

Climber temporary name

Game Design Document

Overview:

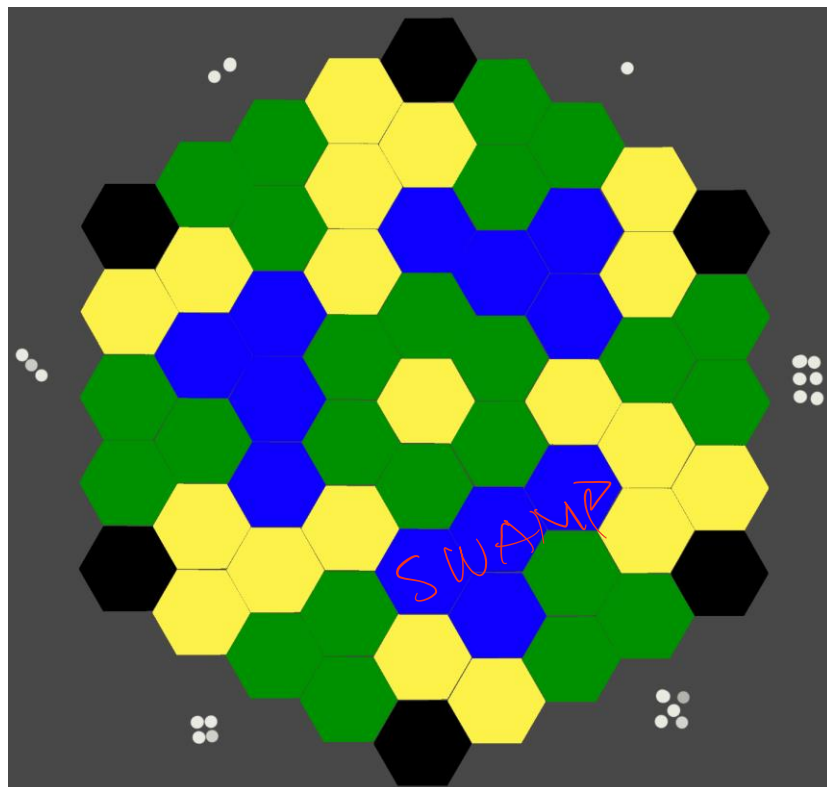
Climber is a battle-royale card game in which animals chase and steal foods from each other. The last one with foods wins.

Background:

It is part of the animal kingdom's coming-of-age ceremony. The young animals form team of two and join the competition to show their skills of survival and cooperation.

Basic mechanics:

1. Game board:



2. Gameplay

- a. Players choose one of six black tiles as their spawn area.
- b. Each player gets 3 animal cards and chooses 1 from them. The animal card is secret and inactive until the player chooses to declare (and make the abilities/preferences available).
- c. Each player has 3 hearts. Once someone loses all hearts, he/she is out.
- d. Players play in counterclockwise sequence. Each time a player has a turn to do following things (in strict order)
 - i. Draw a card. If not specified, a player could have at most 3 cards. If the player has more than 3 cards after drawing, he/she should discard cards to meet the limit.
 - ii. Throw the coin to determine either odd or even action points he/she has in this turn. If choosing odd, 1/3/5 points could be used; if choosing even, 0/2/4 points could be used. Note that if the player gets even and chooses 0, he/she draw a card and skip the turn.
 - iii. Move and play cards. Each move consumes 1 action point; each card consumes 2 action points. A player must use up all of his/her points he/she claimed. For example:
 1. The bunny gets the odd points. She chooses 3 action points and does the following things:
 - a. Move 1 step toward the Mr. Wolf (used 1 point)

- b. Use the card “STEAL” to steal a card from him
(used 2 points)

- 2. Note that if the bunny gets even points, she cannot only use 3 points. If this happens, she must move one extra step.

- iv. End his/her turn.

- e. After all players have finished their turns, we throw a dice and discard one side of the game board. If someone is in the discarded area, he/she loses 1 heart and move to the closest tile.

- f. Repeat until only one player remains.

- 3. Card design

- 4. Animal design