

Off DEAD FISH †

TELL NO TALES



Table of content

<u>Concept</u>	3
<u>Pitch</u>	3
<u>Synopsis</u>	3
<u>Technical Information</u>	4
<u>Gameplay</u>	5
<u>Roles</u>	5
<u>Rules</u>	7
<u>Material</u>	8
<u>How a game goes</u>	9
<u>Story example</u>	11
<u>Artistic Direction</u>	12
<u>Credits</u>	13



Concept

Pitch

Dead Fish Tell No Tales is a party game focused on communication. However, not all players can understand each other! Though they each have their own personal objectives, their challenge stays the same: managing to communicate through these obstacles.

Synopsis

Will the inspector manage to figure out what's real and what's fake?

Inspector Splenden is stuck on a case: hard to decipher the clues without witnesses. Unless... we could potentially speak directly with the victim? Flip and Flop, malicious clams, operate together a psychic reading parlor. Their specialty? Speaking with the dead. But where one knows their stuff, the other's answers are more... approximate.



Concept

Technical Information

<i>Title</i>	Dead Fish Tell No Tales
<i>Genre</i>	Party game, communication
<i>Universe</i>	Extravagant, with ties to real life but with surrealist situations, and non-human characters
<i>Number of players</i>	Four (4)
<i>Recommended age</i>	10 years or older
<i>Duration of a game</i>	Around 10 minutes
<i>Target audience</i>	Casual, primarily social people



Gameplay

Rôles

Each player is randomly given a role at the beginning of a game: Inspector, Ghost, Real Medium or Rascal.

Inspector

Their goal is to figure out how the victim died, with the help of the Psychics and the clues available in their book.

In order to win, they need to find the correct cause of death among a list of propositions available in their book.



Ghost

Their goal is to get the Inspector to understand their cause of death: they can only communicate with certain expressions, onomatopoeia, and mimes available in their book.

To win, the inspector must find their cause of death.

Gameplay

Roles

Both Psychics have a common goal: being taken seriously by the Inspector, and getting paid for their expertise.



Psychic (Real Psychic)

Their role is to decipher the sayings of the Ghost to the Inspector.

In order to win, they need to be picked as the correct Psychic at the end of a game.

Psychic (Rascal)

Their role is to convince the Inspector that they are capable of deciphering the Ghost's sayings, though they're incompetent.

In order to win, they need to be picked as the correct Psychic at the end of a game.



Gameplay

Rules

During the game

- The roles are randomly distributed at the beginning of the game. Each role has its own booklet, telling the player what to do.
- The roles stay the same from the beginning to the end of the game.
- The Psychics cannot reveal their real identities (Real Psychics or Rascal) until the end of the game.
- The contents of each book must stay secret, unless stated otherwise.
- The Ghost must communicate only with what their book gives them. Movements given as clues, such as nods, are not permitted.
- If the Inspector hasn't asked a question within the given 30 seconds, the game goes directly to the next round: the timer is turned over on the next bubble, and the Inspector can ask their question again.

End of game

- The Inspector has to choose the Psychic they believe to be the real one, before the Ghost reveals their real cause of death.
- The Ghost must then reveal their cause of death. They're not allowed to lie.

Gameplay

Material

- A 30 seconds timer (hourglass)
- One booklet per role



- A board



- A double-sided rule book



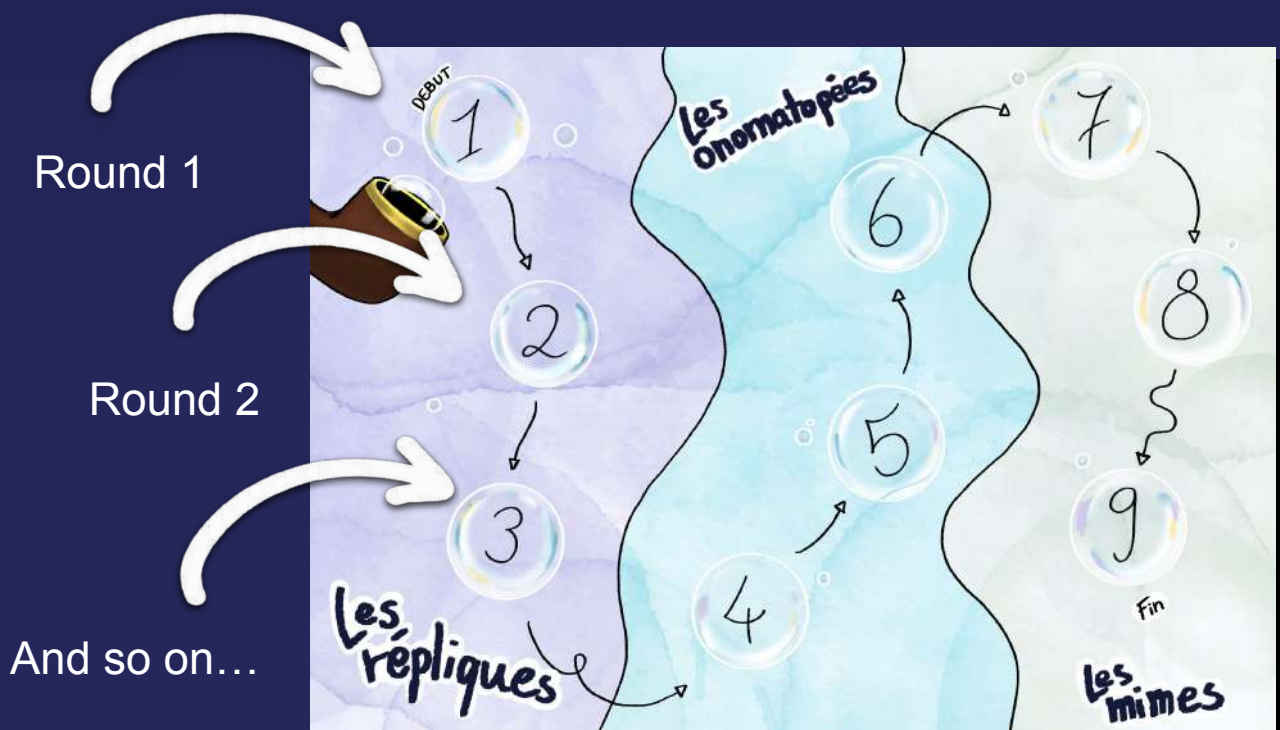
Gameplay

How a game goes

A game is split up into 9 rounds, during which the Inspector will be able to ask 1 question per round.

At the start of the game, the Inspector reads the title and the case's context out loud.

At the beginning of each round, the hourglass is turned over, on the corresponding case. Within that time, the Inspector can only ask one question to the Ghost, inspired by the elements of the case already made available in their book.

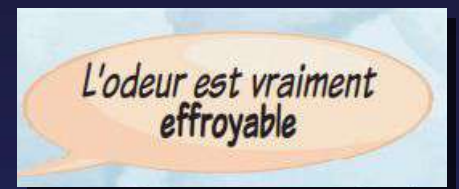


Gameplay

Once the Inspector's question is asked, the Ghost will have to reply with Yes or No by choosing a dialogue bubble that fits their answer, which are all phrases they might've said or heard prior to their death. So, if the answer is Yes, the Ghost will say a phrase from their "Yes" column.



However, their answer will depend on which round they're at. From rounds 1-3, they must say the entire phrase.



From rounds 4-6, they can only respond with onomatopoeias, inspired by the phrase selected.



Finally, from rounds 7-9, same actions as previously but miming instead of making sounds.



Once the Ghost's answer is given, the Inspector chooses the Psychic that they want the interpretation of first. Then, the other Psychic will give their version of it.

The game ends once the 9 rounds are done: the Inspector then chooses the Psychic they think is the real one, and the Ghost then reveals their cause of death.

Story example

Story example

Description

A neighbour alerted us, not having had any news from their friend for days. Upon arriving at the apartment, we found their lifeless body on the couch, their fan still turned on.

Clues

- Sweat-covered clothes
- The victim is only wearing one slipper
- Red and irritated spots on the skin
- Drool around the mouth
- Fan making a weird noise

Plausible causes of death

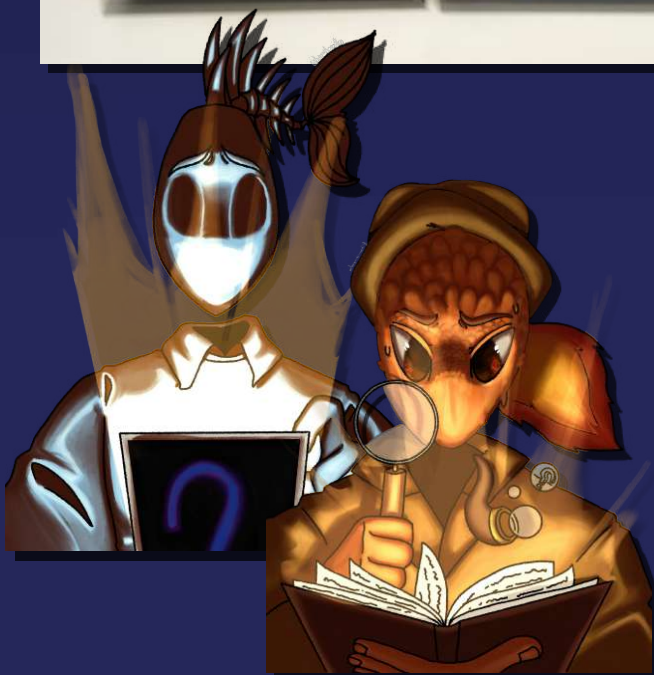
- Died of fatigue after fight a against a mosquito
- Dehydrated from sweating so much
- Devastated after the loss of a slipper
- Intoxication after eating incense
- Hurt by the fan

True cause of death

Died of fatigue after a relentless fight against a mosquito.

Artistic Direction

Our goal was to have an artistic direction that seemed serious at first, to then turn into something more light and fun once the box opened. The theme was centered around bubbles/fish or “Under the water”.





Credits



Conception

GUERIN Tyler

MENDES Lionel

RAVIER Océane

RAYNAUD Baptiste

RODRIGUES Kay

Creation of visuals

GUERIN Tyler - 2D assets

RAVIER Océane - Pages layout & backgrounds

Documentation

RODRIGUES Kay

English translation

GUERIN Tyler