

## **ABSTRACT**

*This research aims to design a narrative board game themed around wayang (Indonesian traditional puppetry) as an alternative medium to reintroduce wayang characters to the younger generation, particularly within the Bahagia Boardgame community. The declining interest in wayang among young people is attributed to the lack of relevant and engaging media, both visually and interactively. Therefore, a creative approach that blends cultural elements with modern entertainment formats such as board games is necessary. This study uses a qualitative research approach with data collection techniques including field observation, interviews with relevant sources, visual documentation, and literature studies on wayang culture and game design. The design process follows the Iterative Design Process stages: empathize, define, ideate, prototype, and test. The final product is a cooperative narrative board game titled Wayang Tales: Ramayana Quest, which adapts the story of Shinta's abduction from the Ramayana epic in the style of wayang golek. The game is designed for 2–4 players, featuring an energy-based system, modular map exploration, and the use of action and artifact cards to rescue Shinta from Rahwana. Playtesting with the community showed that the game successfully delivered an engaging and accessible cooperative experience. The modern visual style inspired by wayang golek and the use of an energy mechanic were positively received and considered to enhance the game's strategic appeal. This board game shows strong potential for further development in terms of narrative, mechanics, and content expansion.*

**Keywords:** narrative board game, wayang, Ramayana, game design, board game community