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Faction: Trolls

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Concept & Design

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Version 1 – Draw or Dare

Written Rules

Components

Standard deck of playing cards  
Two d6 dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the highest points possible for each suit. Each suit that a player wins earns them 1 victory point. The player with the most victory points wins!

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck facedown to serve as the draw pile for the game.

Rules

The turn sequence of the game is: **Draw**, **Roll**, **Dare**, and **Score**.

* **Draw**

Both players **draw one card from the draw pile** into their hand.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare that round**. **In the event of a tie, both players re-roll their die** until one player has a higher die roll

* **Dare**

The player with the highest die roll chooses to either:

* + - Have both players draw a new card and discard their currently held cards
    - Take the card from your opponent’s hand
    - Keep the cards that they have drawn

The discarded card is placed face up by the draw pile and is no longer in play for the rest of the game.

* **Score**

Both players place **arrange their cards in front of them according to their suit**. Having more points in your suits than your opponent earns you victory points. The point value for cards are as follows:

* + - 2, 3, 4, 5, 6, 7, 8, 9, 10 are worth their face value
    - J, Q, K, A are -10 points each
    - Jokers are a bonus +10 points that must be applied to a suit at the time of receiving the card (not at the end of the game)

Victory

Once all the cards have been gone through, the players add up and compare the points they have in each suit. Each suit won by a player earns them 1 victory point. The player with the most victory points wins! In the event of a tie, players roll the dice until a player has the highest die roll.

Design Goals

When coming up with the initial version of this game I wanted to create a two-player game that felt like you were playing against your opponent and not just based upon the luck of throwing dice or drawing the right card. In the previous game with no choices lab I learned that a game with no choices felt like a battle of who is the luckiest dice roller, so I was careful in designing this game so as not to give the dice too much weight in the outcome of the game.

For example, in my previous game a dice roll decided how many cards each player would draw. This resulted in many turns where a player would only draw one card to their opposing player’s six cards. When this happened to the players it almost always kept happening resulting in a very lopsided outcome for the game. To help from having dice control too much, I decided to have the dice only determine who gets to make a decision in my new game “Draw or Dare”. The idea was that even though a player won the die roll, their choice between “Draw or Dare” could still be beneficial to the other player if they decided wrong or simply got unlucky.

The point system and suit collection aspect to this first version of the game was inspired in part by the card game Hearts. I liked the idea of trying to collect the right cards, while avoiding the penalty cards. The idea behind only having a won suit be worth victory points at the end of the game was meant to give the game a strategy element. Both players have perfect knowledge of what each other has collected throughout the game, so I was hoping that they would make decisions based on whether their opponent had won a suit yet or if they still had a shot at winning that suit for themselves.

Design Changes

I had hoped that in making the first version of this game that I had thought out all scenarios for the game completely through. However, as playtesting would reveal, the game was far from being perfect. After playtesting the first version of the game it was clear that the first version of this game had problems with the way that the rules are written, the turn sequence, point system, and the possibility of a tie to end the game.

Firstly, the rules of the game had some issues with the way that they were written. The option to swap cards with your opponent was not clearly communicated, confusing the players when they first played the game. Also, the rules did not initially state that there would be jokers in the game, something that made the players think that the jokers in the deck were a mistake. These changes would have to be rewritten into the rules in the next version of the game.

The point system also led to a problem within the first playtest of the game. Requiring the players to count of the value of cards was not enjoyable to the players. Furthermore, the point penalty cards made each player’s suit scores almost always negative. What’s worse, the victory points based on suits could lead to a tie game of 2 victory points each. All of these problems led me to make completely different changes to the point system.

The first change I thought to make was to make counting the points at the end of the game easier, by making all number cards worth 5 points each and all face cards are a penalty of -5 points each. This should help adding up points at the end of the game. I also decided that only leaving one joker in the game could help the game in the case of a tie at the end, because only one player would have the joker and it could be used as a way of determining who won in this scenario.

Version 2 - Draw or Dare

**Written Rules**

Changes from the previous version are shown in red text, with ~~strikethroughs~~ showing a rule being taken out entirely.

Components

Standard deck of playing cards with one joker  
Two six-sided dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the highest points possible for each suit. Each suit that a player wins earns them 1 victory point. The player with the most victory points wins!

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck facedown to serve as the draw pile for the game.

Rules

The turn sequence of the game is: **Draw**, **Roll**, **Dare**, and **Score**.

* **Draw**

Both players **draw one card from the draw pile** into their hand.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare ~~that round~~**. **In the event of a tie, both players re-roll their die** until one player has a higher die roll

* **Dare**

The player with the highest die roll gets to decide between:

* + - **Both players keeping the cards they have drawn**
    - **Both players draw new cards and discard their old cards**
    - **Daring to swap cards with their opponent**
* **Score**

Both players ~~place~~ **arrange their cards in front of them according to their suit**. Having more points in your suits than your opponent earns you victory points. The point values for cards are as follows:

* + - 2, 3, 4, 5, 6, 7, 8, 9, 10 are worth their face value
    - J, Q, K, A are -5 points each
    - The Joker is a bonus +10 points that must be applied to a suit at the time of receiving the card (not at the end of the game)

**If a player collects all of the J, Q, K, A of a suit, then the player is not penalized and instead earns +20 points towards the suit.**

Victory

Once all the cards have been gone through, the players add up and compare the points they have in each suit. **Each suit won by a player earns them 1 victory point**. The player with the most victory points wins! **In the event of a victory point tie, the player who has the joker wins.**

Design Goals

With the second version of the game, I attempted to correct the problems of the previous version, expand upon the point system to make the game easier to play and hopefully add some more weight behind the choice a player can make if they win the die roll during the turn sequence. The last major changed involved using only one joker card as a way of dealing with a tie at the end of the game.

The penalty for the points in this version of the game are not as harsh as in the previous version and even give a player a chance to earn points if they are able to collect all the penalty cards for a suit. The thought process behind this is a lot like “Shooting the Moon” in Hearts; collecting penalty cards is risky and difficult to do, but can potentially win a suit for the player if they make the right choices and get lucky.

The subtraction of one joker and its role as a potential tiebreaker is my attempt to create a better solution to an end game tie scenario. Ties are a problem in the last version of the game, so the hope that subtracting a joker and making the one joker left have a tiebreaking role is my way of trying to solve this problem.

Design Changes

As with the first version of this game, this version is not without its problems. The biggest change I think I will be making to the game is to unify terminology in the rules and also to completely change the point system and the way the game ends. This is because the game in its current state still has ties and the joker solution is simply not a fun way to win.

The words “Draw” and “Dare” are used in my game in the title and also as parts of the turn sequence, but players are confused about the emphasis on those words. In the next version of the game I will be adding a new stage to the game and hopefully the words “Draw” and “Dare” can be better incorporated as the names of the stages. With this in mind, I also changed the “Dare option” to “Swap or Not” so that the word “dare” does not get confused with the “Dare” stage. With these changes, it is my hope that there will be a better cohesion between the words used in the rules and how the game is played.

The tiebreaking joker is not a fun way to win. This is probably because the joker exists randomly placed into the deck and thus is randomly drawn by a player. The players expressed a need to feel like the tiebreaker shouldn’t be randomly determined and I agree. For this reason I am removing the jokers from the game adding a second stage that hopefully deals with tie games better. This addition has the possibility of changing the game’s point system entirely, but the game might be better off for it.

Version 3 – Draw and Dare

Written Rules

Components

* Standard deck of playing cards
* Two d6 dice

Players

2 players

Objective

The objective of “Draw or Dare” is to have the most cards by the end of the game.

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck face-down to serve as the draw pile for the game.

Rules

There are **2 stages** to the game: **Draw** and **Dare**.

**Draw**  
The **objective of the Draw stage is to get higher value cards than your opponent** (Aces are high). The Draw stage takes the following turn sequence:

* **Draw**

Both players **draw one card from the draw pile** into their hand.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare that turn**.

* **Swap or Not**

The player who has the ability to dare **chooses one** of the following:

* + **Swap their card(s) with their opponent.**
  + **Have both players keep their current card(s).**

After the dare is completed, both players place their cards face-down in front of them. This will be their deck for the 2nd stage of the game.

**Tiebreaker**

In the event of a tie roll**, players draw cards facedown equal to number of the die roll and reveal the last drawn card to each other. The player with the higher card wins the option to dare.** If these cards also tie, then another card is drawn and revealed until one player wins.

**Dare**  
After all cards have been dealt from the original draw pile, the Dare stage begins. **The objective of the Dare stage of the game is to have more points than your opponent every turn in order to win all the cards used in that turn** using the following turn sequence:

* **Draw**

Both players **draw two cards from their draw pile** and place **the first card face-down** and **the second card face-up in front of them**.

* **Roll**

Both players **roll their die** to determine who will get to perform the dare. The player with the **highest die roll wins the ability to dare that turn**.

* **Swap or Not**

The player who has the ability to dare **chooses one** of the following:

* + **Swap their face-down card(s) with their opponent.**
  + **Have both players keep their current card(s).**

After the dare is completed, **both players reveal their face-down cards** and **add up the point values of all their cards** using the following scoring.

* Number cards are worth their face value
* J, Q, K are worth 10
* Aces are worth 11

**The player with the most points wins all the cards for that turn**, and **places these cards into a separate pile** to be added up at the end of the game.

**Tiebreaker**

In the event of a tie roll**, players draw cards face-down equal to the number of the die roll and reveal the last drawn card to each other. The player with the higher card wins the option to dare.** If these cards also tie, then another card is drawn and revealed until one player wins.

Victory

Once the players have dealt out all cards from their draw piles the game is over. The player who has won the most cards wins the game. In the event of a tie, both players shuffle their won cards and replay the Dare stage of the game again.

Design Goals

With version three of the game I made many changes and decided that the game name should change from “Draw or Dare” to “Draw and Dare”. This is because the game stages are called “Draw” and “Dare” so the “or” in the previous title did not feel right. Aside from the name change, the game now has revised first stage, a new second stage, and a different point system.

The revisions to the first stage are minor, but were needed to help make the first stage feel connected to the second stage of the game. Being the “Draw” stage, the focus for this stage of the game is to collect high cards for use in the second “Dare” stage of the game. The basic mechanics of the previous game are there, but only two options for the die roll winner and a tiebreaker that puts more cards on the line. I decided that the ties in the die roll are inevitable so I might as well embrace it and use it to make the game more interesting and make ties fun.

The new second stage is the result of trying to fix the broken scoring and point system of the old versions of the game. The second stage is the “Dare” stage and it involves using the cards won in the first stage to battle your opponent and win their cards. A lot like the game blackjack and war, I want this stage of the game to feel like winning the choice to decide is important and makes it feel like you are playing against your opponent and not the luck of the cards.

Design Changes

Unfortunately there are a lot of things to change in this version of the game. I suppose this was a good lesson in learning that making big changes to the original game will result in making big revisions to the way things are worded in the rules. The biggest changes to make are the way things are worded and sequenced in the rules and the type of decision that a player gets to make in the second stage of the game.

Revising the way things are worded in the rules is a big part of the next version of the game. Both players were confused by the way tiebreakers worked and other small terminology used throughout the rules. Tiebreakers were confusing because I needed to be clearer about how many cards are swapped in the tiebreaker and conditions for if there are no more cards left in the deck to be played. Being clear in the rules is a must, and hopefully the next version takes care of that.

The second stage was a success in some ways, but failed in other ways. While it was nice for the players not to have to add values of cards in the latest version, the choices they had to make were not hard to make and resulted in predictable play. During playtesting the choice to make a blind swap was suggested and will probably be used in the next version of the game.

Version 4 - Draw and Dare

**Written Rules**

Changes from the previous version are shown in red text, with ~~strikethroughs~~ showing a rule being taken out entirely.

Components

* Standard deck of playing cards
* Two d6 dice

Players

2 players

Objective

The objective of “Draw and Dare” is to have more cards than your opponent by the end of the game.

Setup

Players each take one of the six-sided dice and sit opposite of each other at a table. One of the players shuffles the deck of cards and places the shuffled deck face-down to serve as the draw pile for the first stage of game.

Rules

There are **2 stages** to the game: **Draw** and **Dare**.

**Stage 1 - Draw**

The **objective of the Draw stage is to get higher value cards than your opponent** to help you win the game. Cards are worth their face value, with the exception of Jacks, Queens, and Kings which are worth 10 points and Aces are worth 11 points.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw one card from the draw pile, starting with the player who has won the roll**.

* **Swap or Not**

The player who has won the die roll **chooses one** of the following:

* + **Swap their card with their opponent’s card(s).**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, both players place their cards facedown in front of them. This will be their deck for the Dare stage of the game.

**Tiebreaker**

If the players tie during the die rollthen both **players draw cards facedown equal to number of the dice and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards are swapped (included those revealed) if the player chooses to swap that turn.**

**Stage 2 - Dare**

After all cards have been dealt from the original draw pile, the Dare stage begins. **The objective of the Dare stage of the game is to win more cards than your opponent**.

**Turn Sequence:**

* **Roll**

Both players **roll their die** and **the player with the highest die roll wins** the “Swap or Not” for that turn.

* **Draw**

Both players **draw two cards from their draw pile and keep them hidden from the other player**.

* **Swap or Not**

The player who won the die roll **chooses one** of the following:

* + **Swap one of their cards for one card from their opponent’s hand (you may not see their cards before you pick which one to swap).**
  + **Have both players keep their current card(s).**

After the “Swap or Not” is completed, **both players reveal their cards and count their points.** Scoring is as follows:

* Number cards are worth their face value
* J, Q, K are worth 10
* Aces are worth 11

**The player with the most points keeps all cards used that turn**, and **places these cards into a separate pile** to be counted at the end of the game.

**Tiebreaker**

If the players tie during the die rollthen both **players draw cards equal to number of one of the dice and reveal the last drawn card. The player with the higher value card wins the “Swap or Not” for that turn.** If these cards also tie, then another card is drawn and revealed until one player wins. If no more cards remain, then no one wins the “Swap or Not” and players keep their drawn cards. **All drawn cards (included those revealed) are swapped if the player chooses to swap that turn.**

Victory

Once the players have dealt out all cards from their draw piles the game is over. The player who has the most cards wins the game. In the event of a tie, both players shuffle their won cards and replay the Dare stage of the game again.

Design Goals

With version four of the game I felt confident that this might just be the final version of the game. With the words and terminology in the rules cleaned up and the new second stage revised, I really hoped that this version of the game felt fun and worked as a game with randomness and meaningful choices.

The biggest change aside from word and terminology changes is the revised second stage. In the latest second stage the game now works similar to poker in that a player can keep their cards or swap one of their cards for an unknown card from their opponent. I hope that this choice feels like more of an important decision and creates more of a player versus player feel for the game than in the previous versions.

Design Changes

Playtesting is showing that players understand the rules, despite the fact that there is more reading in the current rules than in the previous versions. The second stage also seems to be more fun. This can be seen in the way that players will take the time to stare at the other player before making a decision. While it is always beneficial to swap out a low card for the shot of something potentially higher, not knowing what kind of card you will draw from your opponents hand makes the game have an edge of uncertainty and fun. The only real problem now is if players tie at the end of the game since there are 52 cards. So far this has not happened, but if it does then replaying the Draw stage of the game seems like a fair way to deal with a tie.