

Game design Crapette

Executive Summary

- Game Concept: A fast-paced, strategic 2-player card game that combines solitaire mechanics with head-to-head competition. Based on the classic French game *Crapette*, players must race to be the first to get rid of all their cards using shared foundation piles, individual tableau zones, and clever card placement—including moves that block or burden the opponent.
- Genre: Competitive strategy card game (2-player, real-time or turn-based)
- Target Audience: Families, friends, and casual gamers who enjoy fast-paced, easy-to-learn games with tactical depth.
- Scope and Goals: Digitize a beloved traditional game for modern platforms. Offer both single-player (vs AI) and online multiplayer modes. Create a visually engaging experience that feels nostalgic yet fresh.

II. Gameplay and Mechanics

• Core Mechanics:

SETUP

Each player has their own 52-card deck.

1. Crapette Pile (13 cards)

- Place the first 13 cards **face-down** on your **right** side.
- This is your “Crapette” pile. Reveal only the top card.

2. Foundation (8 cards)

- Each player draws the next **4 cards** and place them face-up **in front of them**.
- These form your **starting foundation** (8 cards in total).

3. Tableau (8 cards)

- Leave space in the center for 8 **card spaces**.
- These will build **ascending sequences** (A → K) by **suit**.

4. Stock/Talon Pile (35 cards)

- The remaining cards form your **stock** or **talon**, placed face-down.
- You'll draw from this later.

5. Start Player

- Each player flips the top card of their Crapette.
- Highest card plays first (one to ace). In a tie: suit ranking decides → **Spades > Hearts > Diamonds > Clubs**.

OBJECTIVE

Be the **first player to play all your cards** to the **central foundations** or the **shared tableau**.

Cards come from:

- Crapette pile
- Stock pile
- Tableau
- Discard pile (played automatically, not directly)

GAMEFLOW

Each turn follows this logic:

1. Check Crapette First

- If the top card of your Crapette can be played, **you must play it first**.
- Valid moves:
 - Onto a central foundation pile (ascending, same suit)
 - Onto a tableau column (descending, alternating colors)
 - Onto your opponent's Crapette or discard pile (see special rules below)

2. Only Then Draw from Stock

- If no other moves are possible, draw the top card from your stock and place it face-up on your discard pile.

3. Recycling the Stock

- If your stock runs out, flip your discard pile face-down to form a new stock (no reshuffling).

4. Turn Ends When No More Moves Are Available

VALID MOVES

To Central Tableau (8 piles):

- Cards must be played **in order, by suit**, from **Ace to King**.

To Foundation (8 columns):

- Cards must be placed **in descending order, alternating red/black colors**.
- Only the **top card** of each pile is playable.

To Opponent's Piles:

- **Crapette pile:** You can place a card of the **same suit**, exactly **one rank higher or lower**.
- **Discard pile:** You can place a card of **opposite color**, also **one rank higher or lower**.

You cannot play on your opponent's stock (talon).

SPECIAL RULE: "Crapette!"

If a player **misses a valid move** during their turn (e.g., a playable Crapette card), the opponent can shout "**Crapette!**"

→ In this case:

- The current player must **stop their turn immediately**.
- Their talon card (if drawn) goes to their discard pile.
- The opponent takes over, but must first **prove** the missed move.

This encourages **sharp observation** and **strategic interruption**.

END OF GAME

The first player to **play all their cards** — Crapette stock, and discard — **wins the game**.

- **Card Types:**

Standard French deck (52 cards):

- **Ranks:** A, 2–10, J, Q, K
- **Suits:** Spades ♠, Hearts ♥, Diamonds ♦, Clubs ♣
- **Colors:** Red (♥♦), Black (♠♣)

There are no spell cards or creatures—strategy comes from placement and sequencing.

- **Game Modes:**

Solo vs AI: Practice your strategy against an adaptable computer player.

Local Pass & Play: Two players on the same device.

Online Multiplayer: Play remotely against friends or global players (planned feature).

Tutorial Mode: Learn the game step-by-step

III. Card Design and Assets

- **Card Anatomy:**

Top-left: Rank & Suit (e.g., 7♣)

Center: Minimalist suit artwork (optional animation)

Bottom-right: Player color indicator (red or blue)

Optional: Glow outline if selectable or valid move target

- **Card Art and Style:**

Clean, retro-inspired design with Art Deco flair

Each player's cards have distinct backs (e.g., red vs blue)

Pastel color palette with bold contrast for active cards

Foundation piles are neatly organized with visible suit labels

- **Assets:**

Sound:

Card flip

Valid move chime

"Crapette!" alert

Victory fanfare

Visuals:

Smooth card animation (flip, move, fade)

Sparkle or highlight effect on playable cards

Light "shake" effect when invalid move attempted

UI:

Turn indicator

Timer (optional for speed variant)

Score tracker (optional variant)

Hint button (for beginners or accessibility)