

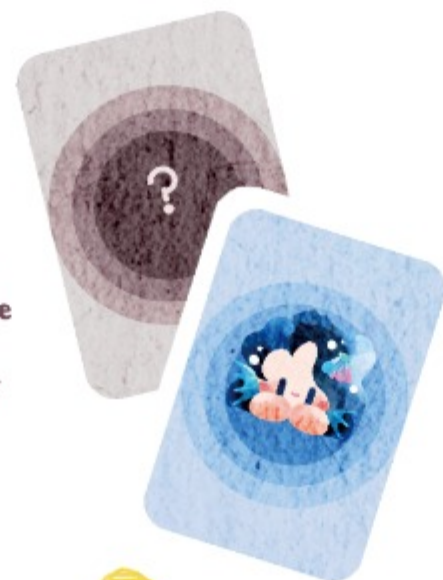
Final Experiential Prototype



Start your adventure here ↴

1

Decide on the number of groups (2-4), making sure that each group has at least two members. After a reasonable distribution of the number of character cards, break them up and randomly group the participants by drawing cards.



2



Sit together with your partners from the same group and open up your character envelope to get your background story and GIFTED SKILL cards for escaping from tasks you do not wanna do or get extra rewards for chorus with your enemies.

3

Start your adventure! Roll two dices at the same time to decide the steps to take. During the trip, you will be met up with several kinds of SPECIAL EVENTS where you should draw a corresponding TASK CARD, finish the task to deal with the event and then keep going.

4



When finishing one task your group will get the chance to draw an ITEM CARD to help you advance extra steps, attack the enemies back or defend against the attack.



FOOD CARD

Active Skill, Eat it immediately, the effect will take place in this/next round depending on the



WEAPON CARD

Active Skill, Use it immediately, the effect will take place in this round.



SHIELD CARD

Passive Skill, Functions when attacked by enemies.



Try to beat your enemies and get the treasure!



You intruded into an area guarded by a guardian! Do the task of singing in their way to sneak without their noticing



You met a monster that's blocking your way! Do the task of singing while interacting with others to cause different kinds of damage to the monster.



You stepped by a campfire where you could take a rest! Chat with everyone about your music experience and sing it aloud to enhance the bridge among you.



Take care! There are some SPACE VULNARABILITES along the road. When walking into a dot with the vulnerability, you will either be transfered forward, or back.



When walking into the dark dots, just sing a song you like! You do not have to do any tasks.

1 Adventure Guide

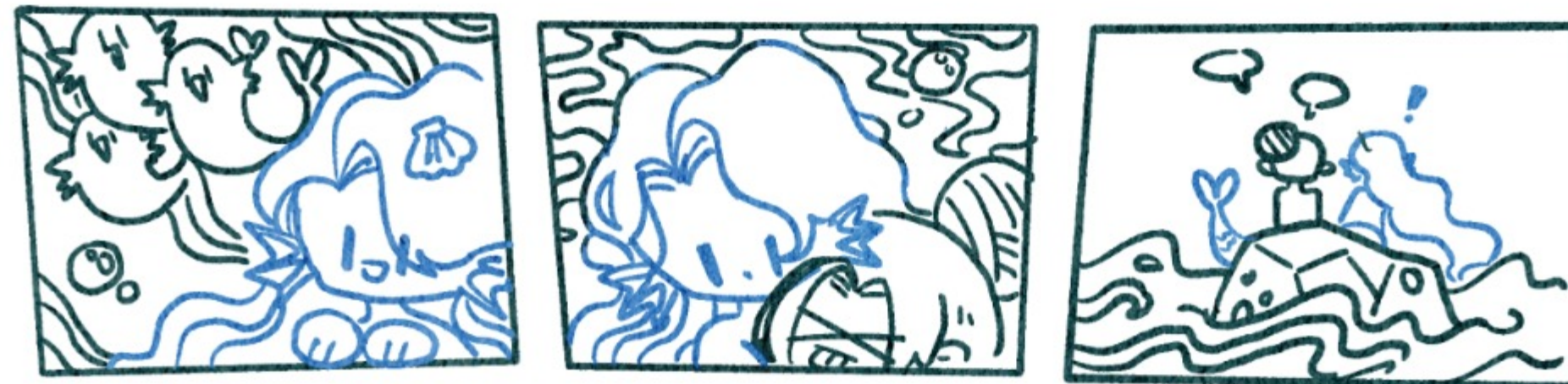
The game starts with an Adventure Guide explaining all the rules in a clear but simple way.

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2 Characters

Then, participants would be divided into groups through drawing cards following the guide. From the characters' envelope they will get their background story comic along with two gifted skill cards either to escape tasks they do not wanna do or gain extra reward for chorus with enemies. The comic will give their a strong motivation to help their own character fulfill the goal ---- be the first to gain the treasure.



You are a Siren princess who lives in the sea. Everyday you sing freely with the sea waves dancing

One day, you saved a human from a shipwreck

She tells you many stories of the shore and you are enchanted by them.



You long to go ashore and become a superstar, spreading your song to everyone

When you visit the sea witch, she asks you to trade the most precious treasure for legs that can walk

Just when you are sad, you hear from the seagulls the legend of the treasure of the Magic Forest ----



Try your best to get the treasure and grab the chance to realize your dream!

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You are a bat witch who lives with your sisters in a dungeon



The harsh conditions of the dungeon have caused your sisters to get ill: the eternal darkness and false starry skies are a delusion



The never-ending strife of the creatures beneath the earth is more than annoying



To give your sisters a better life, you have to gain enough gold to buy a large house in a surface town



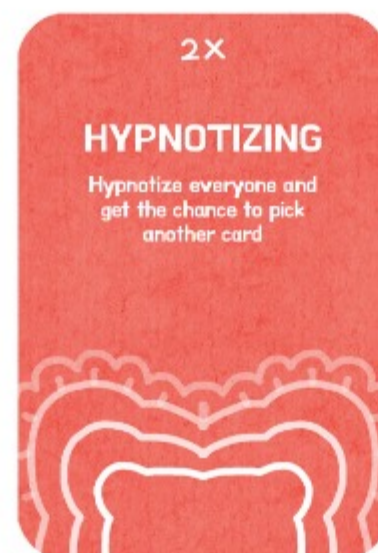
But how? You are buried with endless anxiety



Then, you heard about the tales of treasures deep in the magic forest



Try your best to get the treasure and bring a better life to your poor sisters!



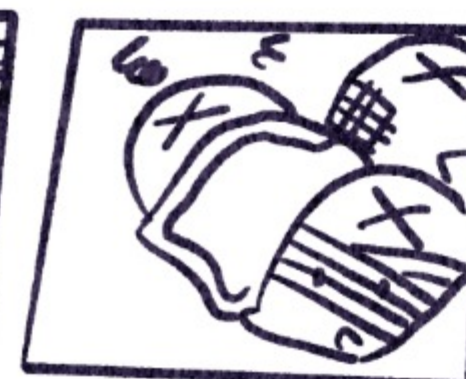
Try your best to get the treasure and gain the funds to save your teammates!



You are a bardic adventurer. Every day, you adventure with your fellow adventurers team.



However, a few weeks ago, during a crusade together, your teammates were seriously injured.



Looking at your dear friends suffering from pain, you were so sad, you wanna do something



The team's funds are running out and you need more advanced healing medicines to heal your teammates.



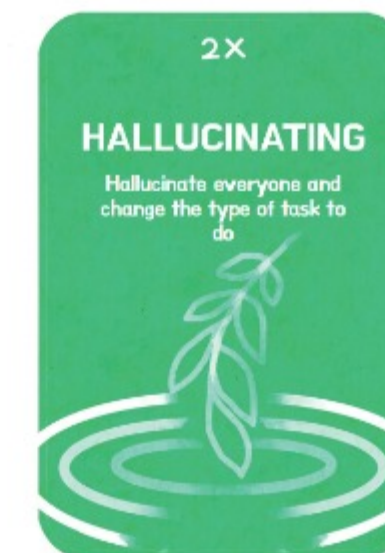
You didn't know what to do, and when you were drinking in the tavern,



You heard rumours of a treasure in the Enchanted Forest during a casual conversation....



Try your best to get the treasure and get enough financial resources to go home!



You were a piper who lives in seclusion in the mountains



One day you were enjoying the view when you suddenly got hit by a speeding horse-drawn carriage



On awakening from your fainting spell, you found that you have travelled to another world. It was full of terrible monsters and bizarre magic



You traveled to the city of knowledge, known as the Great Library, for help. The mad scientists there told you they had the power to travel through time and space, but need huge financial support



You got in a bind



At this point, you try to guide yourself through divination. The results point to a mysterious treasure in the Magic Forest

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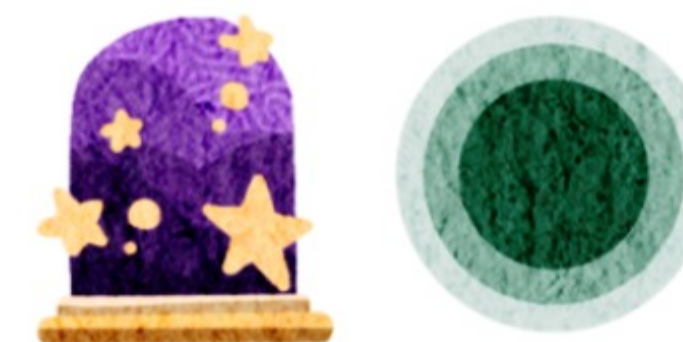


3 Adventure Map

The game map is designed in a vibrant, magical, and dreamy style to enhance the immersion of participants. Three types of colored dots represent different EVENTS: running into a field with guardians, attacked by creepy monsters, or passing by a campfire, which requires participants to perform corresponding singing TASKS to deal with.



There are some SPACE VULNERABILITIES along the road. When walking into a dot with the vulnerability, you will either be transferred forward, or back.




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Oops!
You intruded into an area guarded by Bunnygirl Knights!
Sing a song in a sexy way to imitate their colleague and sneak through the area!




Oops!
You intruded into an area guarded by Himawari Artilleries!
Sing a song in a baby's tone to imitate their colleague and sneak through the area!




Oops!
You intruded into an area guarded by ???????
Keep the tone changing to confuse them and try to sneak through the area!




Oops!
You intruded into an area guarded by Immortal Witches!
Sing a song in a girlish tone to imitate their colleague and sneak through the area!




Oops!
You intruded into an area guarded by Mermaid Shooters!
Sing a song in a (weirdly) emotional way to imitate their colleague and sneak through the area!




Oops!
You intruded into an area guarded by Beast Perfumers!
Sing a song in a manly tone to imitate their colleague and sneak through the area!




Oops!
You intruded into an area guarded by Furry Sorcerers!
Sing a song in five animals' voices to imitate their colleague and sneak through the area!



Oops!
You intruded into an area guarded by Cake Butchers!
Sing a song in a (too) sweet way to imitate their colleague and sneak through the area!



Oops!
You intruded into an area guarded by Mad Beast Archers!
Sing a song in a super manly tone to imitate their colleague and sneak through the area!



Oops!
You intruded into an area guarded by Planet Summoners!
Sing a song in your dialect to imitate their colleague and sneak through the area!

4 Task Cards SNEAK

When walking into purple dots, users intrude into an area guarded by a guardian. They should do the task of singing in their way to sneak without their noticing



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DISGUST

Sing a love song while staring at one of your partners lovingly to cause DISGUST damage to the monster



DEHYDRATION

Sing a song about friendship to one of your partners while hooking shoulders with each other as movingly as possible to cause DEHYDRATION damage to the monster



MESS

Sing a love song while staring at one of your enemies lovingly to cause MESS damage to the monster



BURN

Sing a love song to two of the participants while hugging both of them as proudly as possible to cause BURN damage to the monster



PHY-MAG COMBO

Sing a song when one of your partners dance to your singing to cause PHYSICAL-MAGICAL COMBO damage to the monster



HEMORRHAGE

Let one of your partners be the steel tube and sing while dancing around it to cause PHYSICAL-MAGICAL COMBO damage to the monster



DRUNKEN

Sing a song in the gesture of cross-cupped wine with one of your partners to cause DRUNKEN damage to the monster



SLEEP

Sing a song while patting one of your partners as if you are singing a lullab to cause SLEEP damage to the monster



CRIT ATTACK

Sing a love song to one of your partners down on one knee as affectionately as possible to cause CRIT damage to the monster



FREEZEN

Sing a love song to one of your enemies down on one knee as affectionately as possible to cause FREEZEN damage to the monster

4 Task Cards

FIGHT

When walking into pink dots users meet a monster that's blocking your way. They should do the task of singing while interacting with others to cause different kinds of damage to beat the monster



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4 Task Cards
CHAT

When walking into orange dots users pass by a campfire where you could take a rest. They should chat with everyone about their music experience and sing it aloud to enhance the bridge among them



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Hamburger
Step*2 in this round

A mysterious food not of this world, with an aroma that invites depravity.

Legend has it that the troll clown tribe of the Enchanted Forest found it in the deep time rift and used it for their Thursday rituals.

Perhaps the crossing of time and space has sapped its magic, and the item can only provide a moment's strength for weary travellers.




Combo Burger
Step*4 in this round

The food, made by the dependents of the troll clowns in imitation of the sacred tributes of the rituals, is mixed with many unknown ingredients from the time rift.

In some terrifying but mixed arena lies the fire of ambition of the dependents. It became an important resource for supplies during the battle of Ardi Marsh.

When consumed, it provides a substantial replenishment of abilities.




Power Toast
Step*6 in this round

A powerhouse of toast, served with berry jam for a powerful burst of energy and supreme pleasure.

Once the exclusive treasure of the Wood Elf nobility, ladies away from the battlefield indulge in this useless and extravagant delicacy.

The noble ones will eventually learn that the gift of fate has already been secretly priced.



R'lyeh Takoyaki
Step*2 in next round

Unknown tributes offered in ancient palaces far beneath the sea.

It was brought here centuries ago by wandering merchants from Barton and caused widespread riots. The bizarre orgy lasted for a whole month. Since then the land has never heard of the merchants' whereabouts.

When swallowed, they possess incredible powers of madness.



Gambler's Kebab
Step*7 (Roll with one dice) in this round

The famous product of the Astrady underground casino. Served in limited quantities. Ingredients unknown.

The gamblers are enchanted by the sense of surprise as they receive a random size of energy when consumed. The turkey demons are particularly fond of it.


Although the occasional disappearance of the far-flung turkey demons is heard of, it is attributed to being lost in the vast underground labyrinth.



Running Sandwich
Step*3/2 in this round

A dish that the Sonic Hedgehogs are proud to serve. It does not provide direct energy, but gives the user a boost of their own power.


Disdained by warriors seeking endless power. But the Sonic hedgehogs don't seem to have a problem with this. They live in a quiet place, hunting for a living.



Schrodinger's Shiled
Resist all attack when point >3 (Roll with one dice)

A shield symbolizing chaos and the unknown, with a fifty percent chance of working. Legend has it that it came from the mad scientist of the Great Library of Books.


Has claimed the lives of countless warriors who have inadvertently picked it up. Whether the greatest warrior or the most mundane coward, all are equal in the face of Chaos.



Pot Lid
Resist all attack and rebound to attacker

A plain old pot lid. Stained with food stains.


Infused with a mysterious power from an otherworldly realm, it has the ability to bounce back all attacks. Yet no warrior has ever lifted it.



Best Shield in the Village
Resist all attack

A plain, looking wooden shield. Very worn and patched.

It is said to have been the equipment of a certain brave man in recent times. As a memento of the beginning of his legend, he handed it down to his descendants.




Rotza's Shield
Resist 50% of the attack

A magnificent iron shield covered with delicate rose sculptures on the outside.

It is said to have been a favourite of the human nobility, who thought it would accentuate their elegance.


The defence is low and of little use.



la Persistencia de la Blindaje
Resist all attack and bound to one of your enemies

Shield of distorted form. Made of a mysterious unknown material, it has the power to distort space-time.


It is said to have been made by an artist in the Far South. The Great Library has spent years exploring the nature of its power, but has yet to find a solution.



Shield of Dao
Resist all attack and take 50% extra steps forward

A magical shield from the ancient East. A very different magic system gives it the powerful ability to transform attacks into its own strength.

Fascinated by the warriors of the Orcs. However, few have mastered this magic in its entirety.




Vampire's Sacred Dagger
Knock the most advanced enemy back 4 steps and advance 2 steps

A holy relic of the vampire clan that converts damage inflicted into a replenishment of its own blood. Possesses terrifying divine powers.

It was lost at a bazaar several years ago and has been missing ever since.



Gambler's Hammer
Knock the most advanced



Flame Bow
Knock the most advanced enemy back 4 steps

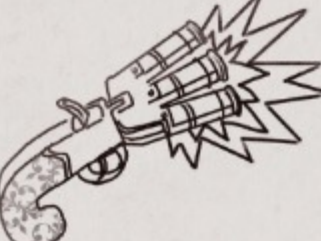
Best archer's outfit. Tainted with the divine power of the Prayer of Fire.

It is said that the fiery heart of the user can influence its power, but this rumour has not been confirmed.



Floppy Hammer
Knock the most advanced enemy back 2 steps

A roll weapon with little offensive power.



Three Barrel Pistol
Knock all enemies back 4 steps

The latest technological achievement of the scientists of the Big Book Library, which can shoot three bullets in one shot.

Still this thing works.



The Best Sword in the Village
Knock the most advanced enemy back 6 steps

5 Item Cards

When finishing one task participants will get the chance to draw an ITEM CARD to help them advance extra steps, attack the enemies back or defend against the attack.



User Experience



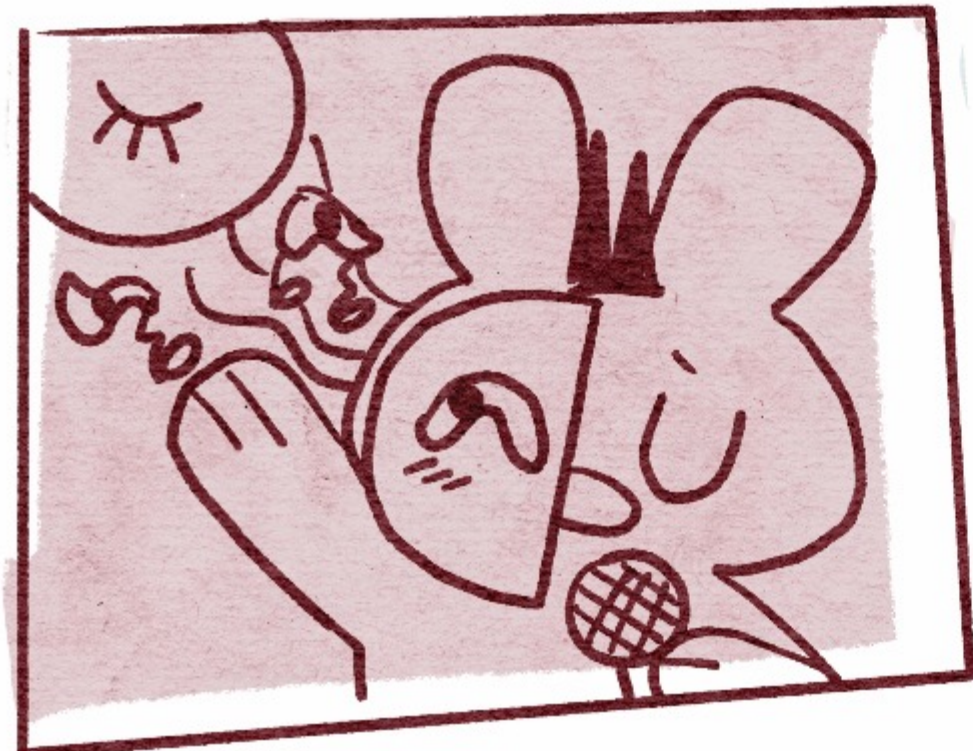
At first, the background story comic gives users a strong motivation to help their own character fulfill the goal ---- be the first to gain the treasure.



The assignment of groups gives users a sense of belonging and team pride, laying the foundation for their socialisation with other participants and an overall sense of involvement in the event.



Thus, singing at this point is no longer a mere act of performing oneself, but of completing a task side by side with one's teammates. The users are often not willing to let their comrades fight alone and this becomes a positive push for them to stand up and show their singing voice.



As for the tasks, SNEAK tasks provide an opportunity to hide the real voice and sing in a funny way. This temporarily invalidates the differences in everyone's singing skills, and USERS are able to turn on the singing more bravely, without caring about whether they sing well or not. Singing is no longer a professional skill, but a way to have fun for all.

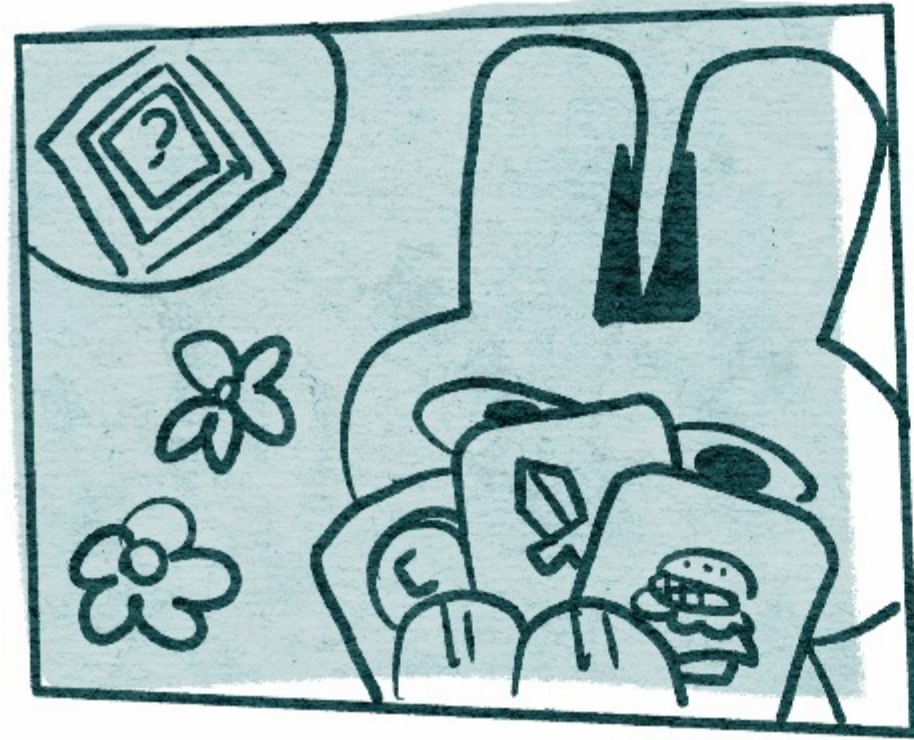


FIGHT tasks combine singing with physical interaction, enhancing the opportunity for interaction between participants. The funny task requirements add a lot of laughs to the whole event and allow the user to feel more involved. Even if they are not the ones singing, they are still part of the show.

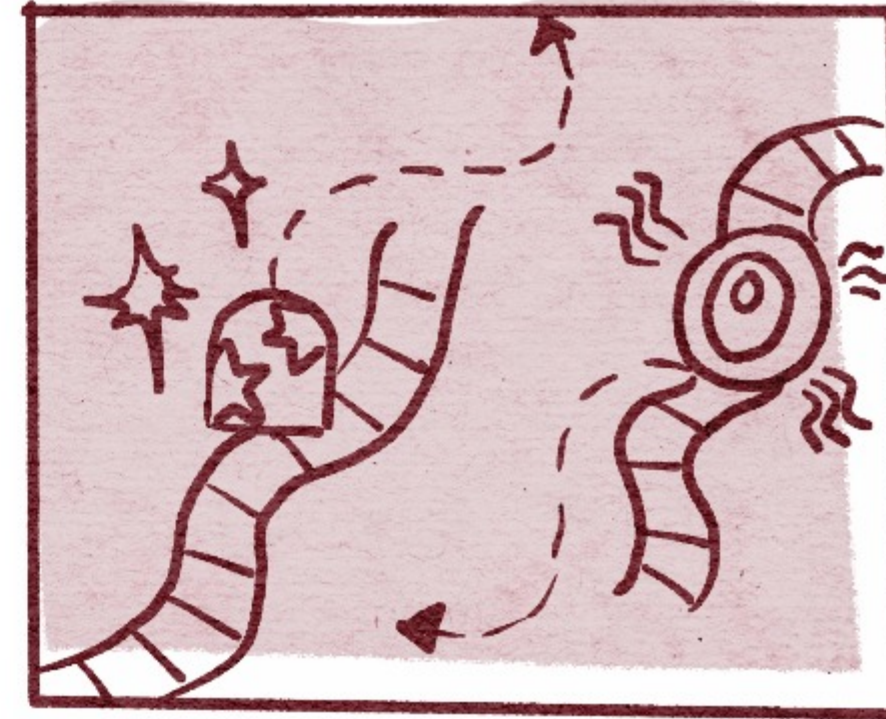


CHAT tasks force linked the singing with the sharing of musical experiences and included a guided chat process during the Karaoke event, which opened up the conversation and facilitated socialising on the one hand, and the exchange of ideas about music on the other, which provided opportunities for the chorus to follow..

User Experience



The ITEM cards that can be obtained upon completion of a task provide the user with a sense of anticipation and 'meaning'. These cards will help them get further towards their goal than anyone else.



The SPACE VULNERABILITIES on the map provide more to look forward to (or not) during the game. The sense of drama they create also makes the game more exciting for the user.



When there is a task that you really don't want to do, you can use your natural skills to get out of it in some way. This ensures that the user does not feel uncomfortable while keeping things interesting.



The CHORUS Gifted Skills greatly enhances the willingness of participants to sing in order to win additional prizes. The chorus allows users to share their favourite songs more courageously in the company of others.



After all, Karaoke Adventure changes the current situation where users hide in the corner to eat and are alienated from everyone else, it brings everyone together around a plate of board games to have adventures and complete fun singing quests together. Karaoke becomes an equally enjoyable experience for bad singers.