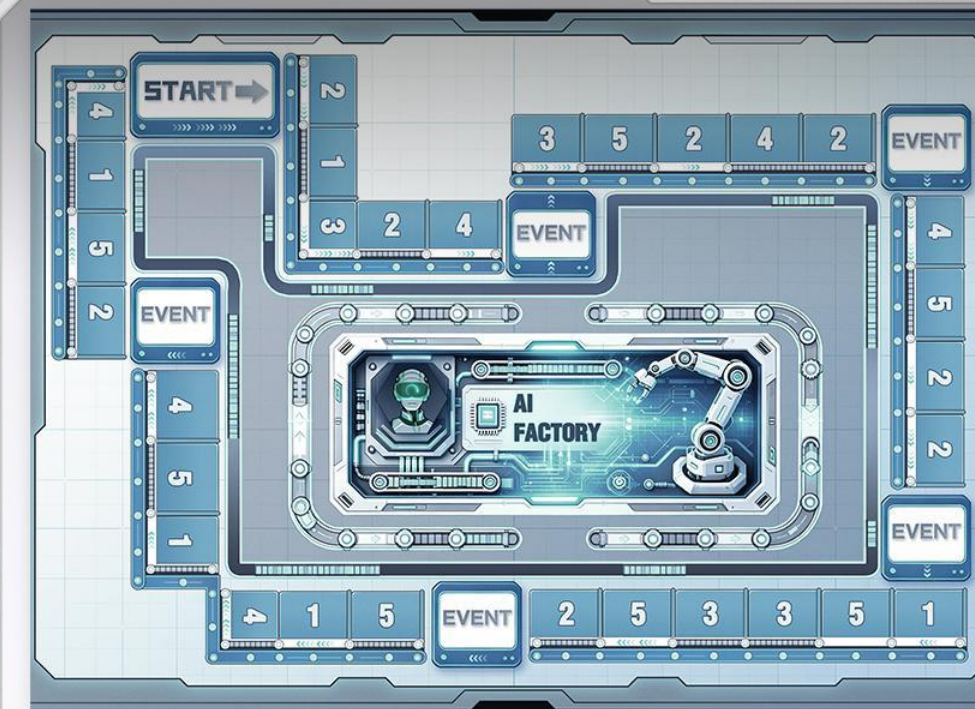


AI FACTORY



AI Factory is a board game prototype that combines social deduction with board movement and economy. Players roll dice to navigate a factory-like board, earn coins, trigger EVENTS, and use skill and information actions (e.g., Peek/Research/Secret) to read opponents' behavioral clues and build cases through discussion. Hidden among the humans is one AI player who “learns” by copying skills during EVENTS, gradually swapping human hands with blank Copied cards—an allegory for job replacement and unemployment. Humans win by correctly identifying the AI, while the AI wins by forcing enough players to drop out.

Theme: AI, Future
Role: Game Designer
Board Game Project
Date: July 2024



COMPONENT

Identity cards * 6
Skill cards 12 types * 12
Blank cards * 16
Player pawns * 6
Board * 1
Dice * 1
Coins * 100



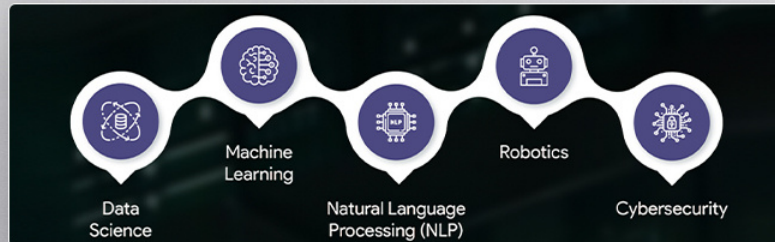
INSPIRATION

Inspired by Monopoly and Werewolf, the game explores AI replacing humans, while players identify hidden AI through observing skill usage in a production-like system.

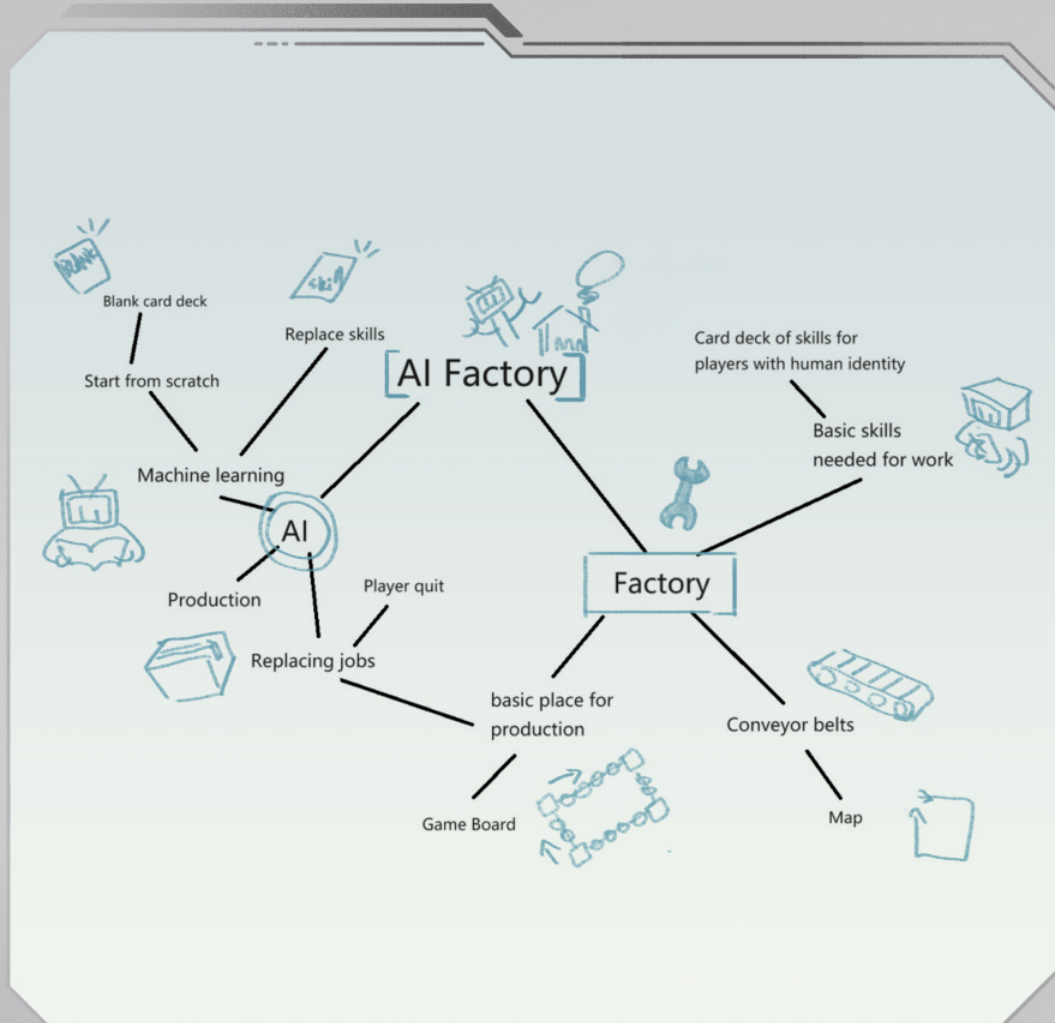


THEME RESEARCH

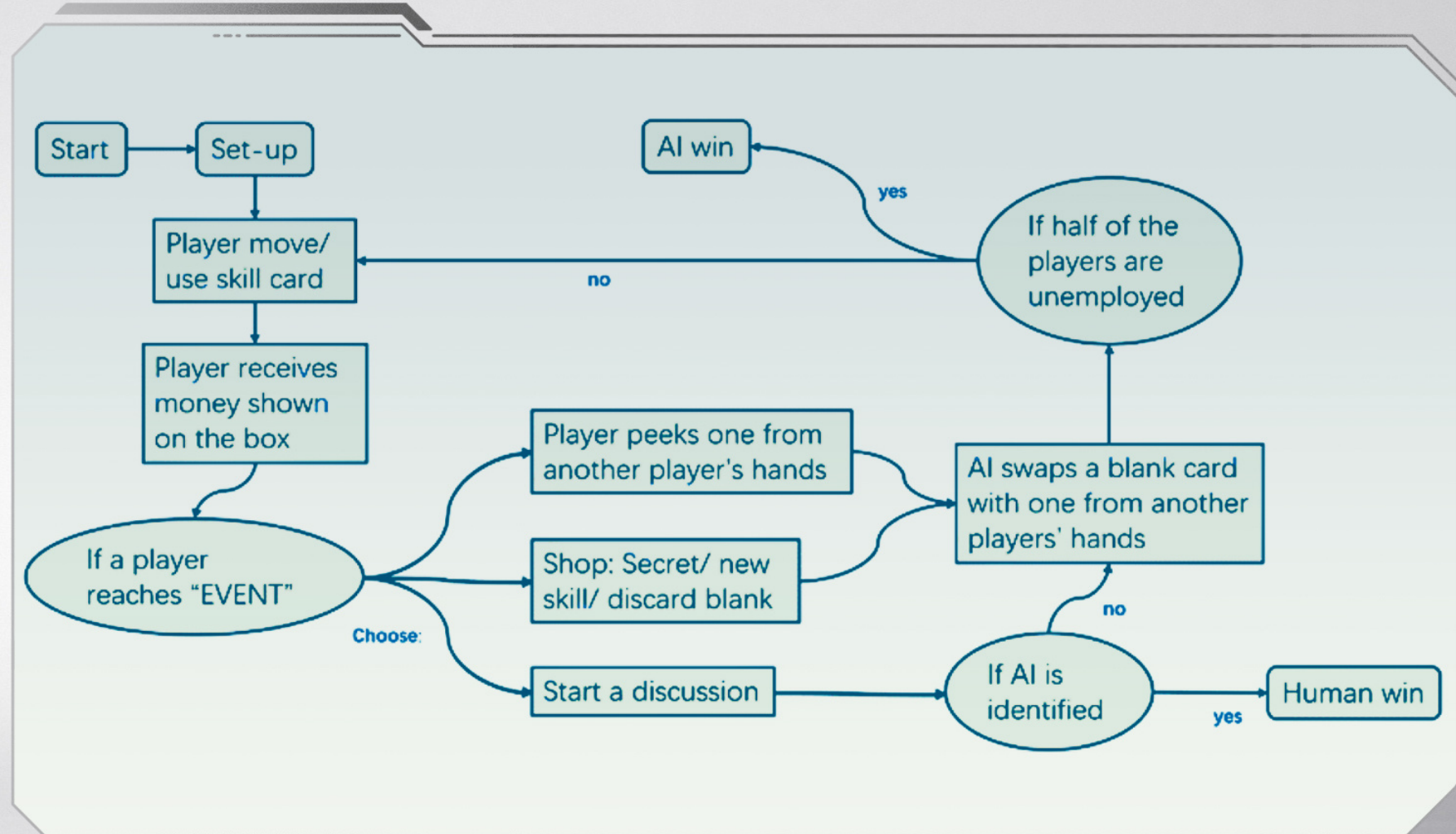
The game explores the conflict between humans and AI in the workplace, focusing on AI's adaptive abilities and humans' need to identify and suppress them to survive.



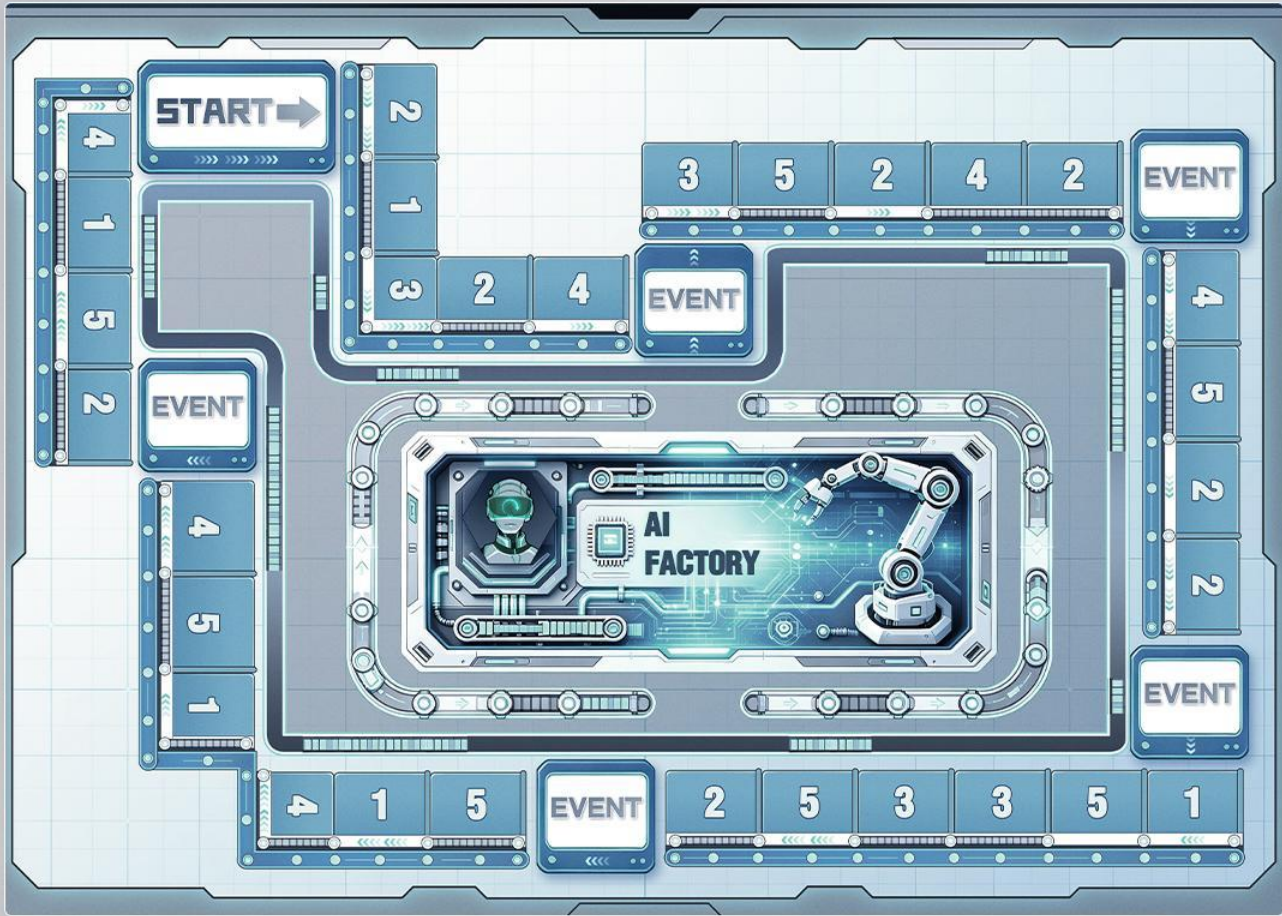
BRAINSTORM



GAME DESIGN FLOW



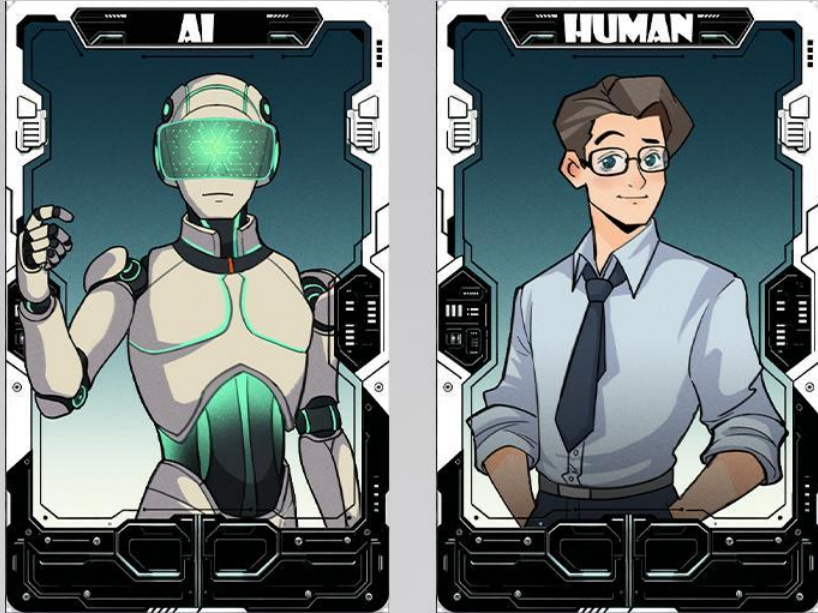
GAME BOARD



There are only two types of boxes on the board: “money” , or “EVENT” .

- Once a player lands on a money box after a move, he or she will receive the money shown on it.
- Once a player lands on an “EVENT” box, the player could make a decision and then allow the AI to learn a skill.

PLAYER ROLES



COINS

Coins are received every time a player lands on a box with a number on it. The player could save the money until encountering an “EVENT” and buying “Secret” , “New skill” , or “Training.”



GENERAL MECHANICS

- Movement: Each turn, players roll the dice and move the corresponding number of steps.
- Skill Usage: Starting from the first “EVENT” , players may play and discard one Skill Card per turn.
- Hand Limit: Every player can hold a maximum of 3 cards at any time.

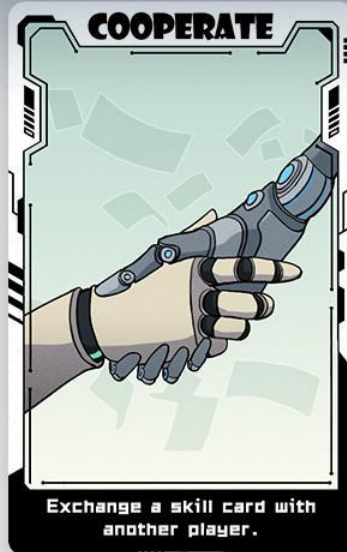
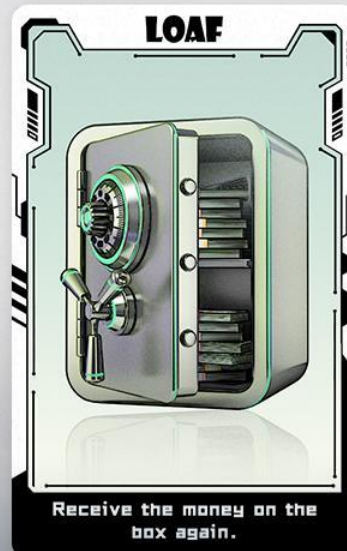
FACTIONS & OBJECTIVES

Role	Starting Setup	Abilities & Win Conditions
Human	Deck: 3 * N/3 Skill Cards Hand: 3 Skill Cards	Abilities: Use "Peek", "Research", and "Secret" to gather intel on other players' hands and identify the hidden AI. Win Condition: Successfully identify the AI during a discussion phase.
AI (1 Player)	Deck: 3* N/2 Blank Cards Hand: 3 Blank Cards	Abilities: After each "EVENT", the AI steals a Skill Card from a Human and replaces it with a Blank Card (symbolizing the AI "learning" the skill). Win Condition: Eliminate Humans by draining their skills.

ELIMINATION: “UNEMPLOYMENT”

- If a Human player’ s hand consists entirely of Blank Cards, they become “Unemployed” and are immediately removed from the game.

SKILL CARDS

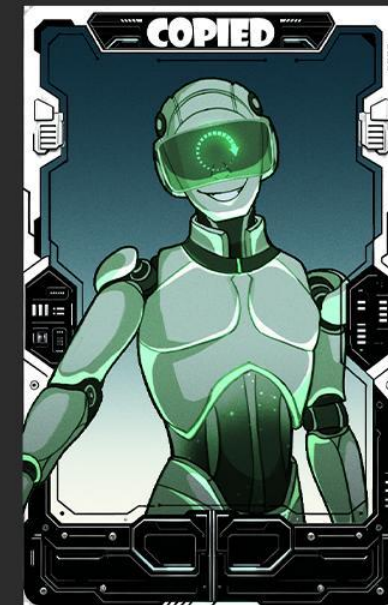


Skill cards become available after the first "EVENT." Each round, players may either move their pawn or use a card. Cards can be activated immediately or held for later use, then placed beside the identity card and discarded once their effect ends.

BLANK CARDS

AI players start with all blank cards and cannot use skills until the first "EVENT."

Human players who receive a blank card cannot discard it unless they purchase "Training" during an "EVENT." If all cards in hand are blank, the player becomes unemployed.

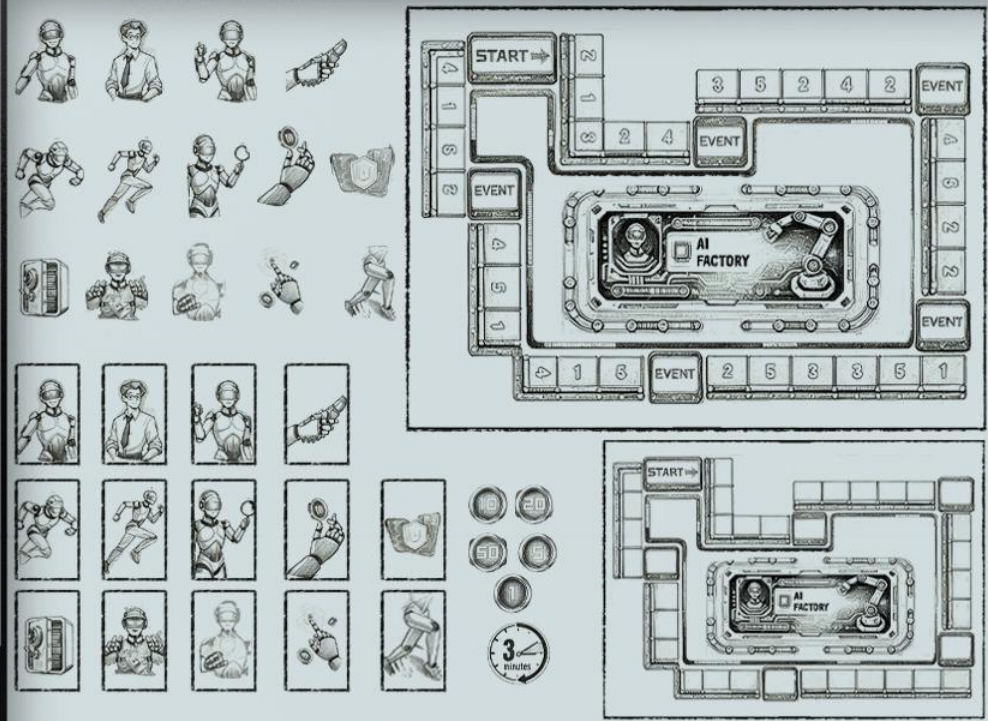


CLOCK

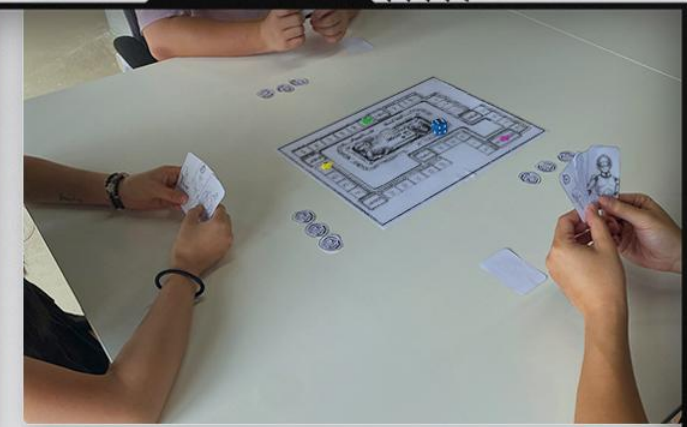
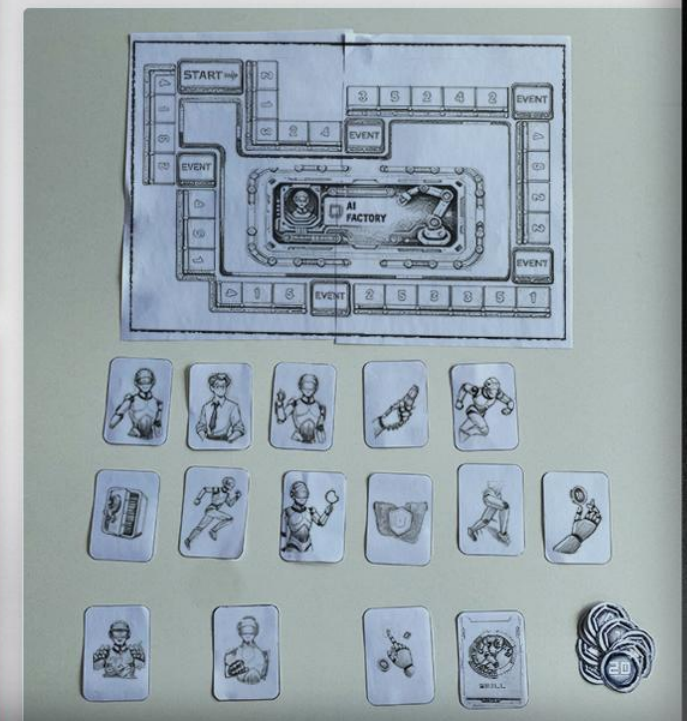
Used to time the Discussion phase. When it begins, set a 2 - 3 minute limit for players to share clues and make a final accusation. If the AI is correctly identified, humans win; otherwise, the discussion ends and the game continues.



PLAYTESTING



Issue	Description	Impact
Skill cards usable from Round 1	All players could use skill cards immediately at the start of the game	The player who didn't use a card was instantly suspected as AI, collapsing the deduction layer
"Peek" available before AI learning phase	Players could use Peek before the AI had a chance to gain skill cards in the first EVENT	A single Peek could immediately reveal the AI, removing gradual investigation and making deduction trivial



To improve the pacing of information and preserve uncertainty, we adjusted the timing of key actions (e.g., delaying skill usage and refining what can happen in the first EVENT) so that deduction requires multi-round evidence building instead of a single decisive check.



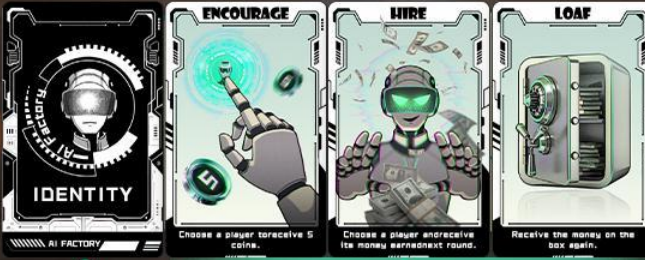
PLAYTESTING

Player deck: every time a skill card is used, the player takes a card from this deck .

Coins

10

Dice



Identity card

Hands

HUMAN PLAYERS

HUMAN PLAYERS



Event box: start an "EVENT"

Player pawns

CENTER OF BOARD



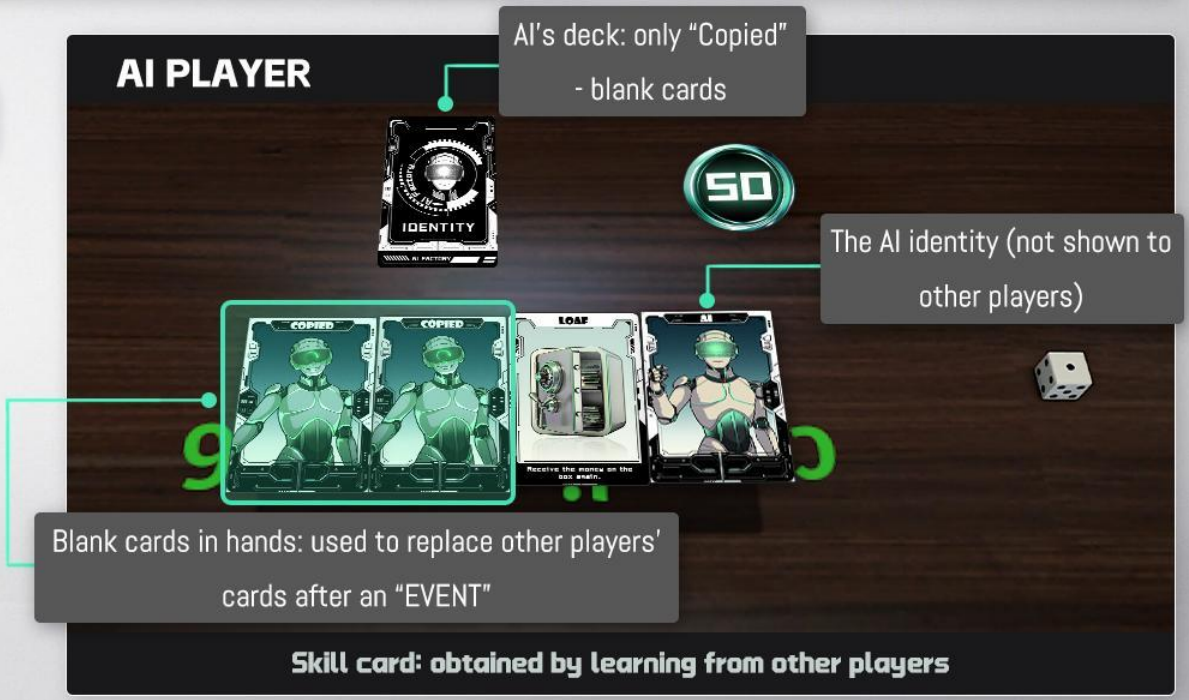
Discarded skill cards

5

Coins

Deck not distributed

AI PLAYER



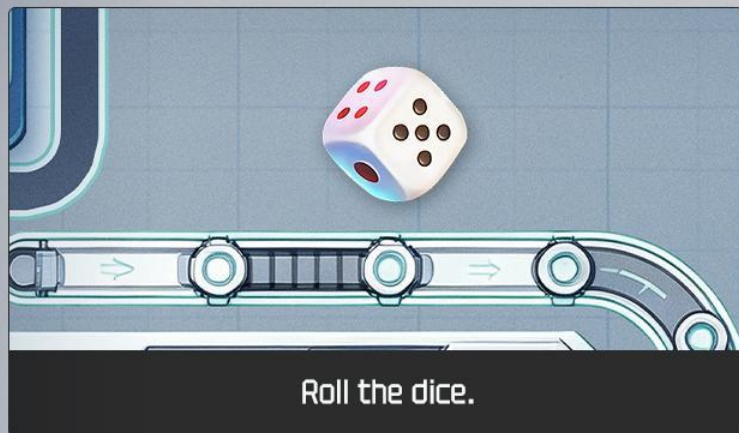
AI's deck: only "Copied" - blank cards

The AI identity (not shown to other players)

Blank cards in hands: used to replace other players' cards after an "EVENT"

Skill card: obtained by learning from other players

PLAYTESTING

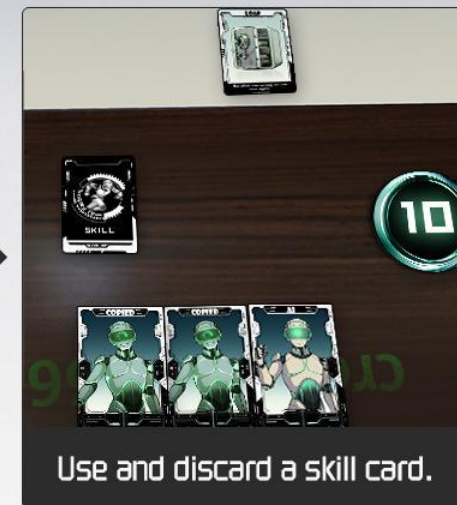


Roll the dice.

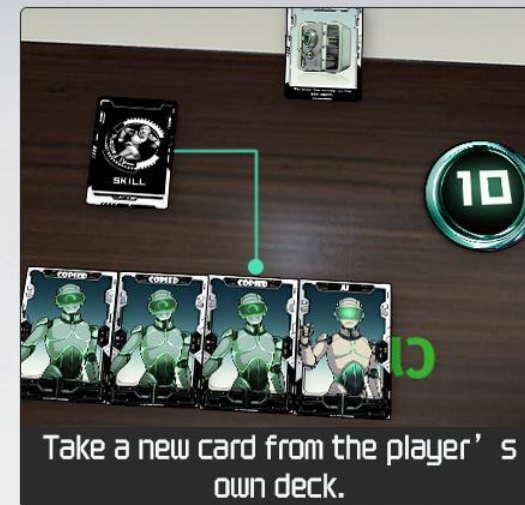


Move the number of steps.

After the first "EVENT", instead: ➡



Use and discard a skill card.



Take a new card from the player's own deck.



The AI opens its eyes, takes a blank card from hands and replaces another player's card with it.

One player comes to an "EVENT"

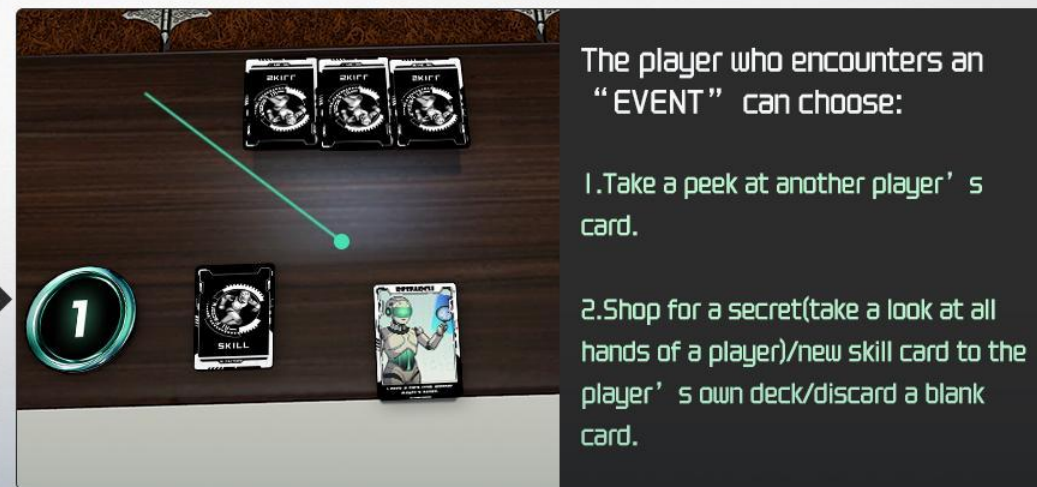


The AI takes the replaced card to its own hands.



All players close their eyes.

Since the second "EVENT": ➡



The player who encounters an "EVENT" can choose:

1. Take a peek at another player's card.
2. Shop for a secret (take a look at all hands of a player)/new skill card to the player's own deck/discard a blank card.



When all hands of a human player are "copied", the player quits.

If a half of players quit, AI wins.



If players discover the AI player, humans win

PRINTED VERSION

