
Senior Projects Spring 2024


Bard Undergraduate Senior Projects

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MURDER AT GALEHAR

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Bard College

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MURDER AT GALEHAR

Senior Project Submitted to
The Division of the Arts
of Bard College

by
Leo Wang

Annandale-on-Hudson, New York
May 2024

My name is Leo. That probably makes you think of lions, but I was born in the lunar year of the snake. Kinda makes me 2/3rds of a chimera, doesn't it? I'm just missing the goat parts.

Obviously, chimeras aren't real. They're mythological creatures from ancient Greece. But that doesn't stop you from questioning how biologically feasible something like that is when it shows up in a story, does it? Somehow, humans are able to immerse themselves in fiction, no matter how fantastical.

I used to not understand that. My suspension of disbelief was constantly being pulled taut, not even necessarily by the fantastical elements, but by the behaviors of the characters inside the story. I found it difficult to understand their actions, and even harder to empathize to the motives behind those seemingly illogical actions. I simply did not understand people at all.

My enjoyment of fiction was thus limited to what I did understand about it. I was a big fan of science fiction or fantasy stories with well-defined and meticulously crafted worlds, ones that I felt the writer clearly thought long and hard about how everything worked, whether it be scientifically, or magically. My favorite genre at the time was the video game, as game mechanics were concrete methods by which I could understand things. A character who was physically strong would be proven intuitively by a high strength stat or through some other way mechanically. How things worked emotionally was not on my mind.

That is, until I became a writer myself. S.E. Hinton, of *The Outsiders* fame, once said that each character has a little piece of herself inside. This advice has always stuck with me, and I approach writing all characters by trying to put something that I can empathize with, even if the rest is alien to me. My major breakthrough came from when I started to notice a commonality in my friendships, which was that I was a magnet for the kinds of people who never had time for themselves and were always giving for others. A lot of people would classify these traits as altruistic, but the extreme to which my friends performed was slowly destroying them inside.

I took these observations and I created the two main characters of my webcomic, one which drew heavily from myself as someone who did not understand people, one which drew heavily from my more socially literate friends. Both explored this idea of how behaviors encouraged by society can be dangerous to overdo.

Essentially, I created two chimeras. Fictional characters are inherently chimeric, they are the products of a writer, their observations, and their intent, all compressed into a single character. And through understanding my characters, I slowly began to understand people as a whole.

Nowadays, characters are at the forefront of my work, with my senior project taking two separate approaches to this. One approach is a video game, allowing players to experience three parallel points of view in whatever order they wish. The second approach is in a live session of a murder mystery card game where each of the players will take on the role of one of my characters as they try to solve the mystery. I hope that this will help people connect with my characters, even if they struggle with that like I did.

Murder At Galehar

2024
Apr
6

Leo Wang

Attention, esteemed attendee of the prestigious GALEHAR INVITATIONAL, the premier league for all star gladiators.

Unfortunately the event has been interrupted by an unforeseen circumstance. We apologize for this inconvenience. You are, however, encouraged to solve this mystery yourself.

CHI PROJECT is a visual novel with a turn-based combat system. Follow the perspectives of three protagonists as they become entangled in the messy underbelly of the gladiatorial sports scene.

A demo build of the game will be available at the exhibition.

MURDER AT GALEHAR is a social deduction game where one of the players is secretly the **Murderer** who eliminates players one by one each night, and everyone else must deduce their identity.

A live session will be hosted by yours truly at the exhibition.

Hosted at Fisher Studio
from 6-8pm on April 6th!





MURDER

AT GALEHAR

This game is a companion work to [CHI Project](#).

♠ ♥ ♦ ♣ BASIC RULES ♠ ♥ ♦ ♣

Ever played Mafia, Town of Salem, or BOTC? It's sort of like that.

Oh no! A person has died! Figure out who did it or else more people will die.

MURDER AT GALEHAR is a social deduction game where one of the players is secretly the **Murderer** who eliminates players one by one each night, and everyone else must deduce their identity. The **Innocents** win when the **Murderer** is successfully voted out. The **Murderer** wins by being one of the last two players standing.

At the start of the game, the Narrator hands all players 2 cards, one to determine their **Character Identity**, one to determine their **Role**. Each **Character Identity** has a unique ability, each **Role** has a different win condition.

Game turns are split into **Day** and **Night** phases.

- **During the Day**, players trade information and discuss who they think the **Murderer** is. If your **Character Identity** or **Role** has a **Day** action, whisper to **The Narrator** (or if you are in a group chat, privately message them).
 - The group can vote to hold an **Investigation**. The majority decides on a player to ask **The Narrator** a question in private, but it cannot be about a specific role directly (e.g. one question you could ask is “what color is the killer’s hat?”). **The Narrator** still reserves the right to abstain if it gives away the killer too easily. The asker will receive the answer at the start of **Night**.
 - Alternatively, players can vote to hold an **Execution**. The majority decides on a player to accuse as the **Murderer**, and subsequently execute them. The player’s **Role** is not revealed unless they were actually the **Murderer**, upon which the game ends.
- **During the Night**, all players “go to sleep” and then The Narrator will ask all eligible players for their Night actions. This is done by everyone with a Night action keeping their hand raised until The Narrator taps their hand


You can print out [individual character cards](#), or alternatively you can play using a standard deck!

♣/♠ cards detail your Role (page 4).

♥/♦ cards detail your Character Identity (page 5+).

♠ ROLES

MURDERER




ALIGNMENT: Serial Killer
WIN CONDITION:
 -Be one of the two alive players left.
LOSE CONDITION:
 -Be Executed

Ability:
 During the Night, kill a player of your choice. If you are Drunk*, no one will die.

♠A

DETECTIVE



ALIGNMENT: Innocents
WIN CONDITION:
 -Vote out the Killer
LOSE CONDITION:
 -no Innocents are left

Ability:
 During the Night, you can ask one free Investigation question of the Narrator privately. If you are Drunk*, the information will be false.

♠K

MEDIC



ALIGNMENT: Innocents
WIN CONDITION:
 -Vote out the Killer
LOSE CONDITION:
 -no Innocents are left

Ability:
 During the Night, choose a player to prevent from being killed. Cannot choose the same player twice in a row. If you are Drunk*, your target will die.

♠Q

JESTER




ALIGNMENT: Neutral
WIN CONDITION:
 -Be Executed
LOSE CONDITION:
 -Survive

Ability:
 Everyone is informed that a Jester is in play. You are immune to methods of killing that are not the Vote.

♠J

INNOCENT









ALIGNMENT: Innocents
WIN CONDITION:
 -Vote out the Killer
LOSE CONDITION:
 -no Innocents are left

Ability:
 N/A

♠2-10

*Drunk: Some **Character Identities** have abilities which can inflict Drunk. All information you receive from **The Narrator** is incorrect. Being Drunk lasts for the next **Day** and **Night** unless otherwise specified. Your ability is disabled while Drunk.

◆ CHARACTER IDENTITIES

<p>NATHANIEL</p>  <p>Ability: At Day, announce your identity. You can whisper to a dead player, asking them one question.</p>	<p>BRICINA</p>  <p>Ability: At Night, you can ask The Narrator if a certain Character is in play. If that Character is in play, you learn which player it is.</p>	<p>HEIHUA</p>  <p>Ability: At Day, announce your identity. You can bring a dead player back to life in exchange for you dying in their place.</p>
<p>◆2</p>	<p>◆3</p>	<p>◆4</p>
<p>ELECTRA</p>  <p>Ability: At Night, challenge a player to Rock Paper Scissors. The loser of Rock Paper Scissors dies.</p>	<p>JESS</p>  <p>Ability: At Night, you can whisper a message to an adjacent player.</p>	<p>CODY</p>  <p>Ability: At Night, you will automatically become Drunk* if both alive players next to you are the same alignment as you. Otherwise, you are Drunk Immune.</p>
<p>◆5</p>	<p>◆6</p>	<p>◆7</p>

XINIU



Ability:

You are Drunk*. At Night, select another player to become Drunk. You become Drunk Immune.

♦8

PHOEBE



Ability:

Once per game, if you die, you don't (except by Execution).

♦9

LINCOLN



Ability:

At Day, announce your identity. You will obtain the cards of a dead player.

♦10

RYKA



Ability:

At Night, you can swap your Character Identity with a player of your choosing.

♦J

SKYLAR



Ability:

At Day, challenge a player to Rock Paper Scissors. The loser will die.

♦Q

DAVID



Ability:

At Day, announce your character identity. You gain 1 extra vote for each dead player.

♦K



*Drunk: Some **Character Identities** have abilities which can inflict Drunk. All information you receive from **The Narrator** is incorrect. Being Drunk lasts for the next **Day** and **Night** unless otherwise specified. Your ability is disabled while Drunk.

Abilities that have “**challenge a player**” or “**announce your identity**” in their descriptions can only be used once per game.







MURDER

ALIGNMENT
WIN COND
-Be Exe
LOSE CO
-Surv

ALIGNM
WIN CO
-Be o
LOSE
-Be

ALIGNMENT: In
WIN CONDITIO
-Vote out th
LOSE COND
no Innoc

INNOCENT

PHOENIX

SKYLAR

Always
challenge a player to
Block Paper scissors
loser will die.

