

# Play To Commit

## Inspiration

- Roughlike adventure card game
  - Characters and assigned values through cards drawn

## Rules

- Set Up(2 Player)
  - A deck of 52 is split into 2 piles by color
  - Then each color pile is further split into number pile and face pile
    - *Include the joker in the number pile*
  - Each player should hold 2 piles of cards, a pile of number cards and a pile of face cards of the same color. (1 color per player)
    - The piles should be shuffled fairly and stay face down
    - 3 face cards should be revealed and eliminated randomly
      - This leaves the player with 7 number cards to play with in their **hand** for each face card
      - 3 Round gameplay

[After each turn, put the cards used in the turn on a discard pile] (one discard pile per player)

- Set Up(4 Player)
  - A deck of 52 is split into 4 piles by suit
  - Then each color pile is further split into number pile and face pile
  - Each player should hold 2 piles of cards, a pile of number cards and a pile of face cards of the same suit.
    - The piles should be shuffled fairly and stay face down
    - 1 face card should be revealed and eliminated by random
      - The people with the same color revealed are in a same team
        - Each team is given a joker, and will decide which opponent player will be holding the joker in the number deck.
      - This leaves the player to have 5 cards to play with each face card
      - 2 Turn gameplay
- Gameplay Rules
  - Face Up cards are placed together (the 3 face cards that are discarded at the start)
  - Each Face Card has an assigned *ability* [see Value for details]

- Abilities are only able to be used once per round
    - In other words, you only get to use the ability once per face card.
  - Each number is assigned as a value, see Value for detail
    - The Numbers Game, The bigger total wins
      - Each player reveals a face card at random
        - Players are trying to play to the maximum strength of the face card using the 7 number cards in their hand
      - Each turn a player will decide to play at least 2 *number cards*
        - One card will be placed **Face-Up** at the same time as the opponent, and the second card will be **Face-Down**
        - The turns in the game will as follows:
          - After the Face-Up card is played, the player must play another card Face-Down.
          - The player then decides whether to **commit**(play another Face-Down card) or **opt out** (don't play another Face-Down card)based on their strategy
          - After both players decide to opt out, the Face-Down card is revealed and the **player with the larger total wins a point.**
  - \*\*NOTE\*\* If player B has 1 card and player A has...
    - Situation 1: If Player A has 2 cards, then player A will play the 2 cards and receive a point
    - Situation 2: If Player A has more than 2 cards, Player A must play cards down until Player A has 1 card
  - \*\*NOTE\*\* Each player has 3 possible face cards to play. There will be in total of 3 rounds
  - \*\*NOTE\*\* Each player has 7 possible cards in their hand to play for each round, if each player decides to play the minimum cards each turn(2), there are 3 possible turns, and the last card will be invested into next round, making it 10 possible points to score (3+4+3)
  - \*\*NOTE\*\* IF the final Score is tied
    - If both players are holding 1 remaining card, the higher value wins
    - If 1 player is holding a card, then that player wins
    - If no players are holding a card, then the game ends a tie

## Rules about committing

- You cannot commit additional cards if the opposing player did not commit except for the first play for each player
- The player to commit first will change every turn.
- The Face Card abilities are to be used during the player's round of commitment-making

## GamePlay Example

### 2 Player

- The deck is split and set up in the rule above
  - a. Each player should have 2 pile of same color, a pile of 6 for face card and a pile of 21 for number card + 1 joker
    - i. Both piles to be remain face down
  - b. Make a final shuffle for each pile
- Both player draw 3 cards from the face card pile, and discard them into a line pile (Opponent can see what is the 3 face card discarded)
- Then both players draws 1 more card in the face card pile, reveal it and set it Face-Up on the bottom middle of the table
- Both players draw 7 cards from the number card pile, the set up is ready and the players are ready to play.

### Value

- The Number Cards 1 - 10 are a representation of a value
  - 1 (the A card)
  - 2
  - 3
  - 4
  - 5
  - 6
  - 7
  - 8
  - 9
  - 10

- The Face Card are representation of Character/Player

- **King** - Strength/Power



The king's ability allows you to force your opponent to commit an extra card.

- **Queen** - Love/Intelligence



The queen's ability allows you to exchange a card with your opponent.

You draw a card from your opponent's hand and give a card of your choice

Make sure to return the cards exchanged after the round is over to keep both stacks the same color!

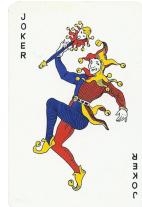
- **Jack/Knight** - Action/Challenge



The jack's ability allows you to draw 1 card at random from the discard pile.

The card must be used before the next face card is played

- **Joker/Fool** -



To be placed on Face-down cards and will :  
Double up a number card of your own, value of 5 and below  
OR  
 $\frac{1}{2}$  the value of your opponent's card

When a Joker is played the turn is worth 1 additional points, if both jokers are used in the same turn the turn is going to worth 3 points total

**\*\*NOTE\*\*** If Joker were to be kept as the last 2 card in your hand, in round 3 you can :

1. Reveal your Joker so you can use it to invest for next round
2. Use it