CAPTAIN'S GAMBIT
KINGS OF INFINITE SPACE

PERSUADE • SABOTAGE • ALLY • MURDER • ASCEND

Department:
English Language and Literature, Cheriton School of Computer Science, Systems Design Engineering, Psychology

Project type:
Student initiative

Funded by:
Kickstarter

Project co-researchers:
Dr. Lennart Nacke, Stratford School of Interaction Design and Business

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KICK STARTER

University of Waterloo
Game Development Club

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cloudfallstudios.com/ captainsgambit

Interesting fact: Captain's Gambit was rigorously playtested at the Games Institute by both GI members and the UW Game Development Club.

AC ATIENZA, ALVIN LEE, ETHAN LI, AND MITCHELL LOEWEN

The future of social deduction is here! Prepare a final spell as Prospero. Ascend the throne as Lady Macbeth. Or assassinate your target as Hamlet. Will you fall to obscurity, or ascend to glory?

Captain's Gambit is a table-top roleplaying game that uses social deception to keep players' identities secret. Each "captain" – characters that players are assigned – is based on a famous Shakespearean figure. The captains have their own unique powers and hidden information, as well as personal objectives that need to be met to win the game. **Captain's Gambit** is inspired by games such as *Super Smash Bros*, *Coup*, and *One Night Ultimate Werewolf*, and is heavily influenced by Shakespearean lore.

The production of **Captain's Gambit** began when the designers took a game design course taught by Dr. Lennart Nacke, and created a prototype as a final project.

Captain's Gambit was launched in Kickstarter with a goal of $15,000 but the team was able to raise $25,250 with the help of 421 backers. As a result, the game is now available for purchase worldwide! The group then co-founded *Cloudfall Interactive Studios,* and self-published the game alongside a companion app which features a prologue narrator, set-up checklist, and rules reference.

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