

# A BAKER'S QUEST

## BOARDGAME PROPOSAL



BY LORA FLORA GAÁL



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# INTRODUCTION





A BAKER'S QUEST IS AN ADVENTURE GAME SET IN A FICTIONAL REGION INSPIRED BY EASTERN EUROPE. THE LOCAL BAKER, ÁRPI, HAD HIS INGREDIENTS STOLEN SO HE EMBARKS ON AN ADVENTURE TO GET THEM BACK. YOU PLAY AS HIM, ONE OF HIS FRIENDS, OR EVEN HIS ADVERSARIES, BUILDING YOUR OWN SCENES AND TELLING YOUR OWN STORY AS YOU GO, AND ENCOUNTERING VARIOUS CREATURES INSPIRED BY EASTERN EUROPEAN FOLKLORE.

THIS PROPOSAL SHOWCASES THE ELEMENTS THAT WOULD BUILD UP THE BOARD GAME. THESE ELEMENTS ARE CHARACTER POSES AND INTERACTIVE OBJECTS PRINTED ON ACETATE, LOCATIONS PRINTED ON GREYBOARD, AND A MAP AND MAP MARKERS.

THE LOCATION BOARDS (SHOWN UP) SET THE SCENE FOR THE PLAYER'S IMPROVISATION. ONCE THEY DECIDED TO SNEAK OR ATTACK (OR EVEN SNEAK ATTACK?), THEY WILL USE THE CHARACTER AND OBJECT CARDS (THE FULL SHEETS SHOWN DOWN) TO SHOW AND NARRATE THE ACTION THEY HAVE TAKEN.

TO MAKE THE GAME MORE CHALLENGING (AND TO INCREASE ITS REPLAY-VALUE), WE COULD ADD SOME DICE OR A GAME MASTER, SIMILAR TO DUNGEONS AND DRAGONS, ALBEIT A MUCH SIMPLER VERSION. FOR EXAMPLE, THE PLAYER ROLLS THE DICE AFTER AN ACTION; IF IT LANDS ON AN ODD NUMBER, IT FAILS, IF EVEN, SUCCEEDS. PLAYER-VS-PLAYER COMBAT COULD BE DECIDED BY -WHO ROLLS THE HIGHEST. A GAME MASTER COULD ACT AS A NARRATOR OR A JUDGE, BASED ON THE GIVEN GAMEPLAY.





THE HANDBOOK WILL TAKE A LOOK AT THE CHARACTERS FIRST - SOME OF THEM ARE MORE FLASHED OUT THAN THE OTHERS, SINCE THEY'RE THE ONES INTENDED TO BE PLAYABLE. OTHERS ARE INCLUDED AS SUGGESTION AND PART OF THE WORLDBUILDING. AS IT'S A REGION INSPIRED BY EASTERN EUROPE, IT'S MAGICAL INHABITANTS ALSO COME FROM EASTERN EUROPEAN FOLKLORE.

NEXT IS THE REGION ITSELF. A HANDY MAP WILL BE PROVIDED, ALONG WITH A FEW DESCRIPTIONS OF THE MARKED PLACES. THESE ARE NOT THE ONLY ONES THE PLAYER COULD EXPLORE, E.G. THEY COULD WANDER INTO THE WOODS TO FIND A HUT, OR SEE THE DOCKS AT THE RIVERSIDE. AS SEEN BEFORE, THREE OF THE LOCATIONS HAVE BEEN MORE FLESHED OUT. THESE CAN BE FOUND IN THE HANDBOOK TOO.

I'LL TAKE STOCK OF THE VARIOUS OBJECTS THE CHARCTER'S CAN INTERACT WITH, TOO. THIS WILL CONSIST MAINLY OF THE IMAGES, AS THEY SPEAK FOR THEMSELVES.

LASTLY, THE HANDBOOK INCLUDES MORE PICTURES OF THE PROTOTYPE, AS ITS' BEING PLAYED WITH.

## CHARACTERS





# ÁRPI, THE BAKER

OUR MAIN CHARACTER IS THIS FRIENDLY LITTLE GOBLIN. HE USED TO BE A GUARD IN HIS UNCLE'S EMPLOYMENT, BUT SOON REALIZED HIS TRUE CALLING IS BAKING SWEET AND SAVORY PASTRIES, BUNS, AND BREADS. HIS EXPERIENCE AS A ROUGE-ISH GUARD COMES IN HANDY WHEN SOMEONE STEALS HIS INGREDIENTS, AND HE NEEDS TO TRACK THEM DOWN AND GET THEM BACK. THIS ADVENTURE WILL TAKE HIM AROUND THE VALLEY WHERE HE MEETS BOTH FRIEND AND FOE. HE IS PASSIONATE AND KIND, BUT ALSO NERVOUS AND A BIT CLUMSY, SO HE TRIES TO AVOID HEAD-ON CONFRONTATION WITH OTHERS, AND WOULD CHOOSE MORE



SNEAKY TACTICS.

SINCE HE'S THE MAIN CHARACTER, HE WILL BE SHOWN DURING DIFFERENT ACTIONS. THESE ARE JUST SOME SAMPLES, SOME OF WHICH I USED FOR THE PROTOTYPE I CREATED.

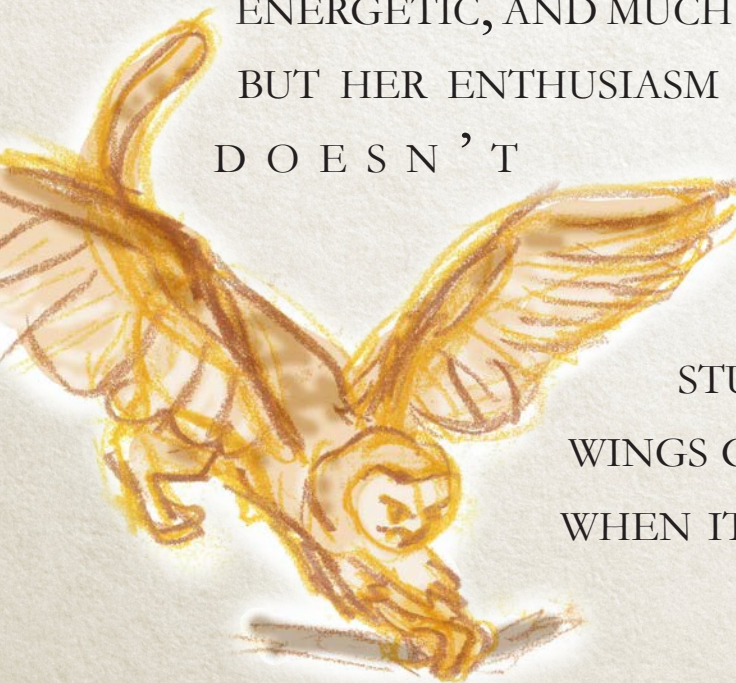
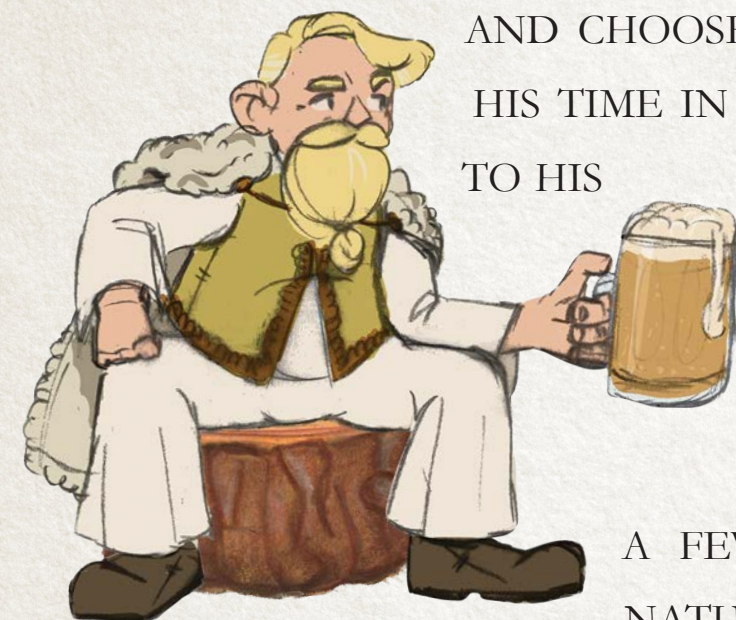


# BOHUMÍR AND SOŇA

THIS RECLUSIVE DWARF MAY SEEM UNFRIENDLY AT FIRST, BUT IF SOMEONE GAINS THEIR TRUST, THEY FIND A TRUE ALLY. BOHUMÍR, A MAN OF FEW WORDS, TENDS TO BE WARY OF OTHERS,

AND CHOOSES TO SPEND SPENDS MAJORITY OF HIS TIME IN HIS LITTLE FOREST HUT, TENDING TO HIS SHEEP AND WITH THE COMPANY OF HIS PET GRYPHON. HE IS NOT AFRAID TO FIGHT WHEN HIS HERD OF FRIENDS ARE IN DANGER, AND HE'S KNOWN TO PACK QUITE A FEW PUNCHES TOO. HIS STUBBORN NATURE MAKES HIM DETERMINED TO OVERCOME ANY ADVERSITY.

SOŇA IS BOHUMÍR'S PET GRYPHON. SHE'S FRIENDLY, ENERGETIC, AND MUCH MORE TRUSTFUL THAN HER OWNER, BUT HER ENTHUSIASM GETS HER IN TROUBLE TOO - SHE DOESN'T QUITE UNDERSTAND HER OWN STRENGTH AND SIZE AND TENDS TO KNOCK OVER PEOPLE OR GET STUCK IN SMALL SPACES. STILL, HER WINGS GRANT HER A GREAT ADVANTAGE WHEN IT COMES TO FLEEING.



# ILDI AND ESZTI

IN CZECH FAIRY TALES (ESPECIALLY THE LIVE ACTION ONES), DEVILS ARE OFTEN USED AS COMIC RELIEF. THIS APPLIES TO ILDI AND ESZTI TOO, WHO ARE HAPPY-GO-LUCKY TROUBLEMAKERS WHO DON'T TAKE ANYTHING SERIOUSLY. THEIR FRIENDSHIP IS THEIR BIGGEST STRENGTH WEAKNESS AS WELL; SOMETIMES TWO HEADS ARE BETTER THAN ONE, BUT IN

THIS CASE THIS OFTEN MEANS REINFORCING EACH OTHER'S DUMB IDEAS. DESPITE THIS ALWAYS HAVE THE OTHER'S BACK AND WORK AMAZINGLY AS A TEAM.

THE PAIR OF DEVILS ARE THE ONES WHO STOLE'S ÁRPI'S INGREDIENTS, AND THE PLAYERS COULD EITHER FIGHT THEM OR PLAY AS ONE OR BOTH OF THEM, TO MAKE THE GAME EVEN MORE INTERESTING.







SINCE THESE ARE OUR MAIN CHARACTERS (EXCEPT FROM ŠOŇA, FOR NOW), I CREATED AT LEAST ONE POSE FOR EACH OF THEM, WHICH I PRINTED ON ACETATE. THESE SERVE AS THE



“CHARACTER CARD” PROTYPTYPES, WHICH WOULD SHOW WHAT ACTION A CHARACTER IS TAKING. ÁRPI HAS MORE POSES, SINCE HE IS THE MAIN AMONGST THE MAIN CHARACTERS.



## SIDE CHARACTERS

THE GAME WOULD ALSO INCLUDE OTHER, NON-PLAYABLE (?) CHARACTERS WHO COULD BE ENCOUNTERED THROUGHOUT THE GAME. THESE VARIOUS CREATURES COULD BE EITHER HELPFUL OR HINDERING TO THE PLAYERS. WHILE THEY DON'T HAVE A SPECIFIC PLACE IN THE GAME YET, I FOUND IT IMPORNTAT TO INCLUDE THEM FOR A BIT OF WORLDBUILDING AT LEAST.

### POLEDNICA (NOON WITCH)

THE POLEDNICA PUNISHES THOSE WHO WORK DURING NOON, BY MAKING THEM COLLAPSE, OFTEN KILLING THEM. AT FIRST GLANCE, SHE APPEARS AS YOUNG GIRL, BUT TURNS INTO AN OLD WOMAN WHEN DOLLING OUT THIS PUNISHMENT. SOMETIMES SHE WOULD CHALLENGE GIRLS TO A DANCE COMPETITION — IF THE OTHER GIRL WON (WHICH WAS VERY UNLIKELY), THE POLEDNICA REWARDS HER WITH A HEFTY DOWRY. HER MYTH WAS USED TO KEEP KIDS AWAY FROM VALUABLE CROPS, AS WELL AS TO EXPLAIN HEAT STROKE.



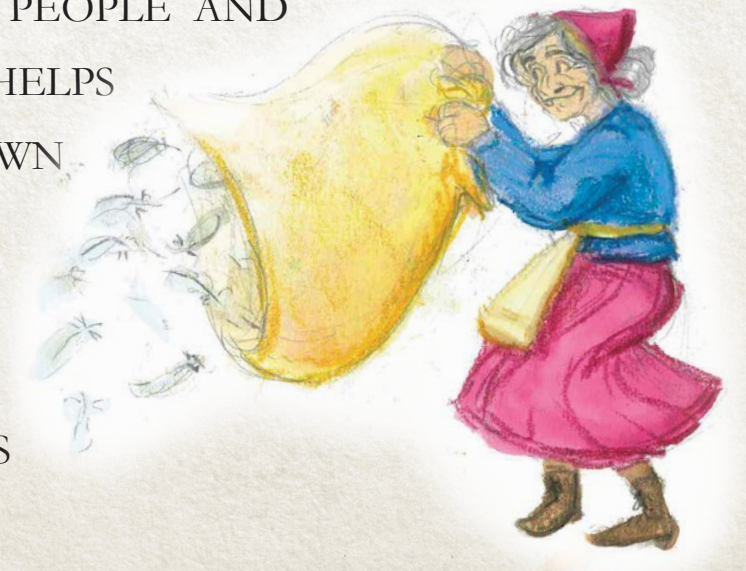
### VODNÍK

A VODNÍK IS A TYPE OF WATER SPRITE, WHICH CAN BE BENEVOLENT OR MALICIOUS. THEY LIVE NEAR RIVERS, WHERE SOME OF THEM DROWN PEOPLE, WHILE OTHERS TRY TO SAVE THOSE WHO ARE DROWNING. IN BOTH CASES, THE VODNÍK KEEPS THE SOULS OF THOSE WHO DROWN IN LITTLE POTS AND CUPS. THEY ARE OFTEN FOUND AROUND MILLS.



### MOTHER HOLLE

A KIND, OLD LADY, WHO HOLDS IMMENSE POWER SHE USES TO REWARD GOOD-HEARTED PEOPLE AND PUNISHES BAD ONES. SHE HELPS KIND PEOPLE WHO ARE DOWN ON THEIR LUCK BUT TEACHES A LESSON TO THOSE WHO ARE ENTITLED. WHEN SHE SHAKES HER DUVET, IT STARTS TO SNOW ON EARTH.





## VAMPIRES



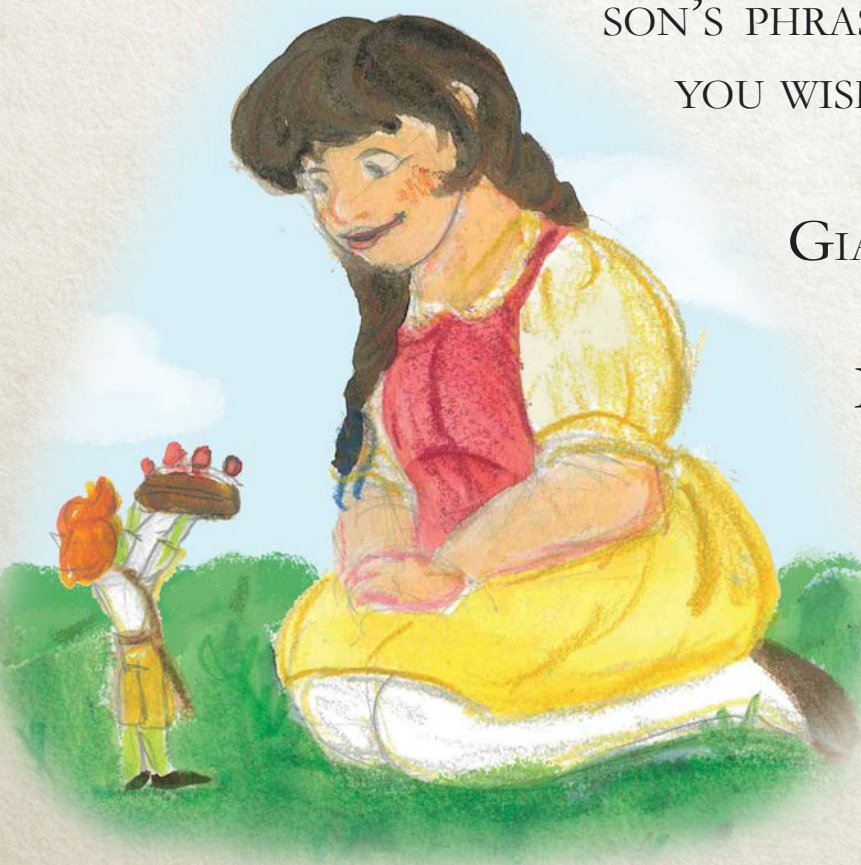
UNHOLY REVENANTS WHO CAME BACK FROM THE DEAD. UNLIKE THEIR “MODERN” COUNTERPARTS, VAMPIRES EASTERN EUROPEAN FOLKLORE DON’T NECESSARILY SUCK THEIR VICTIMS’ BLOOD, AND INSTEAD LATCH ONTO THEIR ENERGY AND LIFE FORCE.

## MAGIC GOLDFISH

EXACTLY WHAT IT SAYS ON THE TIN, THIS FISH USES ITS MAGIC POWERS TO GRANT WISHES. SOME OF THESE



WISHES COULD BACKFIRE, BASED ON THE PERSON’S PHRASING., AS A “CAREFUL WHAT YOU WISH FOR” SCENARIO.



## GIANTS

DEPENDING ON WHETHER THE PLAYERS BEFRIEND THE GIANT OR NOT, THESE CREATURES CAN HELP OR HEROES, OR SIGNIFICANTLY HARM THEM. PERSONALLY,

I LIKE THE IDEA OF A LITERAL GENTLE GIANT, HOWEVER THEY WOULD BE QUITE AN OVERPOWERED CHARACTER, SO TO KEEP THE GAME INTERESTING, THEY SHOULD BE USED SPARINGLY.

## STRIGA

AN EVIL, DANGEROUS WITCH WHO IS IN CAHOOTS WITH THE DEVIL WITH A CAPITAL D. SHE EATS PEOPLE, OFTEN CHOOSING KIDS AS HER VICTIMS OR NABBING SHEPHERDS FROM A FIELD AT NIGHT, IF THEY DON’T SLEEP IN A CIRCLE.



## FAIRY-BEAUTIFUL ILONA AND HER COURT

CONTRARY WESTERN EUROPE WHERE PEOPLE ARE WARY OF FAIRYFOLK, THE HUNGARIAN FAIRIES SEEM TO LIKE HUMANS AND TRY TO HELP THEM OUT. THESE NATURE SPRITES OFTEN WITH GIFT MAGICAL ARTIFACTS TO HELP A HERO IN THEIR JOURNEY, THEIR QUEEN IS ILONA, A BEAUTIFUL WOMAN, WHO, IN VARIOUS



FOLK STORIES, MARRIES THE HERO AND GRANTS THEM ETERNAL YOUTH, MAKING THEM KING OF THE FAIRIES.

## RUSALKY

A “SUBTYPE” OF FAIRIES, ALBEIT MORE TRAGIC AND OFTEN MALEVOLENT, RUSALKY ARE WOMEN AND CHILDREN WHO DIED BEFORE THEIR TIME. AFTER THEIR DEATH, THEY DWELL THE FOREST, RIVERS, AND CEMETERIES, OFTEN SEEKING REVENGE OR TRYING TO DROWN OTHERS.

THEY'RE, HOWEVER, OFTEN MET WITH SYMPATHY AND

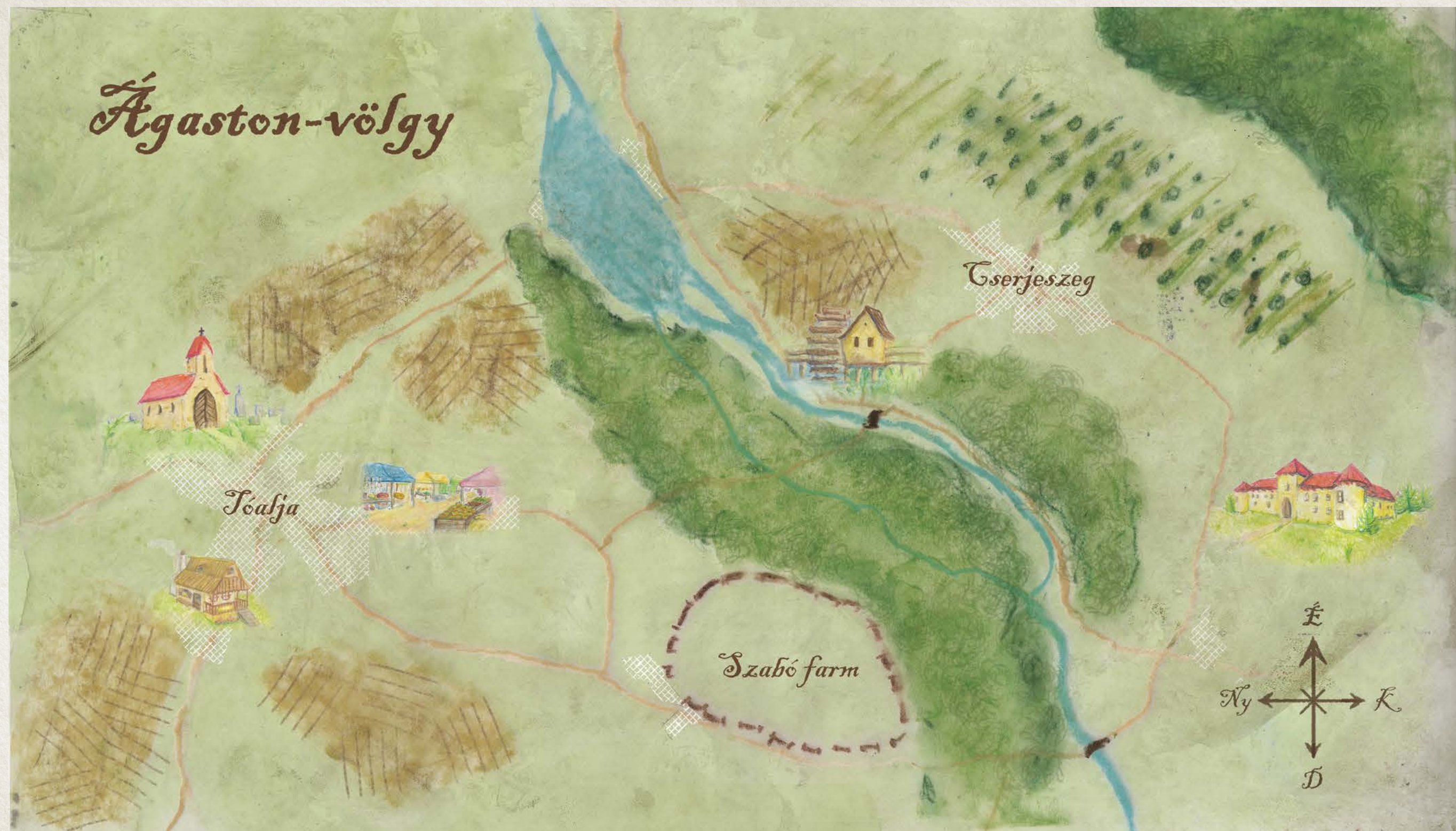
GIRLS OFTEN LEAVE OUT GIFTS FOR THEM TO MAKE THEIR (AFTER)LIFE A BIT HAPPIER. THEY ENJOY DANCING IN THE NATURE.



## LOCATIONS







This map presents the valley where the game takes place. (The names are in Hungarian for a more immersive experience.) The icons mark the places our heroes could visit; the location cards would

show the insides, perhaps different levels, or even the yard. There could be different places that aren't marked on the map, such the woods, riverside, or the fields.





THE MAP WOULD COME WITH SMALL MAPMARKERS TOO. AT THE BEGINNING OF THE GAME, THE POSITION OF THE INGREDIENTS AND THE PLAYERS IS SET UP. THE GOAL IS TO GET THE INGREDIENTS, AND THIS WAY IT'S CLEAR WHERE

THEY ARE RELATIVE TO THE PLAYER. THIS IS A FUN WAY OF SEEING HOW THE GAME PROGRESSES. ALTERNATIVELY, WITH A FEW DESIGN CHANGES, THE MAP COULD BECOME THE PLAYING BOARD AND THE MAPMARKERS THE PAWN.



# THE REGIONAL LANDMARKS

**TÓALJA** — ÁRPI'S VILLAGE AND THE START OF OUR ADVENTURE. THE CHURCH, BAKERY, AND MARKET ARE ALL LOCATED HERE, WITH THE FARM NEARBY.



**THE BAKERY** — OUR BAKER'S STARTING POINT, THE PLAYER COULD SHOW US HOW THE GOODS WERE STOLEN. THIS IS ALSO WHERE ÁRPI RETURNS TO ONCE HE COLLECTS ALL THE INGREDIENTS.

## **THE MARKET —**

WHERE THE PASTRIES AND BREAD ARE SOLD THROUGHOUT THE WEEK-END. MANY PEOPLE SELL WEAPONS, SPELLS, OR FOOD, AND COULD PROVIDE VALUABLE INFORMATION ABOUT THE STOLEN GOODS.



**CHURCH AND CEMETERY** — A PLACE OF WORSHIP FILLED WITH USEFUL SCROLLS AND CODES, WHICH CAN BE QUITE SPOOKY ONCE THE NIGHT FALLS.



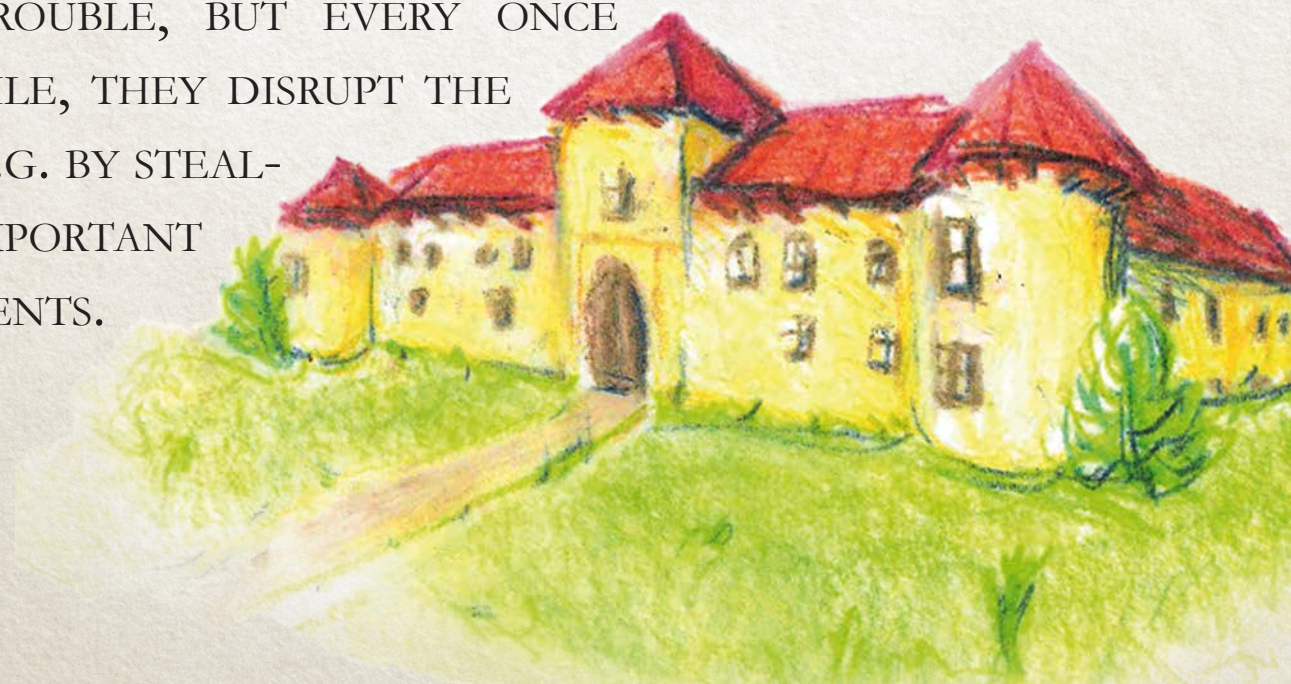
**SZABÓ FARM** — FILLED WITH COWS, A GREAT PLACE TO GET SOME MILK FROM. UNLESS THEIR SUPPLIES HAVE BEEN STOLEN TOO? ONE WAY TO FIND OUT IS TO VISIT IT.



**CSERJESZEG** — NAMED AFTER THE FRUITFUL SHRUBS SURROUNDING IT, THIS VILLAGE IS SITUATED CLOSE TO THE MILL AND FORTRESS.

**THE WATERMILL** — USUALLY SUPPLIES THE VILLAGES WITH FLOUR. THE MILLER DOES NOT VISIT TOO OFTEN THOUGH, AND IT WOULD BE THE PERFECT PLACE TO HIDE SOME STOLEN GOODS.

**THE FORTRESS** — SAID TO HAVE BEEN OCCUPIED BY DEVILS FOR THE PAST FEW DECADES. THE FORTRESS WAS ABANDONED BEFORE AND FOR THE MOST PART ITS' TENANTS DIDN'T STIR MUCH TROUBLE, BUT EVERY ONCE IN A WHILE, THEY DISRUPT THE PEACE, E.G. BY STEALING IMPORTANT INGREDIENTS.

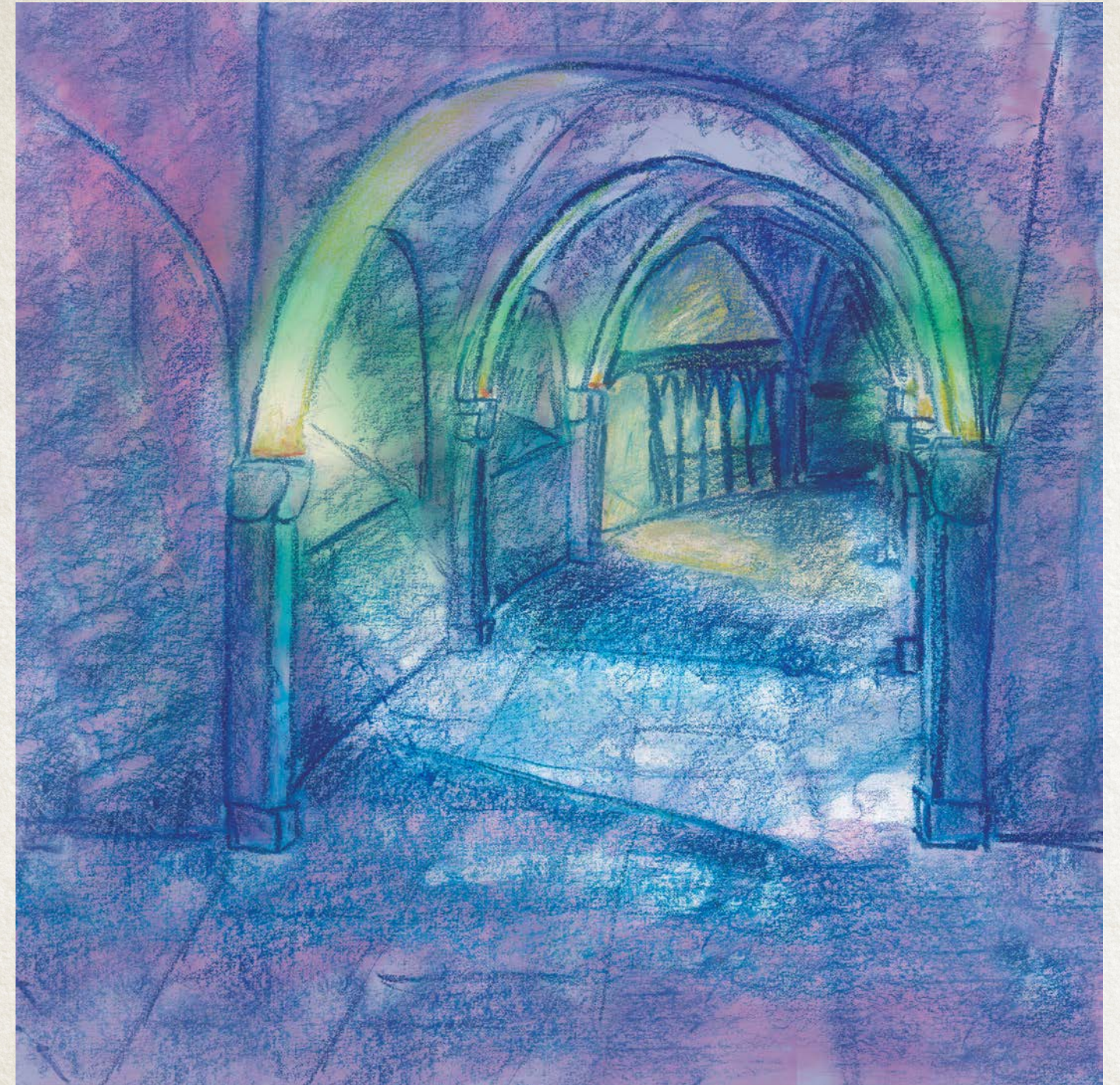






### THE BAKERY

THE START OF OUR ADVENTURE. IT SHOWS WHERE ÁRPI LIVES AND WORKS, ALL HIS UTENSILS, DECORATIONS, THE PLACE HE CALLS HOME. THE STAIRS WOULD LEAD TO THE UPPER FLOOR, TO HIS SHOP. THIS COULD BE THE SCENE OF HIM BAKING OR HE COULD WITNESS HIS GOODS GETTING STOLEN FROM A SAFE HIDING PLACE.



### HALLWAYS OF THE FORTRESS

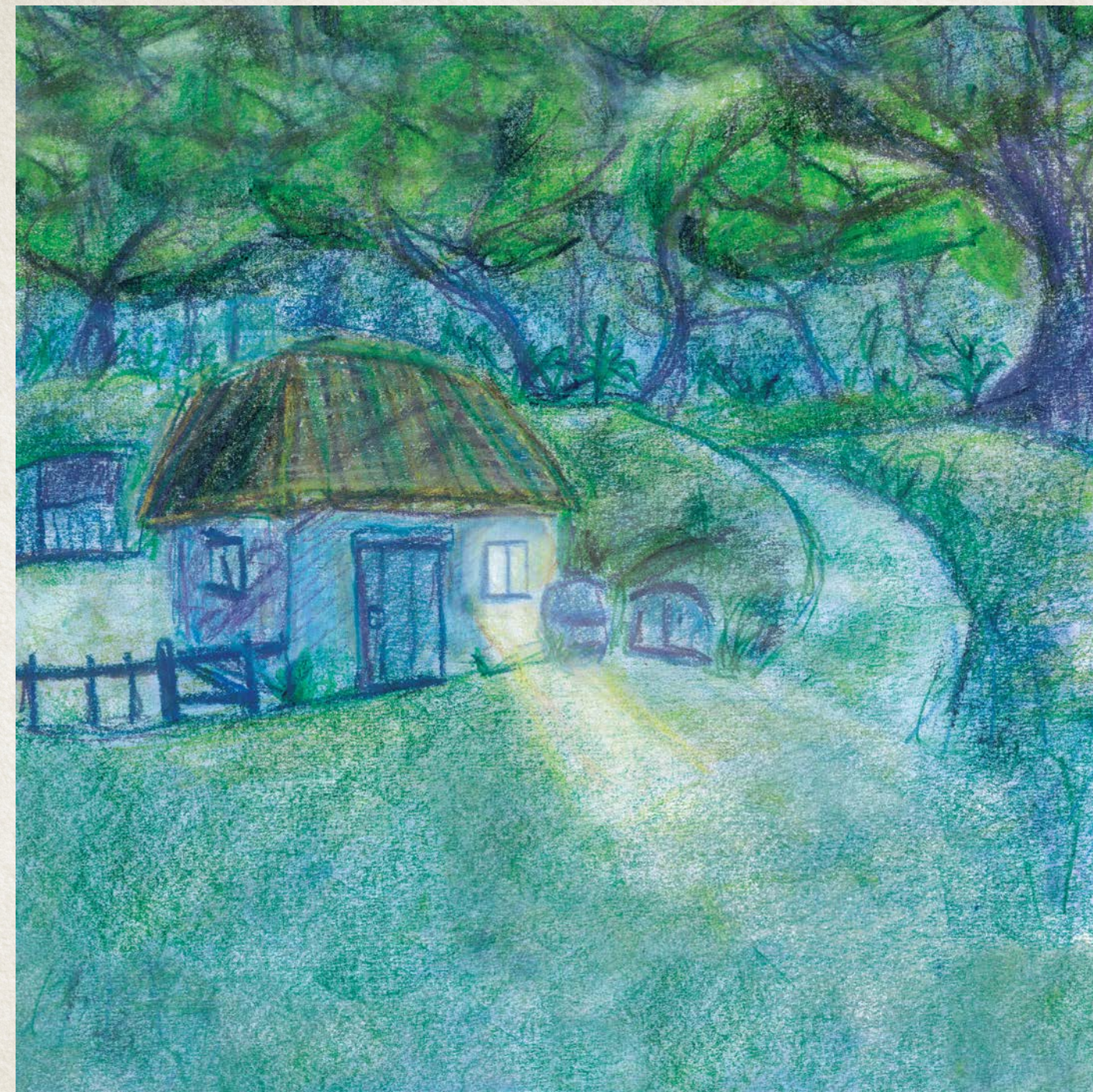
WHILE I MARKED THEM AS PART OF THE FORTRESS, THESE HALLWAYS COULD BE SHOWN AS THE CHURCH'S CRYPT OR A BUILDING IN ONE OF THE VILLAGES. A DARK AND SPOOKY LOCATION, THIS HALL IS A REAL DUNGEON FOR SNEAKING AROUND AND/OR HIDING PRECIOUS PRODUCE IN.





### BOHUMÍR'S HUT

ONE OF THE PLACES THAT'S INTERACTABLE, BUT NOT SHOWN ON THE MAP — THIS IS SO THE PLAYERS HAVE SOME FREEDOM TO DISCOVER THE REGION FOR THEMSELVES, IN THIS CASE SPECIFICALLY THE WOODS. THE HUT IS WHERE WE NEED BOHUMÍR, WHO CAN BECOME AN ALLY TO THE BAKER — ALTERNATIVELY,



THIS COULD BE THE STARTING POINT OF BOHUMÍR, IF PLAYER CHOOSES HIM AS A APLAYABLE CHARACTER.

SOME LOCATIONS CAN BE A DAY AND A NIGHT SCENE, ESPECIALLY THE ONES THAT TAKE PLACE OUTSIDE. THESE SCENE COULD BE PRINTED ON THE FRONT AND THE BACK OF THE SAME BOARD, SO SAME SOME SPACE AND MATERIALS IN THE PRODUCTION.





THE NIGHT AND DAY SCENES COULD ACTUALLY BE PRINTED ON THE SAME BOARD THAT'S BEING FLIPPED AROUND - ONE HAND, IT'S AN EASY FLIP BETWEEN NIGHT AND DAY, AND ON THE OTHER, IT SAVES ON SOME OF THE RESOURCES



OBJCETS





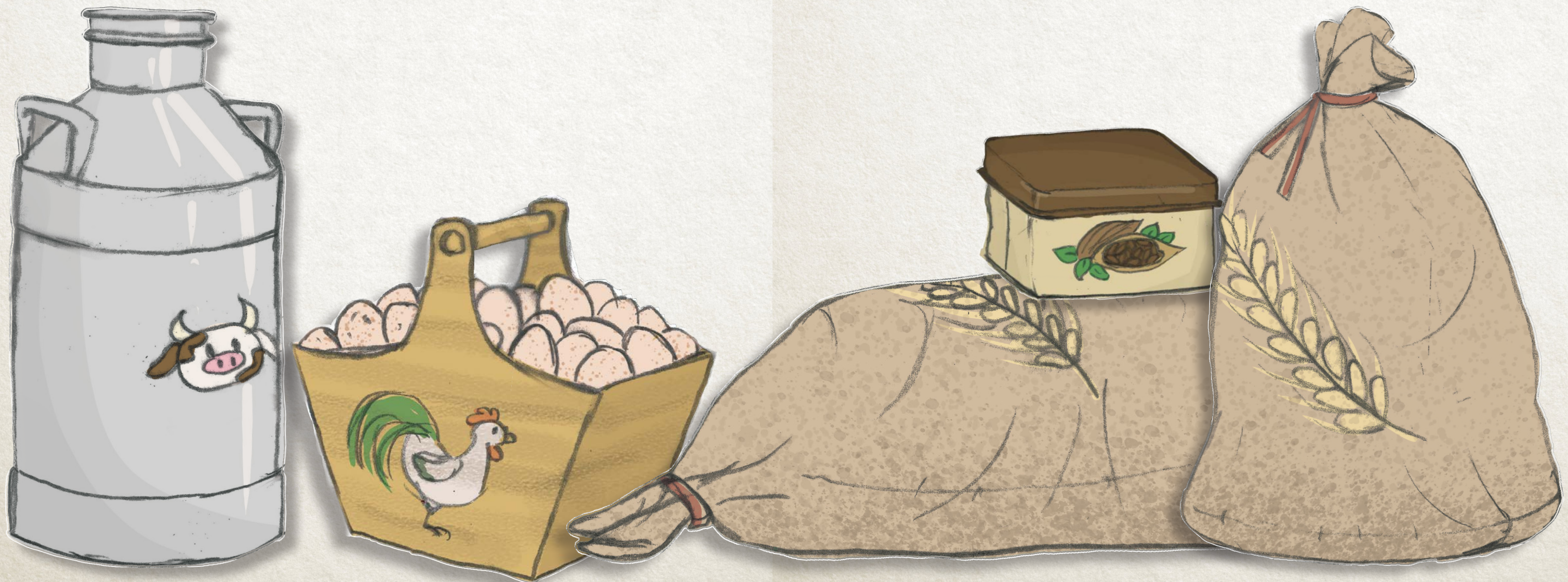
# THE INGREDIENTS

THE INGREDIENTS BEING STOLEN ACTS AS THE CATALYST FOR OUR ADVENTURE. WHETHER YOU PLAY AS ÁRPI, HIS FRIENDS, OR HIS FOES, YOU ALL SEEK THE SAME INGREDIENTS.

AT THE END OF THE GAME, ONCE THE FLOUR, EGGS, ETC, IS ALL COLLECTED, THE PLAYER WOULD BE REWARDED WITH A RECIPE AS WELL. OF COURSE, IF THEY JUST WANT TO COOK, THEY CAN OPEN THE HANDBOOK ANY TIME THEY'D LIKE.

APART FROM THE INGREDIENTS, THE CHARACTERS WOULD NEED OTHER THINGS TO INTERACT WITH; SOMETHING TO SIT ON, SOMETHING TO USE FOR FIGHTING, OR EVEN JUST SOME CAMPFIRE TO SIT BY.

I COLLECTED ALL OF THESE OBJECTS IN THE PRINTABLE SHEET, ALONG WITH THE CHARACTERS, MOST IN 3 DIFFERENT SIZES TO FIT THE FOREGROUND, MIDGROUND, AND BACKGROUND RESPECTIVELY. I WILL INCLUDE THIS SHEET AT THE END OF THE HANDBOOK.











## THE GAME



IN THIS CASE, ESZTI IS SUPPOSED TO BE JUGGLING THE EGGS AND CREATING THE FIRE, SO I USED HER AS A SCALE FOR THE OBJECTS AND PRINTED THEM TOGETHER WITH HER.



EACH ELEMENT I DESCRIBED EARLIER COMES TOGETHER INTO WHAT WE SEE HERE. IN THIS INSTANCE, THE BACKDROP IS THE KITCHEN, BUT ME AND MY FRIEND, WHO I ASKED TO TEST IT AS WELL, EACH CAME UP WITH A DIFFERENT SNIPPET OF THE STORY.

I SHOWED THE DEVILS WRECKING HAVOC IN ÁRPI'S KITCHEN, WHILE HE NERVOUSLY HIDES AND WATCHES. WHILE IN MY FRIEND'S VERSION, THE DEVIL LADY AND THE BAKER ARE FRIENDS, AND SHE MERELY STOPPED BY FOR A "CHILL BAKING SESSION".

THIS ALONE SHOWS HOW VERSATILE *A BAKER'S QUEST* IS.











IN THE FIRST PICTURE, WE SEE THE SAME DYNAMIC BETWEEN THE FOOD THIEVES AND BAKER, WHERE HE'S PLANNING TO GET HIS FOOD BACK. TWO AGAINST ONE ISN'T QUITE FAIR.

LUCKILY, OUR HERO MAKES ALLIES ALONG THE WAY - BOHUMÍR, FOR EXAMPLE, COULD ACCOMPANY HIM IN THE HALLWAYS, IF HE LEARNS TO TRUST THE BAKER. THIS IS WHAT THE SECOND PICTURE SHOWS.

OR ÁRPI COULD TRY TO AMBUSH ILDI, WHILE SHE'S GUARDING THE GOODS ALONE.

THE POSIBILITIES ARE ALMOST ENDLESS WITH THE DIFFERENT COMBINATIONS OF THE CHARACTER SPIRETS; IN THE FINISHES VERSION ALL OF THEM WOULD HAVE 5-6 POSES IN THREE SIZES, FACING BOTH LEFT AND RIGHT. WHICH LEADS TO (ALMOST) ENDLESS COMBINATIONS.





ONCE YOUR SCENE IS SET, YOU'RE NOT LIMITED ONLY TO THE ORIGINAL CHARACTERS YOU'VE INCLUDED. YOU AND YOUR ALLIES CAN HAVE A QUIETER MOMENT BUT YOUR ENEMIES CAN CATCH UP TO YOU ANY TIME.



YOUR BUDDY CAN TAKE ONE FOR THE TEAM AND TRY TO KEEP YOUR FOES DISTRACTED ONE WAY OR ANOTHER, GIVING YOU A CHANCE TO SNEAK AWAY. HOWEVER, WHO KNOWS WHERE THE OTHER ENEMIES LIE.





ADDING OBJECTS, LIKE THE BUSH HERE, WOULD ADD ANOTHER LAYER OF COMPLEXITY TO THE SCENE. I DECIDED TO BUILD THIS AS AN ASSET INSTEAD OF THE PART OF THE LOCATION ITSELF, TO PROVIDE THE PLAYER A BIT MORE FLEXIBILITY - IF THEY NEED SHELTER, THEY CAN USE IT, BUT OTHERWISE IT'S NOT ETCHED IN STONE. SIMILAR ADDITIONS COULD BE TREES, PILLARS, OR FURNITURE



THIS CONCLUDES MY BOARDGAME PROPOSAL. I MAINLY FOCUSED ON THE CHARACTERS AND LOCATIONS, SO I UNDERSTAND THE GAME LACKS A PROPER RULEBOOK OR GAMING STRUCTURE, BUT THIS IS SOMETHING I'D LIKE TO RETURN TO SOME DAY, EITHER AS A SOLO PROJECT, OR IN COLLABORATION WITH SOMEONE, WHO KNOWS MORE ABOUT GAME MECHANICS IN GENERAL.





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