KC V2 Scratch Pad

CONSIDER

* Measure Cups
  + Most chips in that cup wins the suit
  + Personality cards dictate player win conditions
  + Cup checks happen by event draw (previously accused by King)
  + Players trying to figure out others win conditions and prevent while earning their own
* King Heat Meter
  + Events raise heat (similar to Forbidden Desert/Island)
  + Executions possible above heat threshold
  + Add execution cards (discarded if drawn before heat above threshold)

Playtime: Faster atomic games 15-20 mins, allow multiple games per play session/evening. Variation between games needs to be present… strategy/tactics/laughs/diplomacy

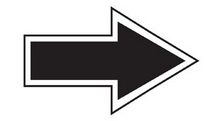
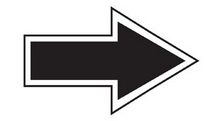
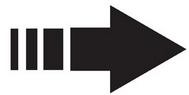
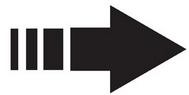
3 Cups / Chips

* Military - Red Chips
* Church - Purple Chips
* Plebs - Blue Chips
* Flex Chips - White (Usable in any Cup)
* Gold Chips - Yellow

Character/Personality Cards

* Each player gets one at random, kept secret by other players until an accused result forces it to be revealed
* Can't be executed for on bucket + empty or maxed.
  + ie General - military max immune
  + Ie Saint - clergy max immune
  + Ie Martyr - Want to get killed by the king when game ends (this is a win condition!)
* ~~Bonus points for finishing with “immunity state” active~~
* Deception in the game
  + Convincing others you are someone else and get them to help you to your win condition

Player Interaction

* Chips
  + Add more interaction between players taking/giving chips from each others cups
    - Options
      * Give/Take (Up arrow) 
      * Acquire / Assign (Mod down arrow) 
        + Acquire / Assign injects more chips into the flow of play
      * Discard (Mod up arrow) 
  + Change Chips/Cups to Cards/Hands? (no… try for V3?)
  + Concerns:
    - How to stop easy player collusion?
    - All gang up on one person?
    - Countered by secret character cards?
* Accuse
  + Only (??) Accused by King
    - Put into Events (game) & Secrets (player directed)
    - If OOB, lose
  + Once per game, accuse another player
    - If right, they lose
    - If wrong, you lose