

# Storms

*By Dylan Jimenez*

A 1 v 1 Strategy Card Game  
for 2 Players  
Ages 14+

## Game Description:

Players control the weather to fight each other until one is defeated. Collect wind, rain, and cloud cards to build up a lightning strike to damage the other player.

## Goals

- **This is a short-term player goal** - Each player can choose to either draw a cloud card or a condition card.
- **This is a mid-game player goal** - Players can play cards from their hand into the field to either damage the other player or handicap the cards in the opponent's hand.
- **This is the win condition of the game** - Whichever player gets struck five times first loses the game.

## Rules

- **This is how the cards are shuffled and dealt** - Condition cards may be shuffled in any common method. Cloud cards are all in one deck. Players will draw two condition cards each to start.
- **This is how you decide who goes first, as well as the turn order** - It is up to the players who go first or they can do rock, paper, scissors. The player turns to switch every turn.
- These are the actions I can take when it's my turn.
  - **Action 1** - Draw a card
  - **Action 2** - Play an attack card
  - **Action 3** - Play a defense card
  - **Action 4** - Play a conditional card
  - **Action 5** - Play a lightning card
- When using an attack card it will consume two-player tokens. When using a defense card it will consume one player token. When using a condition card it will consume three-player

tokens. When using a lightning card it will consume all player tokens for the turn. Each player starts each round with five player tokens.

- Once one player has been hit five times they lose the game.
- A lightning card can only be used when you get hit.
- Condition cards affect either the playfield or the opponent's hand.
- Cloud cards have the multi-purpose of either being a defense card or an attack card, it is up to the player to decide. If the card is assigned defense it will be placed sideways on the playfield. If the card is assigned an attack it will be placed normally like all other cards on the playfield.

#### Actions

- **Action 1** - When a player draws a card they can choose from either the cloud deck, which always contains a cloud card, or the condition deck which contains the rain, wind, and tornado cards. This does not affect the other player.
- **Action 2** - When a player plays an attack card it will count as one hit on the opponent. The only card that can attack is the cloud card, however, the only way to hit the opponent is to also have a conditional card on the field an attack cloud card consumes two-player tokens.
- **Action 3** - When a player plays a defense card it will protect the player from getting hit. The only card that can defend is the cloud card, the opponent will always have to destroy a defense card before they can attack the opponent directly. Defense cards take two hits to destroy.
- **Action 4** - When a conditional card is played it will cause an effect on the playfield or the opponent's hand. A wind card will blow one opposing card off the playing field. A tornado card will steal a card from the opponent (the card is considered used and will go into the burn pile. A rain card will negate the purpose of a card and will stay out until the player's next turn. All conditional cards consume three player tokens.
- **Action 5** - A player receives a lightning card when they are hit and lose a life. A lightning card can either hit two cards on the playfield or do direct damage to the opponent if there are two or fewer cards on the opponent's playfield.

#### Transitions

- **Start Game** - Both players will draw two cards and decide who goes first, there will also be a defensive cloud card played on the field for both players.
- **This is what causes a turn to end** - A turn will end when a player has no more player tokens to use or they choose to end their turn.
- **This is a game transition that changes the way the game is played or a turn is taken** - When one player receives a lightning card there is a much bigger threat to the opponent where they must be able to keep enough cards on the field to avoid damage and get set up.
- **End Game** - Once one player has lost all five of their lives they lose the game.

## Items

- 20 x Cloud Cards
- 15 x Conditional Cards
- 10 x Lightning Cards (5 per play)
- 10 x Player Tokens

## Setup

- **This is how my cards and game pieces are laid out on the table** - The lightning cards are all lined up horizontally in front of the player. There are four spots for players to play cards on both sides in front of the lightning cards. On the far left and right in the middle of the playfield, there is the cloud card deck and the conditional card deck. Burn piles will just be wherever each player wants.
- **This is how cards are initially dealt** - Each player will draw two conditional cards to start.
- **This is how the first player is chosen** - Players will decide between each other who goes first or they can play rock, paper, scissors.

## Meaningful Choice #1

- **Attacking the opponent** - This is a meaningful choice because you will take a life from the opponent, however by doing that you also award them a lightning card which is the best card to have. You have to then strategize differently and play around keeping the opponent from not using the card or wasting it on the playfield.
- When does this choice occur? - This occurs when a player decides to attack the opponent but only when they lose a life.

## Meaningful Choice #2

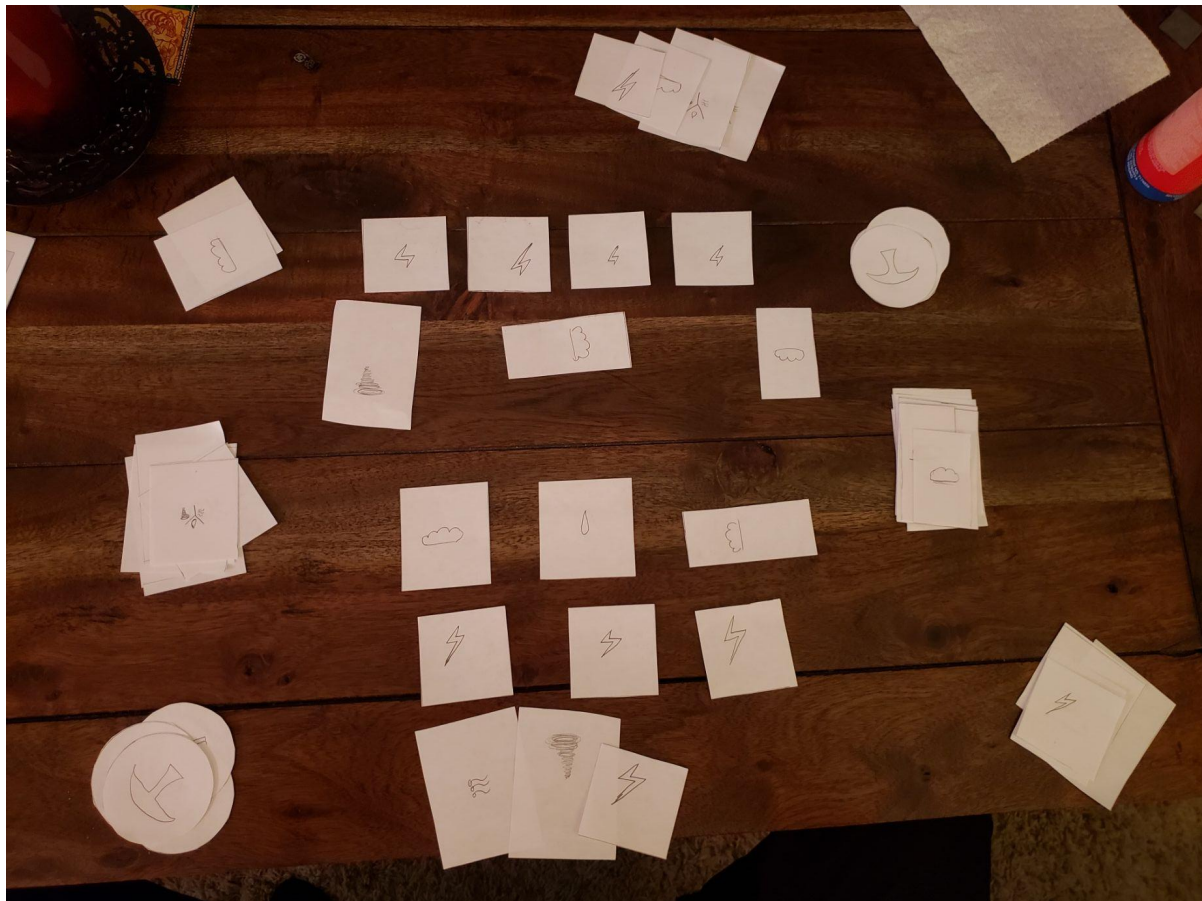
- **Using a conditional card** - This choice is meaningful because all conditional cards will change or mess up the opposing player's strategy. This also gives you the opportunity to set up your own attack while they have to recover.
- When does this choice occur? - This occurs when any of the three conditional cards are used on the playfield.

## Meaningful Choice #3

- **Intentionally taking damage** - This can be meaningful because if you allow the opponent to hit you, you will get a lightning card and potentially do damage back immediately. This might be especially useful if you are already ahead in the game or if they only have one life left.
- When does this choice occur? - This happens when you purposely don't play a defensive cloud card in order to be hit directly.

**How do the Meaningful Choices listed above impact your game? How do they improve the gameplay? What would the gameplay be like without these choices?** - These choices

all impact the game in a way where they change how both players strategize and think of how to win. They improve the game by allowing a greater level of skill to be the reason for victory over just hitting each other back and forth. The main example of taking a hit on purpose to allow yourself a lightning card and a way to actually get ahead. Without the choices the game is far too simple and just not really a game, it's no fun just hitting each other back and forth with no strategy or other options for an attack. By adding these extra roles of cards it causes more thought to go into what is being played and how.



Single Player Playtest #1 Questionnaire  
(at least one paragraph per question)

**1. In 2 or 3 sentences, how would you quickly (but accurately) describe your game to others?** - A fun and relatively fast strategy game where you try to outsmart your opponent by setting up attacks in multiple different ways. You should always watch out for the lightning card and try using conditional cards to potentially mess up your opponent's plans.

**2. Did you run into any loopholes or dominant strategies with your design? If so, how did you alter the design to fix these issues? If not, what about your design prevented those loopholes?** - I did run into a sort of dominant strategy where if you happen to hit first I can simply win just by purposely trading hits and using lightning cards until eventually, the other side is out of life. A simple way I fixed this is by only allowing both sides to use two lightning cards per game and letting the players decide if it was the right time to cash in on one. Other than that I didn't run into any crazy unfair strategies but there's only so much I can see when I play alone so maybe when I playtest with someone else it will appear. I do think I need to rework the cloud cards however because they are not very interesting, all they do is either attack or defend and there's no reason to not just have separate attack and defend cards. I think I need to find a way to turn cloud cards into something more interesting but still important since clouds are the main thing in all storms.

**3. What are some of your thoughts on your design? Did the mechanics you made on paper translate well when actually playing the game? For example: What were the most used actions, least used actions?** - I think overall my design could be better, there is definitely something there I just have not completely discovered yet. For instance, most mechanics did work out but I still could not figure out the exact way turns worked and what moves should happen during a turn or after a turn. I think I can say that the most used action was drawing cards. There are definitely still some major holes in the game but I do not think they are things that cannot be fixed without completely restarting the whole process. Mainly I need to figure out a proper turn system or how cards react after or before a turn because currently, I have to ask questions every time I make a move.

**4. Did the player choices in your game feel meaningful? If so, how were they meaningful? If not, why not? What can you do to improve the meaningful choices available to the player?** - I do think the player choices were meaningful during my playtest. I always found there were ways to work my way out of a tough situation or play a card that could benefit me or slow down the other side from taking real action on the playfield. There were very few times when I couldn't do anything or didn't have a choice. I did run into a few turns where I had to draw a card because I didn't have any so I might change the number of cards players get at the start of the game.

**5. How long did your game setup take? How was the presentation and usability of your materials? What improvements can you make for the next playtest to go more smoothly and look more professional? For example: did you use card sleeves, were you trying to shuffle loose leaf paper?** - The setup did not take a very long time as it is not anything super complicated to prepare. The presentation could definitely have been better since I just made some very simple cards with cutout paper and drawings. However, I do plan on printing out some artwork next time and either using card sleeves or laminating them just so they are easier to pick up and use. It would also probably be a good idea to just go out and get some plastic coins for tokens rather than pieces of paper just to make it look more professional so to speak.