RULE PROPOSAL

1. Background Story

Deep in the desert, there is a mysterious cave. Everyone in the desert knows that risks and opportunities coexist here. There are terrifying snakes and beasts, colorful gems, and even mysterious holy relics. Throughout the ages, countless people have tried to break into it, but often only a few people who are favored by the goddess of luck can come out alive with jewelry. They seem to have one thing in common, that is, they are brave but can overcome their greed. Are you ready to step into this cave and take on the challenge of the unknown?

1. Game Genres

Turn-based gambling game

1. Core Mechanics
   1. Win Condition: The game is divided into 5 rounds, and at the end of the 5 rounds, the person with the highest score wins.
   2. In each round, the expedition team will explore the depths of the cave one by one. This is reflected by the fact that the system will draw cards from the deck one by one, and the cards drawn represent the events encountered by the expedition team, that is, all players. Each player can make their own actions to the public events they encounter. There are three types of cards: crisis card, gem card, holy relic card.
   3. Player Action: Players have one and only one chance to quit, and quitting at a sensible time is the essence of this game. After the event card of each round comes out, players can choose whether to quit. In each round, the system will reveal the results of all players' actions. If only one player opts out, that player gets all the gems and artifacts on the field and counts toward his total score. If more than one player opts out, those players who opt out at the same time divide all gems on the field equally (If the number of gems is odd, keep one gem on the field for the rest to compete), but no one can take the relic, which will remain on the field. If all players choose to quit, this round will be over and the next round will begin.
   4. Gem card: There are 30 gem cards in the deck of each round, and the number of gems n represented by this card is written on the card, where n is an integer between 1 and 20. When a gem card is drawn, the number of gems on the field +n.
   5. Relics card: There are 5 Relics in total, but only 1 Relics card can be put in each round. The first round of the Relics Card 1 is worth 5 points, the second round of the Relics Card 2 is worth 7 points, the third round of the Relics Card 3 is worth 10 points, the fourth round of the Relics Card 4 is worth 12 points, and the fifth round of the Relics Card is worth 15 points. If in a certain round, the Relics card is not obtained by any player, then this Relics card will enter the deck of the next round, which means that there will be two Relics in the deck of the next round. If two people have the same score after five rounds, the one with the highest Hallow score wins.
   6. Crisis card: There are four types of crisis cards: Snake Attack, Cave Collapse, Gas, and Zombie Attack. There are four crisis cards of each type, for a total of 16 crisis cards. When each crisis card is drawn for the first time, it is a danger warning. When the second same crisis card is drawn, the round is over, and all players who have not quit will get 0. For example, when a player does not choose to leave when he draws the first snake attack, then when the next public event draws a snake attack, the round ends and his score for this round is 0.
   7. If a crisis occurs, the two crisis cards that caused the crisis are removed from the next round. This means that the probability of drawing a crisis from the next round will be smaller. If someone gets a 0 in a crisis, it's good for everyone else left.