

Creating a game Manual

To Note:

Quantity/Quality

Noun

Verb/Action

In the making of a game called Double Dip,

STEP 1: Start off with the question “What is this game in one to two sentences”

This is a **card** game in which **three to six players** **recieve points** based off of **card combinations** in their **hands** throughout the game.

STEP 2: What is your winning condition

A **player wins** this game when they have **achieved a total amount** of **points agreed upon before the game starts**. (i.e. 20, 40, 50, or 100 points).

STEP 3: What are the states or phases within your game

Double dip has **5 stages - Discard Phase 1, Draw Phase 1, Discard Phase 2, Draw Phase 2, and Final Hand**.

STEP 4: Walkthrough of player actions from start to finish

All **players** start out with **seven cards** in their hands. **Players** begin on **Discard Phase 1**, in which the **players must discard at least 1 card and can discard up to their entire hand**. **Players must have only six cards in their hand after the draw phase 1**.

Once **players** are done **choosing** the cards they wish to **discard**, each player **sets the cards they are keeping aside**, and **prepares their discarded cards into their respective hands**.

Now each **player** takes a **turn playing a single card into the center of the table, rotating to the next player clockwise in a round robin style**. (More on how this relates to points is in STEP 5)

After the **last player** has **discarded their last discard card**, then it **enters** the **Draw Phase 1**. During **Draw Phase 1**, **players pick up the kept cards** they **previously set aside**, and now **draw cards, 1 at a time**, till they have **six cards** in their **hand**.

Then it goes to Discard Phase 2 in which the same actions happen as in Discard Phase 1. Players must have only five cards in their hand after Draw Phase 2.

After Discard Phase 2, Draw Phase 2 occurs where players draw till they have 5 cards in their hand. They then carry out this hand like a normal poker show.

STEP 5: How do you achieve the winning goal

During the discard phase, if a player performs a combo off of another players cards, they receive points equal to the number of cards used in the combo.

The combo's are as follows:

3pts Sandwich (A-K-A) **Only in games with 4 or more players

2pts Pair (A-A)

3pts 3 of a Kind (A-A-A)

4pts 4 of a Kind (A-A-A-A)

5pts Straight (10-J-Q-K-A)

5pts Flush (H-H-H-H-H)

After the second draw phase, the player has 5 cards in hand and these 5 cards are played as normal poker style hands - best 5 cards win. Winner of this hand receive 2 pts, however jokers are allowed in this game and if a player ends this hand with both jokers - they receive 5 pts. If they end this turn with only 1 joker in hand they lose 5 pts. A pair of jokers counts as a pair and can still contribute to winning the hand, however they count as a low pair Joker-2-3-4-...-A