# General lore:

In this radioactive magic world scarecrovvs reign supreme over their fiefdome. But, after a disaster, all the scarecrovvs have dissappeared. Power is yours for the taking. Who will build the most powerful deck and seize the crown?

This is a board game for 2-6 players. A free for all deck building skirmish!

# Setup

Scarecrovvs game is a worker placement card game. You gather resources by placing workers on to the map, and use these resources to buy cards to put in your deck, as well as playing those cards from your deck. The goal of the game is to get to 30 points first (needs playtesting).

Each player starts with 10 cards in your deck, 6 cards are plasma, and 4 cards are 1-point cards. Each player also starts with three workers they can use to place on the map to gain resources or activate other effects.

The Pool consists of 10 face up cards that during players turn can either buy and put it in their discard pile (which will later be shuffled into your deck), or pay a smaller fee to use the card’s effect immediately then put the used card out of play. The Pool is replenished with cards from the supply deck at the end of each round, so that at the beginning of a round, the Pool always has 10 cards. The supply deck is a deck that has all of the cards until the players have bought some of them and put them into their own deck.

## Map:

Plasma: Place your worker here and you gain 1 plasma

Y: Gain 1 Y (This accumulates if no one places their worker there, next round it will be 2 Ys there)

Z: Gain 1 Z (This accumulates if no one places their worker there, next round it will be 2 Ys there)

Forage: Gain either one nut, one berry, or one mushroom

Initiative: Next turn you start, and you can immediately discard a card from the Pool

P: Take 1 card from the Pool or replace 3 cards from the Pool.

Compost zone: You may immediately throw away a card from your hand (remove the card from the game).

## Player mat

In addition to the player’s deck, each player also has a player mat in front of them, where they can play cards and have them stay in play for multiple rounds. Playing cards onto the mat often costs extra, but gives you bonuses from the card (if written on the card) and bonuses for having a card played on the mat. There are 6 slots on the mat for cards and you can place your card wherever you like as long as there are no cards already occupying the slot.

1st slot: Gives you two more points when playing point cards. So you get three points for playing a 1 point card.

2nd slot: Cards of the same type as the card put down on this slot costs 1 less resource of your choice (if the card is multiple types, you choose one when you fill the slot).

3rd slot: When putting down a card here, you may compost one card from your hand (removing it from the game).

4th slot: Pay one less resource for critter animal cards

5th slot: Pay one less resource for farm animal cards

6th slot: Pay one less resource for wild animal cards

## Victory track

The victory track ranges from 0-30, first to 30 wins the game. Cards can have conditions on them for you to play them, for example “you must be higher than 10 on the victory track in order to play this card”.

# Cards

## Resource cards:

cost nothing to play, and give you the indicated amount of resource on the given card for one round, allowing you to either buy cards or play cards that cost resources. Resource cards can be bought for free twice every round from face-up resource decks. In this way they can build their deck more freely.

## Point cards:

Cost plasma to play, but in return allows you to move your token up on the victory track. For example 1-point cards allow you to move up one space on the victory track.

## Animal cards:

Animal cards consists of three different types, farm animals (sheep, cow, bull, cat etc.), critter animals (Squirrels, bats, tiny birds, mice, etc.), and wild animals (these are big animals like bears, owls, dogs, wolves, deer, moose, etc.). In addition to these three types, there are also three different domains the card can be from. This includes radioactive domain, slime domain, or magic domain. There are numerous effects that get better if you have multiple slime cards, or critter cards etc. this allow for pivoting strategies inside the game. Let's say you have a radioactive sheep in your deck, and are looking for other farm animals to pair with your sheep, you can also pivot to other radioactive cards that will also be strong together, and then later you might end up with a lot of radioactive wild animals, so now you can start buying wild animals as well that are from the other two domains.

The costs and the effect of the cards are printed on the cards. When playing an animal card, you can either choose to play it on your player mat and gain the bonuses if any, or play it as an active card. If played as an active card, it goes to your discard pile and you can play it again later in the game (remember that you shuffle your discard pile into your deck when your deck is empty). Unless otherwise indicated, cards can be played both actively and on the mat.

## Global cards

Global cards do not have a type or domain and usually affect all players equally. Example names of global cards could be Plague, Plentiful harvest, Drought, Flood, Lightning storm. I need suggestions for mechanics here, but I was thinking Drought could be everyone draws one or two less cards next turn, Flood could be the opposite, everyone draws one or two more cards next turn.

## Cards general mechanics and symbols:

I have numbered different information to make it easier to have a system for making new cards, they consists of:

0 = the cost of buying the card from the Pool and putting it in your deck (a static 2 plasma if nothing else is indicated)

1 = Playing the card from your hand cost

2 = Requirements (e.g. must be above 5 on the victory track, must have a slime card on player mat), this can be 0 / blank, which means no requirements for playing the card.

3 = Description of the cards effect.

4 = Type, farm animal, critter animal, or wild animal, or none.

5 = Domain, radioactive, slime, or magic, or none.

6 = Name of card.

7 = points when playing it on the mat.

## Card mechanics examples:

* Draw cards
* Gain points
* Gain resources
* Compost (removing a card from your hand, putting it out of play)
* Discard/draw from Pool
* Discard enemies’ cards in hand/top of their deck
* Steal enemies’ cards/resources
* Move workers
* Enemies draw (usually designed for a powerful card, but that also gives the opponent a bonus)
* Look at the top card of your deck, put it into your hand or discard it, if you discard it, draw one card (can play with variations of this like look at the first, either discard or put into hand, if you discard it look at another, if you discard that as well, draw a card.)
* A card that is good to have on the mat, but bad to have in your deck, incentivising to play it as fast as possible (e.g. card effect that says “if you draw this discard one card from hand plus another powerful effect if on mat).
* Put your deck into your discard pile
* Put discard pile into your deck
* Put card in deck or hand when bought (usually gained cards go to discard pile)
* Draw card from Pool
* Draw cards from the supply deck until you get an X type (or domain) card and put it into your discard pile.
* Minus points to yourself (reserved for very good cards that need a drawback to play).

# Theme

It is important to relay what I envision as the theme of this game is. Make sure you align your suggestions to the game within this theme. The biggest theme is the cards types and domains, and their corresponding art (not created yet). I imagine that radioactive cards have one more limb, so a radioactive sheep could have an extra head, slime domain is characterized by the opposite, the slime has made it so they have lost something, so these cards are wearing eye patches, skeleton arms, missing half their face etc. and Magic domain is more cute art which follows classic fantasy art, so a magic mouse could have a wizard hat and a cape. This is important for the resources as well, I only have plasma so far, but I need a meaningful name for the Y, Z and P on the map. And since this is a world Scarecrovv ruled (misspelled on purpose), the main theme centers around the essence of a scarecrow, hence the farm animals, and creepiness vibes.

# General rules

1. Cards gained go to the respective player’s discard pile
2. A round ends when all cards in all hands have been used or discarded (if they can’t be used and the player can’t do anything else, they are discarded), and when all workers have been placed. This is generally when everyone has had turns doing stuff and passed, the mechanics are similar to terraforming mars’ turn sequence.
3. A player’s turn consists of two actions, actions include: buying a card from the Pool, play a card on to the mat, discard a card from mat, play card from hand, place worker on map. You may perform only one action and then pass the turn to the next player.
4. The pool should always have 10 face up cards
5. You draw five cards at the start of each round. At the end of a round, all unused cards are discarded. If your deck is empty and you are supposed to draw, shuffle your discard pile and put it into your deck. In this way, all the cards you gained and used can be used again.

# Specific cards:

One:

1. 1 plasma and 1 Y
2. 0
3. Compost one card from hand. If cow and bull is on your player mat gain 1 plasma every turn
4. Farm animal
5. Slime domain
6. Bull
7. Gain two points when put on the player mat.

Two:

1. 1 Y and 1 Z
2. 0
3. Draw 2 cards from the deck, and replace 1 card from the Pool. If this card is on your mat, draw one more card each round.
4. Farm
5. Magic
6. Cow
7. One point when put on the player mat

Three:

1. 2 plasma, 1 Y, and 1 mushroom
2. At least one worker on the compost zone
3. Copy the effect of 1 slime card from the Pool once
4. Critter
5. Slime
6. Rat

Four:

1. 2 Z and 2 plasma
2. 0
3. Covers two spaces on the mat
4. Farm
5. Radioactive
6. Sheep
7. 2 points when put on the player mat

Five:

1. 2 plasma and 2 forage or 2 Z resources
2. 0
3. Gain one resource of the same type every time a nuts/berries/mushrooms/Z supply card is played. Effect is only active when this card is on the player’s mat.
4. None
5. None
6. Bountiful harvest
7. 1 point

Six:

1. 1 Z and 1 Berry
2. 2 cards on player mat
3. Move one of your opponent’s workers to another supply field and both gain the indicated resources from the supply (if it is an accumulation field with three Ys, you both get three Ys each.) Does nothing if on the player mat.
4. Farm
5. Slime
6. Sheep dog
7. 0

Seven:

1. 3 plasma and 1 Z
2. 0
3. Draw 2 cards. If you have another wild card on your mat, you may also draw a radioactive card from the Pool and put it into your discard pile
4. Wild
5. Radioactive
6. Deer
7. Cannot be played on mat.

Eight:

1. 3 plasma and 2 Y
2. 0
3. If this card is on your player mat, you mat, at the start of your turn, draw one card and then discard one card. If you at any point discard this card this card from your hand, you must also put 1 resource you own back to the supply
4. Wild
5. Magic
6. Fox
7. 0

Nine:

1. 3 plasma
2. 0
3. You may put this card into the compost pile (effectively removing it from the game) to take two magic cards from the Pool into your deck for free.
4. Critters
5. Magic
6. Mice
7. Can’t be played on mat.

Ten:

1. 3 plasma
2. 0
3. Look at the top card of the supply deck and either put it into your discard pile, or put it in the supply deck discard pile, and draw the next card from the supply deck and put it into your own discard pile.
4. Wild animal
5. Magic
6. Owl
7. Can’t be played on mat

Eleven:

1. 1 plasma, 1 nut
2. 0
3. Steal one resource from another player. If played on mat, when cards you play other than murder of crows steals, take 1 resource of the same type stolen from the supply.
4. Critter animal
5. Slime
6. A murder of crows
7. 1 point if on the player mat.

## Card example names:

* Shepherd
* Piper
* Squirrel
* Mushroom farmer
* Cellar
* Wolf
* Hunter/hunting dog
* Bear
* Tree
* Bush
* Hawk
* Rooster/hen
* Cat
* Toads
* Farmer
* Fiddlesticks
* Capercaillie