



The Allocation



A social bluffing and negotiation
survival game

Presented by Grace Powers



The Message

- Players secretly need water to survive
- One player controls the water supply
- Players negotiate, bluff, manipulate, and persuade to survive

The game explores:

- Resource scarcity
- Social manipulation
- Trust
- Greed
- Human behavior under pressure



Inspiration and Design Goals

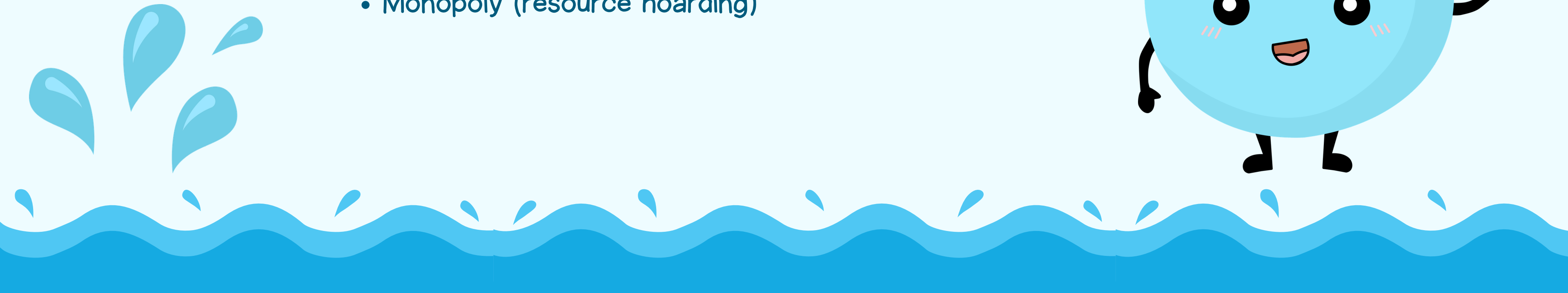


Design goals

- Encourage social interaction
- Create tension every round
- Reward strategic lying
- Keep rules simple but replayability high

Game Inspiration

- Secret Hitler
- Werewolf
- Monopoly (resource hoarding)



Core Mechanics



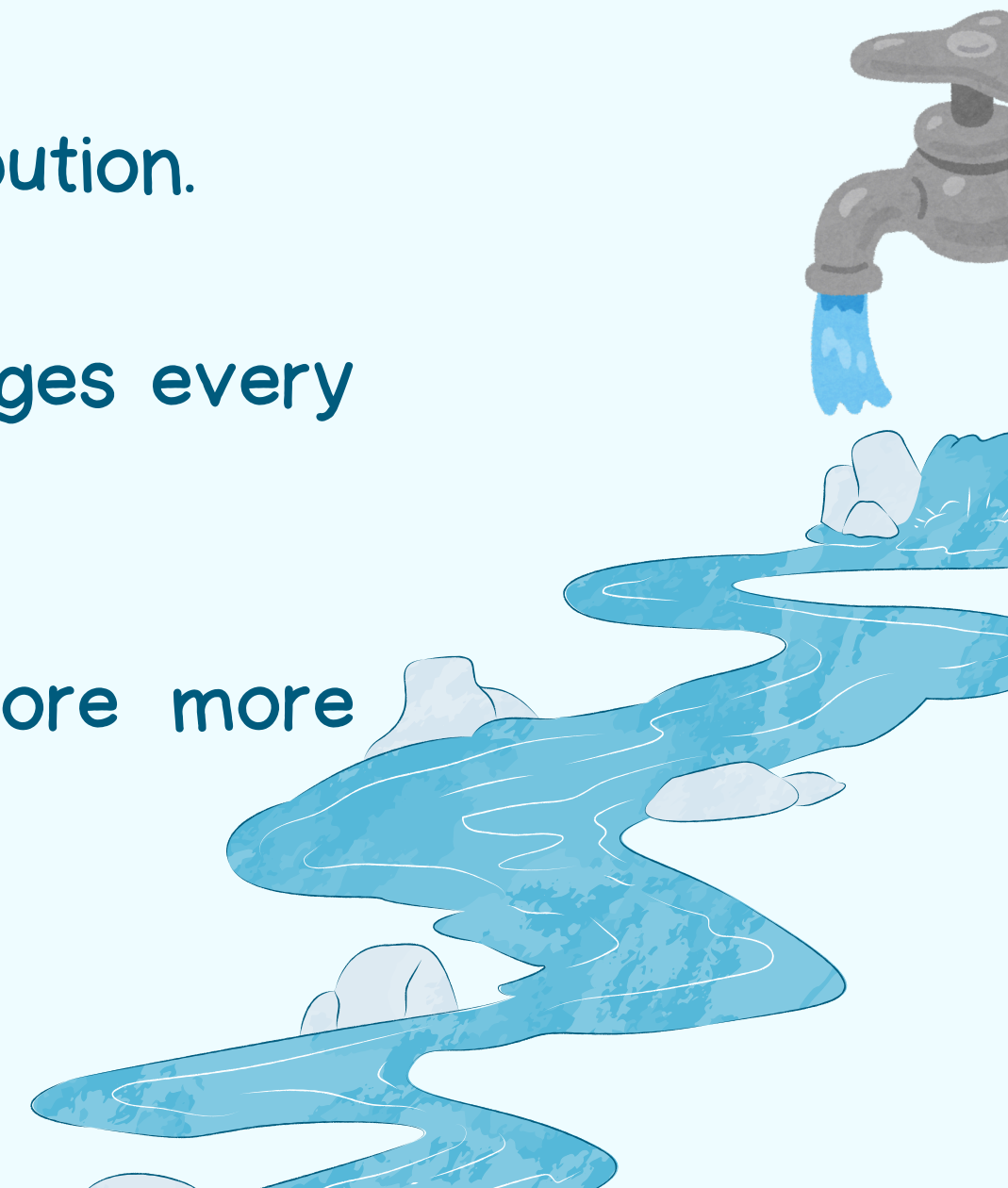
Secret Information – Players hide their true water needs.

Negotiation – Players argue, bluff, and form alliances.

Allocator Role – One player controls all water distribution.

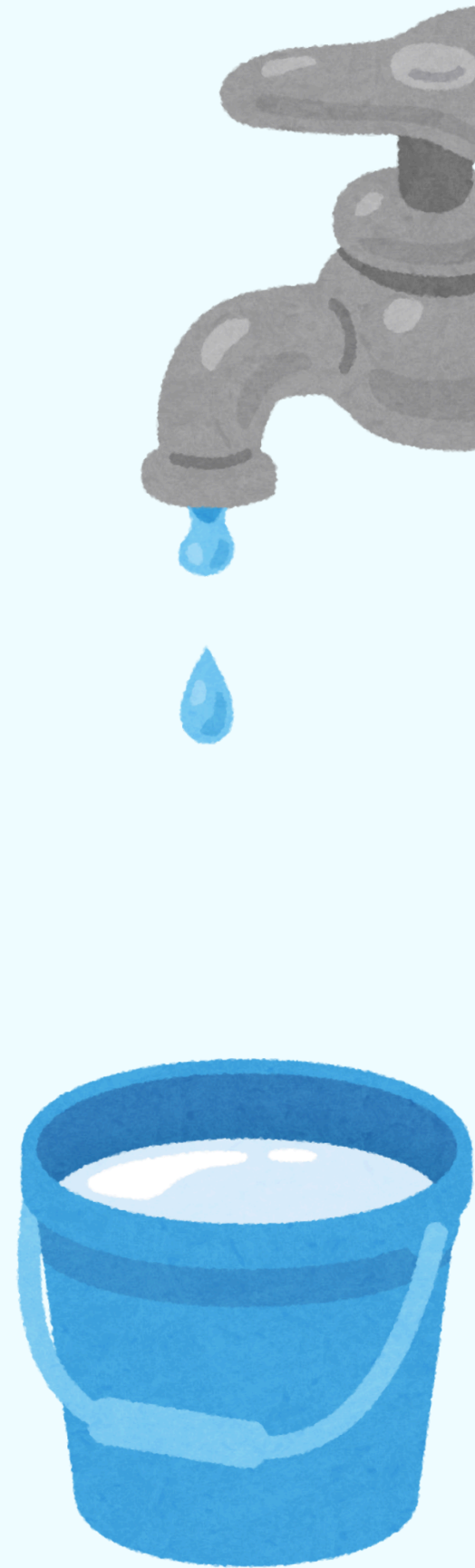
Prompt Cards – Allocator and player behavior changes every round.

Risk vs Reward – Small lies can help players score more points.



Game Pieces

- Water Tokens
- Water Need Cards
- Player Role Cards
- Allocator Role Cards
- Point Tokens / Score Tracker



Game Setup

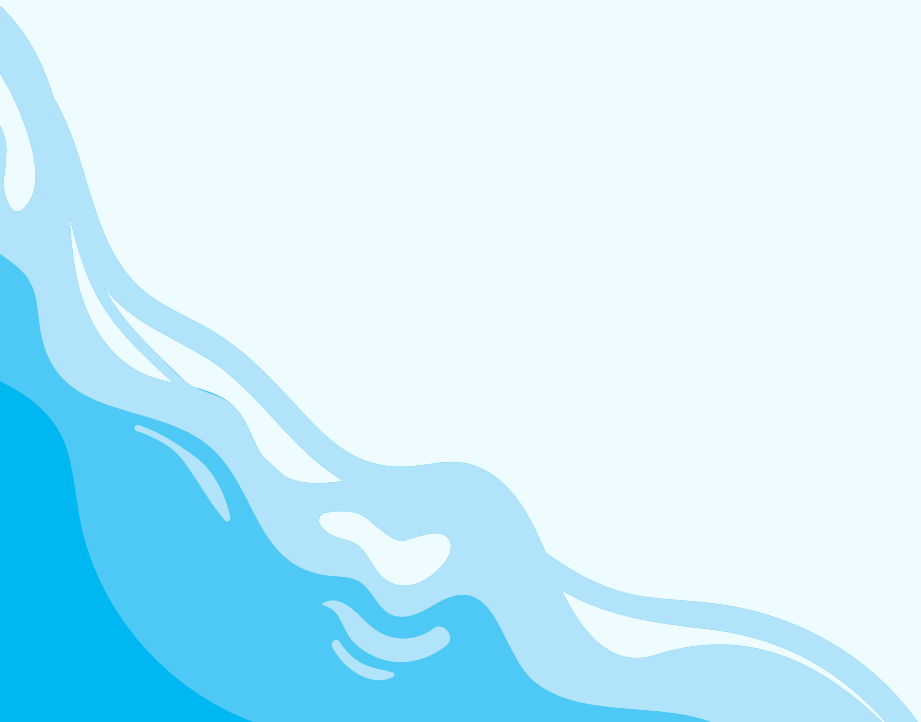




Play Testing and Feedback



- Small Group Testing
- Player Count Adjustment
- Addition of Allocator Roles
- Scoring Revisions
- Water Supply Balancing



Future Improvements/Next Steps



Gameplay Improvements

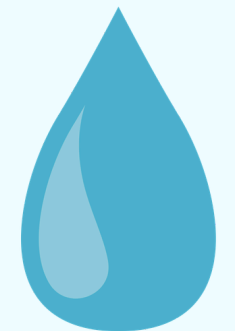
- Additional Personality/Role Cards
- Alternate scoring systems
- Short mode vs extended mode
- Team-based gameplay mode
- Hidden objectives or secret missions
- Event cards that affect all players
- More ways to punish or reward lying

Wordbuilding Expansions

- Post-apocalyptic edition
- Space colony edition
- Corporate dystopia version
- Climate disaster scenario packs
- Different environments affecting gameplay

Design Improvements

- Professionally designed cards
- Custom water tokens
- Improved rulebook layout
- Better visual identity and branding
- Packaging and box design





Thank
You

