Carmen Go

Series 1

From "Black Sheep" To "Carmen Sandiego"

Designer: Wenxin (Livia) Lai (wenxinl@andrew.cmu.edu)

Advisor: Prof. Jonathan Walton

Date: Feb. 1, 2024

Premise

Based on the plot of the Netflix series "Carmen Sandiego"
and the core mechanics from Go Game Series.

Introducing the story of orphan "black sheep" turned anti-thief Carmen Sandiego.

Overview of Levels

Level 1: Practice Stealing Skills in V.I.L.E.

Carmen, originally an orphan, was adopted by mentors from V.I.L.E., earning the nickname "Black Sheep." She learned the art of steal in V.I.L.E. and set her sights on becoming a top-notch thief.

Level 2: First Mission for Advanced Thief

V.I.L.E.'s graduates are kicking off their first mission in Casablanca, aiming to snatch the Eye of Vishnu. It's here that "Black Sheep" crosses paths with an archaeologist who unveils the true significance of the relics. What move will she make next?

Level 3: Escape from V.I.L.E.

Ever since "Black Sheep" turned her back on her graduation mission, she has been confined within V.I.L.E.. She's done with wrongdoing and longs to get away. Now, it looks like her chance to escape has arrived with Ms. Booker's departure from VILE. Will "Black Sheep" seize this moment?

Characters

Protagonist

Carmen Sandiego / "Black Sheep"

no special abilities; can "kill" enemy from the side

Neutral Character

Crowd

Enemies

Normal Enemy

can catch adversaries if they are in front line of them)

Advanced Enemy

can catch adversary characters if they are in front, left or right line of them

Enemy Status

Standing, arrow shows their facing direction

Moving, 1 step per round

n

Waiting, waiting for n turns to move

Warning

Chasing, 2 steps per round

Other Settings

Core Mechanism   Turn-based board game. You take 1 step, and the enemy who can move takes 1 step.

Goals defined in each level. Try to complete them!
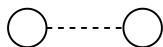
Protagonist Status

Carmen in disguise

will not be treated as adversary by normal enemies unless they are in chasing mode

Environment

Connected Nodes

characters could move between them

EXIT

Sight-blocking Barrier   Sight-blocking Door

Walls

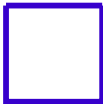enemy will turn back when hit the wall

Special

Item

spend 1 round in place to fetch/check it

Lock

unlock by special condition

Plot Trigger Area

when stepped in, please refer to the
corresponding Trigger Page

Talking

activate by Plot Trigger

Level 1 - Practice Stealing Skills in V.I.L.E

Carmen, originally an orphan, was adopted by mentors from V.I.L.E., earning the nickname "Black Sheep." She learned the art of steal in V.I.L.E. and set her sights on becoming a top-notch thief.
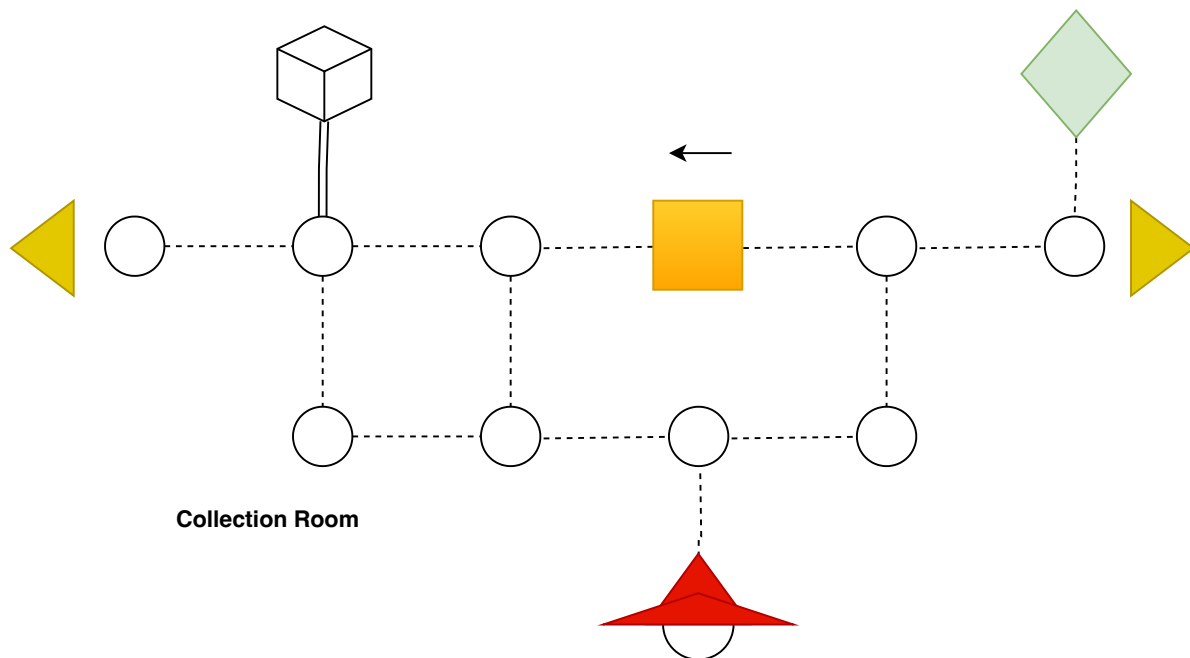
Goals

 Get Item 0/1

 Leave without being caught 0/1

Notice

- You need to stay in place to fetch item. (1 turn cost)
- The enemy (normal version) will catch you if you are in the front line of them!

Collection Room

Level 1 - Expectations by Designer

Practice some basic skills, such as,

    - learn the path of normal enemy

        if path not explicitly defined,
        they will move forward along the line until hit the wall,
        then they will turned back and continue the moving

    - avoid being on the normal enemy's front lines

        only move to the line of enemy when they are turned to the protagonist

    - be familiar with the action of fetching item (staying in place for 1 turn to get it)

        but except for the first action to obtain the item,
        the player can never pass the turn
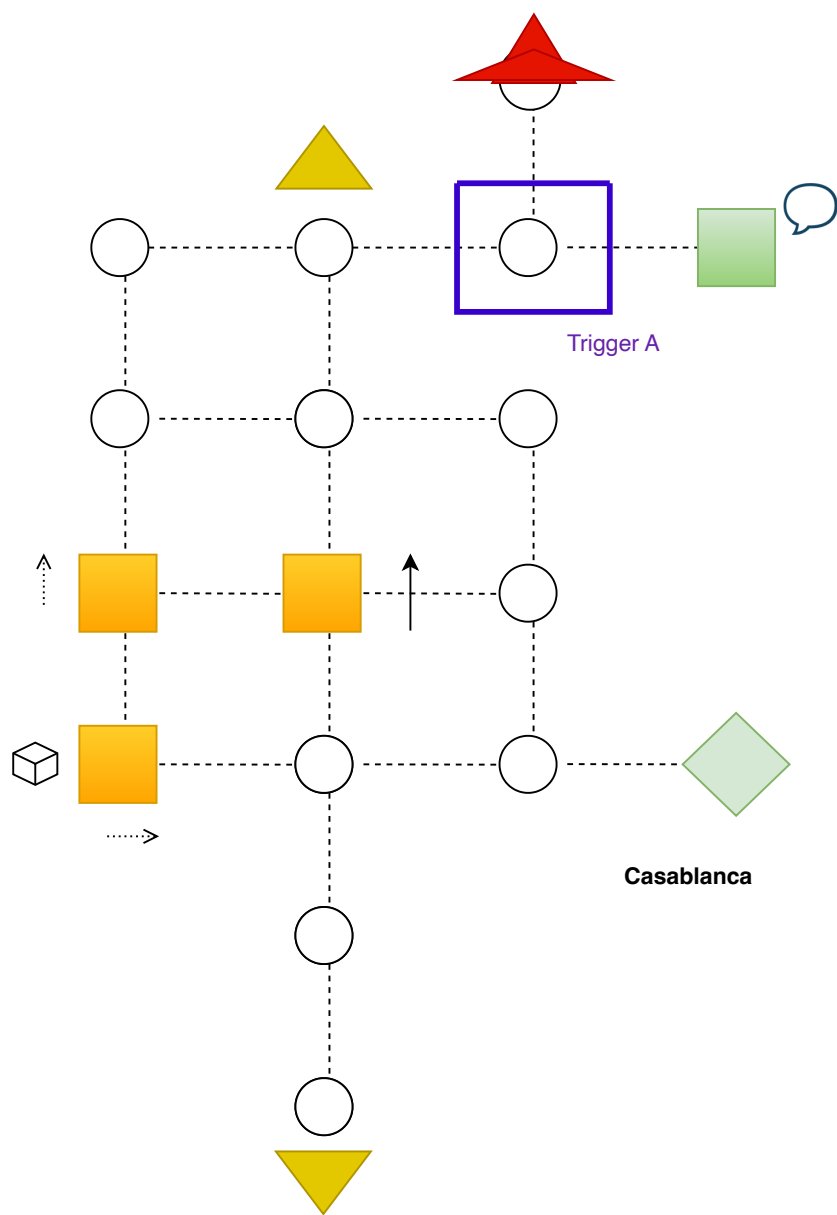
Level 2 - Graduate Practice for Advanced Thief

V.I.L.E.'s graduates are kicking off their first mission in Casablanca, aiming to snatch the Eye of Vishnu. It's here that "Black Sheep" crosses paths with an archaeologist who unveils the true significance of the relics. What move will she make next?

Goals

Get Item from Enemy 0/1   Here, item refers to the Eye of Vishnu, Enemies refers to classmates from V.I.L.E.

Leave without being caught 0/1

Notice

- Refer to the Trigger Page if hit Trigger Area.
- You can subdue enemies by attacking them from the side.

Trigger A

Casablanca

Trigger A

You met an archeologist.

He told you the meaning of relics.

Steal relics can be true

crime! Do not ever do that!

Now, get the Eye of Vishnu back

from your classmates!

像这种宝石一样的历史发现属于所有人
Any historic find such as this gem belongs to everyone.

偷走它相当于窃取世界的知识瑰宝
Its theft would rob the world of knowledge,

这才是真正的犯罪
and that would be a true crime.

Level 2 - Expectations by Designer

Practice further skills, such as,

- learn the mechanics of Plot Trigger

    step in the node, then see the plot (screenshot of animation series) knowing what made Carmen Carmen

- learn the static status of enemy

- repeated practice of avoid being on the normal enemy's front lines

- thinking of strategy which is kinda more complicated to reach the goal

Level 3 - Escape from V.I.L.E

Ever since "Black Sheep" turned her back on her graduation mission, she has been confined within V.I.L.E.. She's done with wrongdoing and longs to get away. Now, it looks like her chance to escape has arrived with Ms. Booker's departure from VILE. Will "Black Sheep" seize this moment?
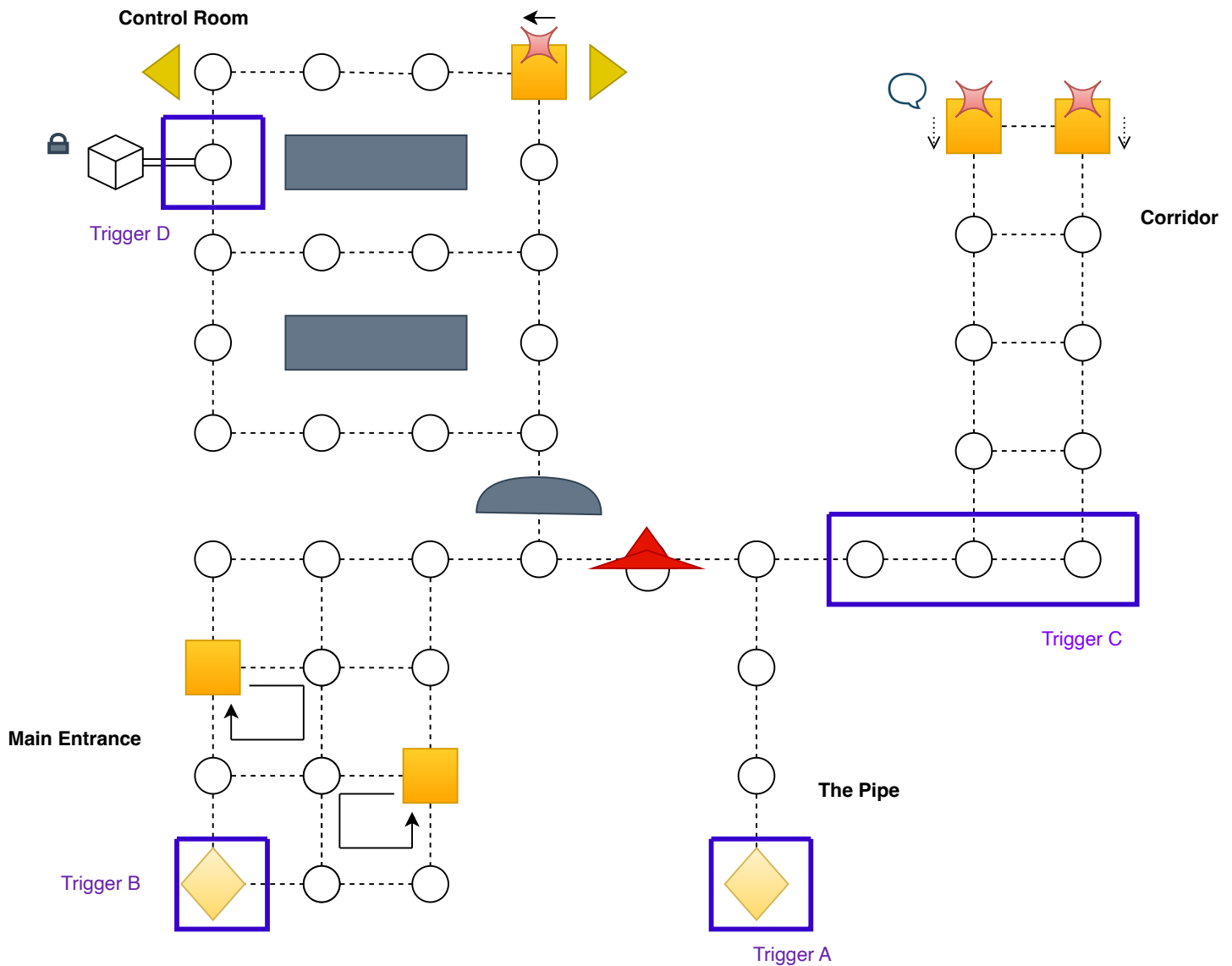
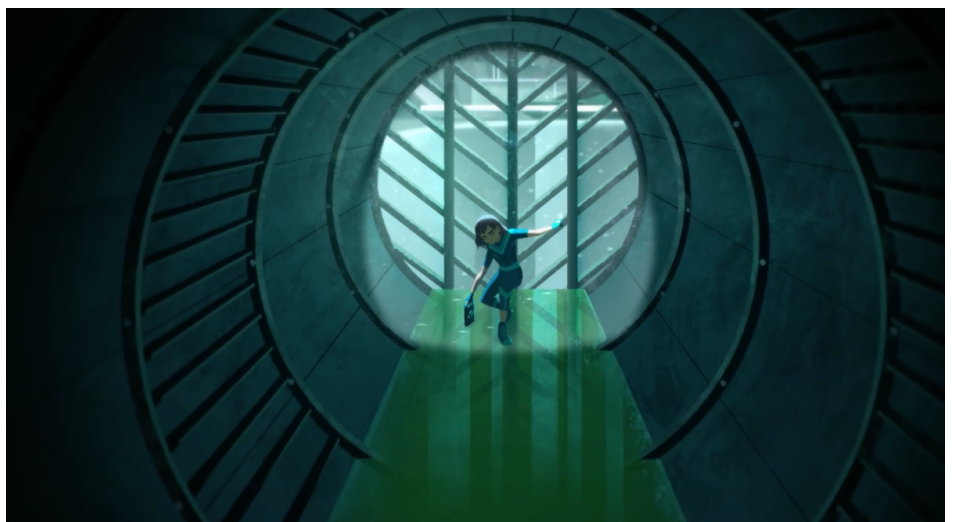**Goal**

Leave without being caught 0/1

Notice

- The Exits become "possible" Exits (yellow ones). Try them. For the result, refer to the Trigger Page.

- You can not stay in the front, left or right line without blocking stuff of an advanced enemy!

- If the next step is blocked, then the character will not move.

Control Room

Trigger D

Corridor

Main Entrance

Trigger B

The Pipe

Trigger C

Trigger A

Trigger A

Unfortunately,

this exit has been disabled!

不
No!

The exit of pipe
is totally sealed!

Trigger B

"Black Sheep" got the
new name
"Carmen Sandiego"
from the red hat.

Now, it's time to see the

outside world!

Trigger C

Ms. Booker is gonna leave the island by the boat!

How about stealing her coat and leave before being caught?

Notice

- The item (coat) in control room unlocked;

- Ms. Booker (left one on the corridor) will still be chatting for 6 turns then come to fetch her coat.
(along the lowest path)

- Ms. Booker will get mad if found the coat not there, turning into chasing mode after "Black Sheep";

- Normal enemy will turn into chasing mode if they are in sight of mad ally.

- Be hurry and good luck!

所以请允许我离开
so please provide me with clearance to leave.

好吧 谢天谢地
Fine. Good riddance.

非常感谢 我去拿上我的外套就走
Thank you very much. I'll just collect my coat and be off.

Trigger D

You got the coat!

Now you're Ms. Booker :)

Notice

- Icon of character changed to yellow hat, means she's in disguise.

- "Black Sheep" in disguise will not be treated as adversary by normal enemies unless they are in chasing mode.

Level 3 - Expectations by Designer

Learning new features, like,

- the sight of advanced enemy

- the chasing status of enemy

Thinking of advanced strategies, such as,

- where to go first?

    2 possible exits, the communicating enemies, ...

    if the players go to the Trigger C area first,
    to the control room to get the coat then,
    and want to escape from Trigger A area,
    then they will be caught by the chasing enemy.

- how to get the item without being caught by advanced enemy?

    remember to avoid being in the front line, and left or right side of them

- how to escape before being caught by chasing enemies?