Digging Game (Working Title)

A competitive card game for you and your friends!

Everyone has a hand of cards and there is a field of cards called the Map.

There are 4 characters:

Billy the Lumberjack

Sandy the Vampire

Joe the Normal guy

A1 the Robot/Steak sauce

a thief character

a gambler

a drunk?

gold-digger

a pirate? (equipment thief?)

They each have 1 unique ability:

Billy can equip two things (can equip something the opponent is trying to steal too)

Sandy can take a card from the graveyard

Joe can shuffle the map (maybe fill holes)

A1 can use a players equipment on them.

thief can steal money?

gambler can switch hands with a player

gold-digger - steal a coin from a player

The ability must be unlocked by using an ability card though.

ability cards work like a stack in magic (FIFO)

Game-play

The objective of the game is to collect the most gold before the "flag" is discarded to the graveyard.

You can also win by killing the other players. You die when you have no more cards besides your character card.

The Set Up:

To start the game, you take a bunch of cards that you like and shuffle them in a pile.

Make sure you include the "flag" card.

Each player begins the game with their character card on the field in a fair space in front of them. Each player also begins with their hand consisting of 1 bomb card, and 3 coins and 1 rock.

Each player rolls to see who goes first and the turn order is set from there.

A typical turn consists of:

If you have any cards you would like to equip to your character , you may do so.

Only 1 equipment at a time. You can also unequip stuff during this phase.

(when you do you take the card that was on your character already, if there was one, and put it in your hand)

You roll the die.

(if a character has whiskey, he/she moves now and looks at the card they land on)

You move your character card the appropriate amount of spaces in any direction (north, south, east or west) except diagonally.

You can then look at the Map card that you land on, do what it says and take the card and swap it with one in your hand (including that card)

**You don't have to look at the card you land on.**

If you land on a space where someone already occupies:

you "use" your equipment card on them.

Card Types

woman's purse - show your hand to someone,

equip: look at players hand and take 1 coin

bomb - discard a card and don't put a card back in the map,

equip: make player discard a card, then discard the bomb (on opp's turn only)

sword - do nothing,

equip: make them opponent discard equipment card

Magic Frog - if you have the flag, you have to swap it for this

(if you have an ability card you must put it down and change the frog to a show card)

equip: look at players hand and make them use the pickup (maybe any ability) ability of one of their cards

dirt pile - do nothing,

equip: do nothing.

rock - you trip and discard your equipment

equip: do nothing

ability - Use once by discarding

(get a dirt pile in it's place)

flag - discard this card to end the game

runnin' boots - do nothing,

equip: take 2 turns if you land on a player

(can be used for an infinite combo)

gum - dont move next turn,

equip: opponent doesnt move next turn

(idk if i like this)

maybe a slippery item?

(maybe not)

shovel - too good?

HAVE TO SHOW THE CARD YOU GET

gold doubloons - points?

TWO TYPES - 1's and 3's (START OUT WITH 3: 1's)

a shop item (equip to set up a shop)

(the challenge is how to make people not attack you and shop instead but not make it too OP) PUT SHOP BACK FACE-UP AND WHEN PEOPLE LAND ON IT THEY "SHOP" WITH YOU

whiskey - carry it around to move on other peoples turns

dark shovel - take from graveyard

(set back is you have to discard all non-coins)

some sort of detective item that lets you look at the cards before you pick them up at no cost?

a wallet (or treasure chest)

get a coin from the graveyard when you pick it up

equip: give a coin to player

3 valuable artifacts

equip effects:

take a card from a player's hand

use your ability

take players equipment

Tester

(write in python)

must include:

computers that play through the game (easy, med, hard)

the cards and a way to add new cards

match stats ( turns it took, a log of each turn)

Classes:

player - ability

card - 2 effects

map - cards in map (grid)

deck - cards in the deck (total)

hand - cards in a players hand

**ISSUES:**

**day 1:**

shovel OP

bombs too good if they last forever

too difficult

**day 2:**

shovel fixed

bombs better if they go off and you discard (and destroy the land) and then if you equip they are used as defense

bombs can't kill someone (if you have one card and you land on a bomb you discard a card and then pick up the bomb...NEEDS FIXING)

Should ability cards give you dirt piles when you use them?

discarding the flag is too difficult

(catapult helps? not sure)

(perhaps the flag goes back face-up)

it felt weird changing focus from collecting gold to trying to figure out how to discard the flag

(maybe multiple flags?)

changed running boots (maybe too good now? we'll see)

detective item idea

discard from the map idea

give a card to a player idea

ants

**day 3:**

maybe change the coins to artifacts and they are archeologists digging for the pieces and when you get all of them its like super powerful?

(it's time to introduce some back-story to the game)

seriously considering getting rid of the flag

instruments?

**day 4:**

ability cards need to be "exiled" otherwise Sandy infinite dirt combo happens.

Amy's ability needs to be only the hand

change shop to trading post and you can exchange goods in team play

(maybe add random cards to sell)

woman's purse only takes a coin from hand

bomb blows up hand or equip (you don't choose though)

maybe the game can come with a grid - pad to draw out the map (so you can learn the lay of the land)

(it would make joe better)

equip card face-up in front of you