



# **Abyssal Isolation**

## **Milestone 2**

Team Submechanophobia ||  || 



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# Goal of the Prototype

## Problem: Reactor

Won't the reactor fall too far in the background with all the other game mechanics implemented?

**01**

### Exploration

Player has to explore submarine

**02**

### Unknown Enemy

Hostile creature that forces the player to hide

**03**

### Puzzles

Malfunctions etc. that the player has to resolve

**04**

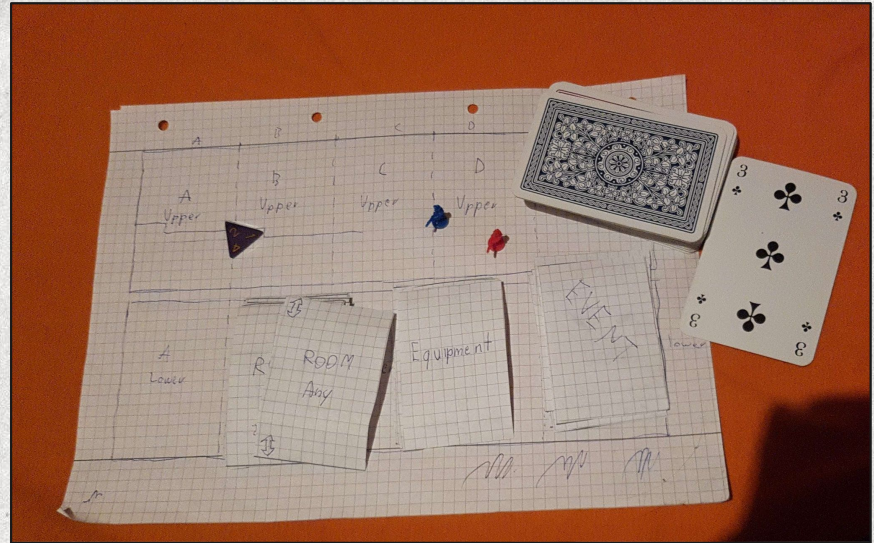
### Equipment

Making the life of the player easier

**Other Game-elements**

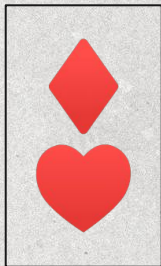
# Prototype Assets

- 2 miniatures (player and creature)
- map with 10 compartment slots
- 11 compartments
- some 2 sided room tokens
  - blue, red, yellow, green
- deck of event cards
- deck of reactor cards
- deck of equipment cards
- 5 d4 (4 sided dice)





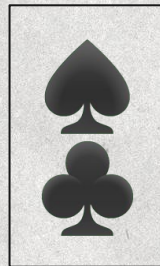
# Reactor



## Heat Level

Value from 0 - 50, Starts at 25  
Fails at 50 (-1 Durability)

♦ Reactivity & ♥ Steam



## Cooling Level

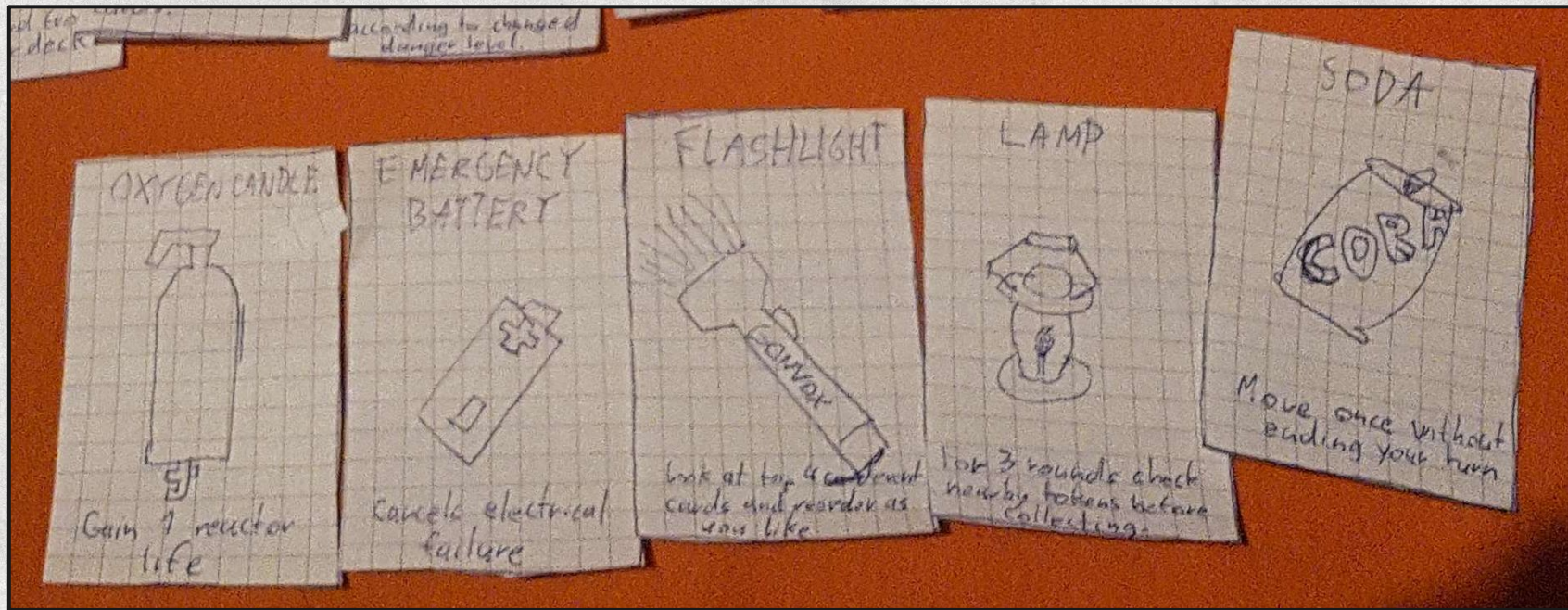
Value from 0 - 50, Starts at 25  
Fails at 0 (-1 Durability)

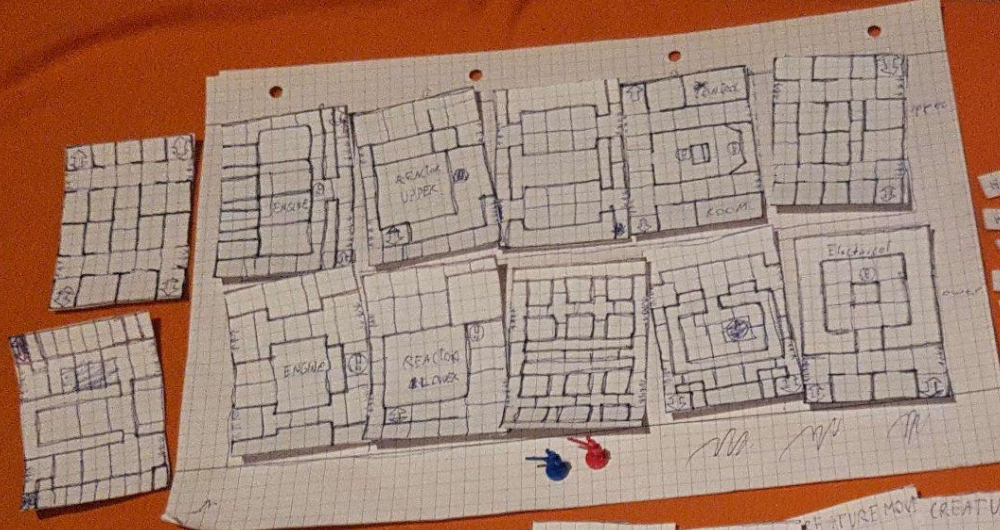
♠ Water & ♣ Poisoning

## Gameplay

- Draw Reactor Cards face-down onto queue and process it whenever in Reactor Room
- At start and after every picture card decide if card values should increase or decrease scores
- Jokers reset a stat of your liking back to starting level
- Reactor Cards are reshuffled back into deck after each processing
- Reactor has a max Durability of 5 points and game is over should it reach 0

# Equipment Cards





- There is no  
locking door for each  
card in room.
- Available coin
- ELECTRICAL FAILURE

With fixed every 10  
turns a temp field  
needs to be reset  
to start.
- Com. you have  
map...
- REACTOR FAILURE

Draw a card for  
the reactor deck
- CATASTROPHE

Draw 2 more event  
cards.
- INCREASED DANGER LEVEL

Reveal now tokens  
according to changed  
danger level.
- CREATURE MOVE

Creature gets a turn  
if on the map
- Now I just sit  
in balance
- REACTOR FAILURE

Draw a card  
from the reactor deck
- CREATURE MOVE

Creature gets a turn  
if on the map
- OXYGEN CANDLE

Gain 1 reactor  
life
- EMERGENCY BATTERY

Cancel electrical  
failure
- FLASHLIGHT

Look at top 4  
event cards and  
reorder as  
you like
- LAMP

Look 3 rounds  
check  
nearby tokens before  
collecting.
- SODA

Move once without  
padding your turn



# What we figured out

- ❖ important rooms need multiple entrances
  - creature could block some rooms and be annoying
  - the player has more decisions to fell
- ❖ monster never standing still in important areas
  - ...
- ❖ reactor mechanics and player influence need fine-tuning
  - prototype reactor mechanic is rather random but already fun
- ❖ exploration motivated well by uncertainty
  - random hiding spots (necessary for survival)
  - equipment feels impactful (reward for exploration)
    - light / equipment fastens exploration