**SavageCrown: Core Gameplay Loop**

**Concept Summary**

Each player is a Wildlord trying to influence and reshape a shared living dungeon by placing terrains, creatures, and mutations. The dungeon evolves as a shared structure, but each player controls their own influence zone starting from a unique area tile.

**Gameplay Loop (Per Round)**

| **Phase** | **Description** |
| --- | --- |
| Wildcard Phase | A new global Wildcard Rule is drawn and applied for the round. This changes core rules, targeting, or actions (e.g., “Swap cards,” “Reverse movement,” “Double damage,” etc.). |
| Player Turns | Players take individual turns, one at a time (or simultaneously if desired). Each player expands their zone in the shared dungeon. |
| Trespasser Phase | One or more AI-controlled enemies enter the dungeon and attempt to travel through it, attacking or interacting based on rules. |
| Resolution Phase | Combat, scoring, or survival effects are resolved. Victory points or damage are tallied. |

**Player Turn Structure**

Each player’s turn consists of three core actions, with possible restrictions or buffs from the active Wildcard.

**1. Draw**

* Draw 1 card (Terrain, Creature, or Wildcard Mutation).
* Optional: If hand is full, discard 1 first.

**2. Play One Card**  
Choose one of the following:

* Place Terrain: Add a new tile adjacent to your current zone in the shared dungeon.
* Summon Creature: Attach a creature to a terrain you control.
* Use a Wildcard Effect (if in hand): Triggers a one-time rule-breaking action.

**3. Interact (Optional Bonus)**  
Depending on the Wildcard or game state, the player might:

* Modify existing tiles
* Trigger a mutation event
* Steal or interact with another player’s tile (if allowed)

**Player Positioning**

* Each player begins at a unique “Start Tile” on the dungeon board.
* The board is shared, but your domain expands outward from your start point.
* Players can eventually reach each other — either to cooperate, compete, or interfere depending on the rules.

**Trespasser Phase**

* At the end of all player turns, a Trespasser enters from the dungeon entrance (or a new spawn tile).
* They move through the dungeon tiles based on logic priority (e.g., path of least resistance, toward highest lure).
* They interact with terrains or creatures, triggering combat, mutations, or score rewards.

**Victory Conditions (Examples)**

* First player to reach a set number of Victory Points (by defeating trespassers, controlling zones, or playing cards).
* Survive a set number of rounds; the player with the most points wins.
* Drawing a special Endgame Wildcard that triggers final scoring based on board control or mutations.

**Example Turn Flow (4 Players)**

**Wildcard Phase:**  
"Reverse Gravity" — terrains must be placed in reverse order this round.

**Player Turns:**

* Player 1: Plays a Lava Pool terrain and summons a Fire Snake.
* Player 2: Draws a new card and places a Vine Trap tile.
* Player 3: Plays a wildcard that swaps two terrain tiles.
* Player 4: Summons a Flying Beast on a cliff terrain.

**Trespasser Phase:**  
A trespasser enters the dungeon, follows a path, and triggers combat with Player 1’s Fire Snake.

**Resolution Phase:**  
Trespasser is defeated. Player 1 earns 1 Victory Point. The next round begins.