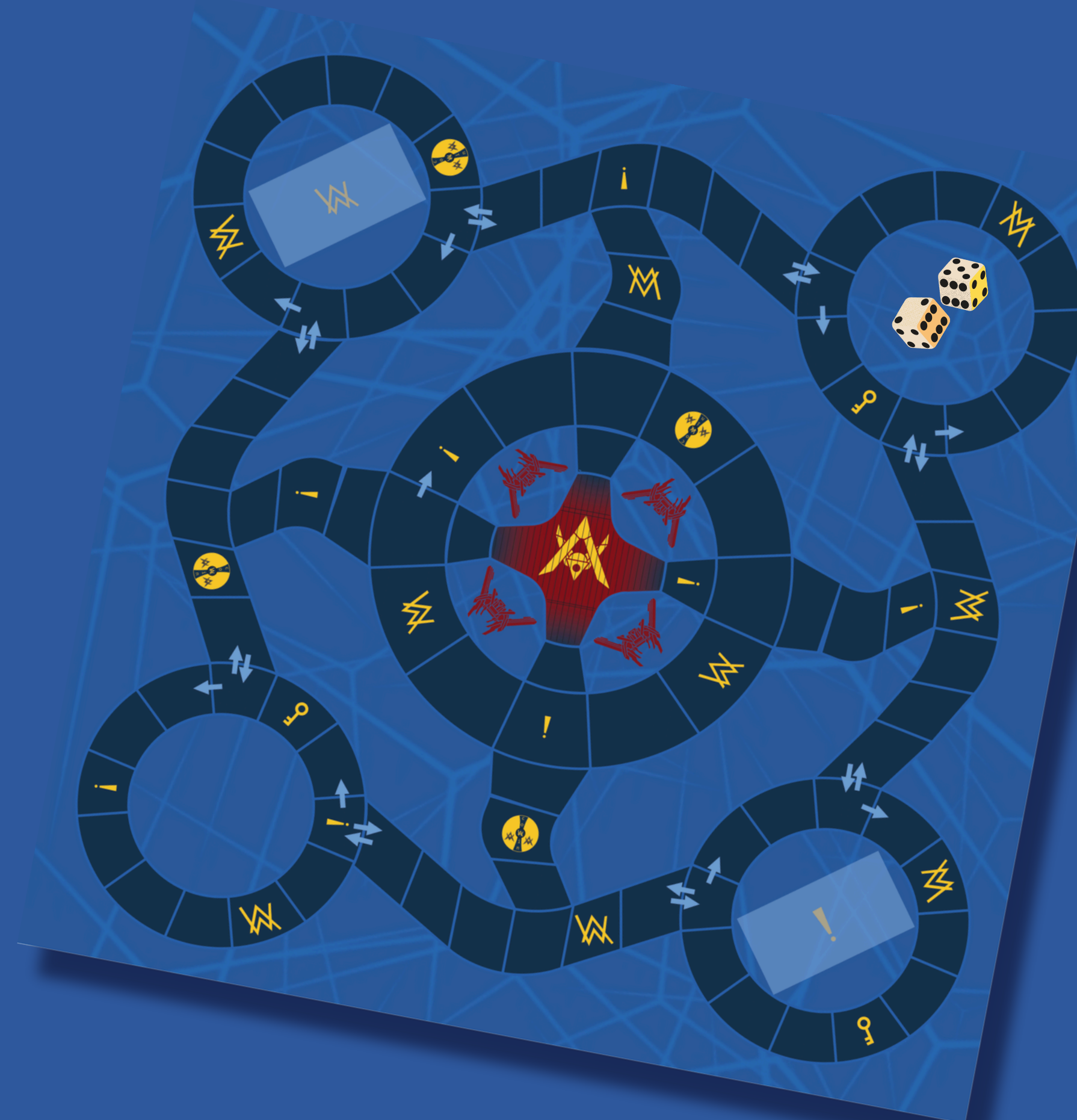


# Presentation of a Project Idea (AW-themed) : Alan Walker board game « Save AUEM »

By The Walking Ducks team  
(Nas & Fleur)



# Concept

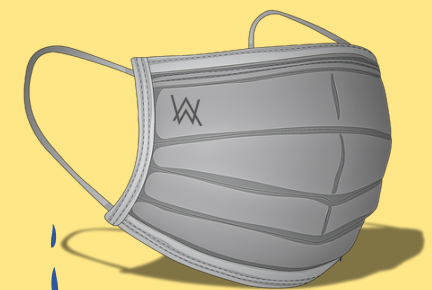
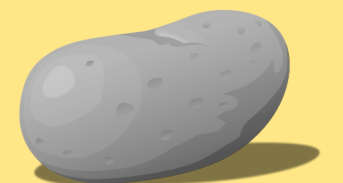
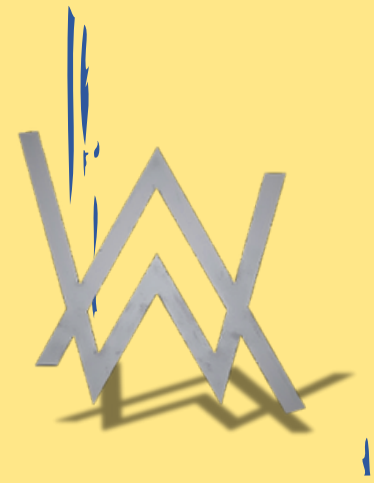
"Save AVEM" is a fan-designed board game inspired by Alan Walker's universe. The game's central theme revolves around **saving AVEM from the clutches of Red Nexus**. Players navigate through a board filled with spaces that challenge their knowledge of Alan Walker, test their strategy, and rely on a bit of luck. The game integrates **trivia about Alan Walker, strategic coin and key collection, and special event cards** that add unexpected twists, all to immerse players in the Walker World.

# Execution

To execute "Save AVEM," the game would include several key components:

- **Board Design:** The board would be visually themed around Alan Walker's music videos and iconography, with different spaces representing various challenges and opportunities. For example, trivia spaces might feature questions from the "Faded" or "On My Way" music videos for example.
- **Player Pieces:** The tokens could be iconic symbols from Alan Walker's brand, such as the *AW logo*, a *hoodie*, a *potato*, or a *mask*, allowing players to choose their favorite Walker-themed piece.

## Tokens



# Execution

- **Trivia Cards:** The trivia deck would contain questions of varying difficulty about Alan Walker's discography, music videos, and career milestones. Correct answers reward players with coins, essential for buying keys or triggering special abilities
- **Special Event Cards:** These cards would introduce elements from Alan Walker's universe, like *gaining extra coins*, *encountering a glitch (losing a turn)*, or *meeting other Walkers (swapping places with another player)*.

# Gameplay Example

A player lands on a **trivia space**, answers a question about the meaning behind the song "Alone," and **earns 3 coins**. They decide to **buy a key** when they have **10 coins**. Later, they **draw a special event card** that **allows them to swap places with another player**, putting them closer to the jail where Avem is held.

# What Do We Want to Achieve?

## Objective:

The primary goal of "Save AVEM" is to deepen the connection between Alan Walker and his fans by creating an interactive experience that embodies the themes of **unity, perseverance, and adventure** found in his music. It allows fans to engage with the Walker World in a new and creative way, celebrating the community they've built together.

# Why Should Alan Walker Choose This Concept?

- Fan Engagement: This board game is a direct product of the Walker community's *creativity and passion*, making it a meaningful project for fans. By choosing this concept, Alan Walker would be *embracing and celebrating the collaborative spirit that defines his fanbase*.
- Unique Experience: "Save AVEM" offers a unique way for fans to experience Alan Walker's universe, *blending entertainment with education about his music and career*. It's not just a game; it's a *journey* through the world Alan has created, making it an experience that resonates with his artistic vision.
- Community-Building: The game encourages *teamwork and interaction* among fans, further strengthening the Walker community. It reflects the *unity* that Alan Walker's music promotes, making it **a perfect extension of his brand**.

# Conclusion

In summary, "Save AVEM" is not just a board game—it's a fan-driven tribute to Alan Walker's music and the powerful community he has built. This game provides an immersive experience where fans can engage with the Walkerverse, testing their knowledge, strategy, and luck as they work together to save AVEM. The unique blend of trivia, strategy, and special events offers a dynamic and interactive journey that captures the essence of Alan Walker's artistry and the unity of his fanbase.



# Conclusion

By choosing to produce "Save AVEM," you would be investing in a project that **directly connects with a passionate, global community.** This game has the potential to become a beloved addition to the Walker World, enhancing fan engagement and creating a new way for people to experience the world of Alan Walker. We believe that this concept, designed **by two of the most known and dedicated fans of Alan,** will resonate deeply with the Walker community and beyond, making it a standout product.

We invite you to join us in bringing "Save AVEM" to life, **transforming this creative vision into a tangible, exciting experience that celebrates the music, the fans, and the message of unity that Alan Walker champions.**

# Credits

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**The Walking Ducks**

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**Thank you Walker!**