

Thoughts on Absurd 8's

Color theme - I tried to make each suit heavily biased to one attribute color, since it tends to stick to one color for a while, this should make each suit have its own personality and flavor. I think I did pretty well except for spades. I also made 8's wild to be thematic.

Number theme - Each number also kind of has its own personality. 8's are wild (especially heart). Kings are powerful Effect cards. 10s and Jacks are kind of doing their own thing.

The Bluff mechanic only occurs on 2 cards and might make the game more annoying. I will probably remove it in future versions of the game.

In the future, I thought about turning it into 2 decks of 52 cards. The new suits would be biased to Injects, Minigames, and a secret other option. For now, 5 suits is more than enough. This would require a lot of designing that I don't have mental capacity for.

I think it has potential. I need to print it out and try it.

I have this text in another document (precursor to version 1):

You draw a penalty +2 for playing an illegal move, playing out of order, incorrectly calling an illegal move, taking too long to play, picking up the wrong number of cards, or not doing a mandatory action. Maximum of one penalty per player per turn.

This document also describes kings as "heroes", such as the "shield bearer", which is interesting. The game does have room for a less abstract and more interesting theme.

I'm pretty sure I am misusing some common terms in the rulebook - especially "discard" and "effect". I need to make sure all listed rules appear on cards, all card rules have listed descriptions, and the text semantics match.

This would make a very interesting online app, as the effects can be completely randomized, nearly infinite combinations would appear.

Future Rules

Cards that I was preparing to use for A8 but were shelved.

Cast Actions

Actions that are carried out as soon as you play the card. They cannot be negated or chained. The person playing the card is the one who carries these out, unless otherwise noted.

- **All Draw X**
- **Greater draw X** - Discard / draw only applies to people with more cards than you in their hand.
- **Super thorns** - Applies to everyone
- **Rotate hands** - All players pass their hand to the next player in turn order
- **Pass X** - Rotate hands but with only X cards. Players with fewer than X cards in their hand pass their entire hand.
- **Discard hand and re-draw same number**
- **Point draw 1** - Say 3-2-1-go. On go, everyone points to a player. Everyone draws 1 card per finger pointed to them.
- **Discard Run** - Discard any number of cards in a run, starting from this number and either decreasing or increasing. The same discard is used. Cards do not have to share a suit.
- **Discard Same Number** - Discard any number of cards which share the same number as this card
- **Discard to Lowest** - Everyone discards until they have as many cards as the lowest player
- **Draw to Highest** - Everyone draws until they have as many cards as the highest player (this actually sounds like a terrible card idea)
- **Gift X** - Give x cards to another player

Control Flow

Alters what cards can be played when.

- **Add-to-play** - This card can be played along with another card, as if it were a single card with the numbers summed. For instance, a 5 and an Add-to-play 3 can be played together on top of an 8. Multiple add-to-play cards can be added to a single card. The add-to-play cards are played below the other card.
- **Multi-Suit** - Not currently in the decks, but a card could have multiple suits (possibly multiple numbers) on the corners. Can be played on any of the specified suits, and the specified suits can be played on it.

Attacks

Actions that are carried out by the recipient of the card. They can be negated or chained.

- **Swap Number** - Set aside all cards in your hand that have the same rank as this card. They are given to the player who takes this action.
- **Swap Color** - Same as Swap Number but with the same color
- **Duel** - This player and the one who gave them the action both show their highest rank card. Whoever has the lower number draws 2.

Navigations

Changes who moves next

- Skip 2, Skip d6
- Clap / Slap / Knock - Everyone performs the specified action. Redirect to the last person to do it.

Effects

After a player plays a card with red Effects text, that card moves into a new pile in an Effects Space. It moves to the caster's Personal Effects Space if its Effect text starts with "[Personal]", otherwise it moves to the Global Effects Space. The red text is only active as long as the card is in an Effects Space.

- [Personal] All my aces gain Wild
- Time Bomb - Place a random number of counters on this card between 1 and 3 (I roll a d6 and subtract 3 if it is above 3). At the start of each turn, if there are no counters on this card, it is discarded and the to-play character is attacked with a "Draw 4" action. Otherwise, remove 1 counter from this card.
- Draw Link - When this is played and moves to effects, the caster chooses 2 players to be linked. As long as this is in Effects, any Draw or Discard actions one player does, the other player also does.
- Maximum hand size = 10
- [Personal] I am allowed to hide my hand. Discard if hand size ever reaches 1.
- Double Move - Every time it is a new player's turn, the next card played gets "Go Again"
- Place the card below this on top of this card in Effects Space. Every player's turn starts with that effect.

Inject effect

I'm not entirely sure how Inject effects would work. I think you would show this card and a card that matches its description that would be legal to play. Then the revealed card would have the specified attributes added to its text at the bottom. The Inject card is discarded, the caster draws a card (so injecting isn't a free "discard 1"), and the revealed card is played. This is somewhat complicated and might make the game worse, and it doesn't really fit in, so this idea is shelved.

- [Rank 2-5] Inject "draw X", where X is the card rank.

Minigames (♟)

This idea is also largely shelved (except Battle Stack, which is an Effect card). If I make an expansion to the game (8 suit Absurd 8's??), this might be included.

- Triple War - Everyone who has more than one card shows a card. The person who showed the lowest card takes everyone else's revealed cards. Repeat this process two

more times.

- Super battle stack- battle stack but you must play higher or equal ranks
- Rock Paper Scissors
- Highest Unique - All players choose a card and reveal simultaneously. The person with the highest rank that nobody else played discards 2. If nobody played a unique rank, everyone draws 2.