**Team Clovercake - Charming Offering**

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*Description: A charming single player game where you attempt to collect enough lucky offerings to please a pantheon of gods.*

**Rules:**

Graphical user interface, application

Description automatically generated

**Game pieces list:**

* 60 x Resources cards [10 x Food, Person, Money, Animal, Plant, Item] (the Resource Decks)
* 21 x Event cards (the Event Deck)
* 6 x God cards (the God Deck)
* 1 x 20-sided die / Counter that can count to 20
* 1 x 6-sided die

**Objective:**

* Gather the required resource cards for the God(s)’ mission and spend them complete it.
* Win the game when you complete both Gods’ missions.
* Lose the game when the turn counter die counts down to zero and one or more Gods’ missions are incomplete.

**Game setup:**

* Shuffle the Event Deck. Choose at least 8 random cards from it and shuffle them. Those cards form the Session Deck.
* Shuffle the God Deck and take 2 random cards from it and flip them face-up, those are the God cards for the game. Put the remaining God Deck away.
* All Resource cards (Food, Person, Money, Animal, Plant, Item) are placed in organized piles in the Resource Zone.
* Place the turn counter (20-sided die) on number 20.
* Take 1 of each type of Resource and place them in the Inventory.

The game begins:

**Every turn:**

* The top card of the Event Deck is drawn and placed face-up in the Current Event Zone. The turn player chooses an option between the options on the Event Card and the effect of that option takes place.
* The player cannot choose an option if they do not meet the requirement. For example, the player cannot choose an option that requires them to remove a certain number of a Resource if they do not have at least that many of that resource. This does not apply to random resources being removed from the Inventory.
* The Event Card is placed into the Discard Zone.
* If the player fulfills the conditions for one or more God’s mission, the player completes that mission and if both Gods’ missions are completed, the player wins the game.
* To fulfill the conditions for a God’s mission, the player must have at least the listed amount of Resources of that type in their Inventory. If it requires no Resources of a certain type, the player must not possess any resources of that type.
* If a card effect would remove a number of random Resources from the Inventory and the player does not have at least that many Resources, all Resources are removed from the player’s Inventory.
* The turn counter goes down by 1 unless an effect prevents this from happening.
* If the turn counter is already at 1, the player loses the game unless an effect prevents this from happening.
* If a card effect would make the player lose 1 or more turns, the turn counter goes down by that many numbers. If the turn counter would go lower than 1, the player loses the game unless an effect prevents this from happening.
* If a card effect would make the player gain 1 or more turns, the turn counter goes up by that many numbers. If the turn counter would go higher than 20, it will stop at 20 and however many more turns the player would get is not gotten.
* If the Event Deck is empty, shuffle the Discard Zone into the Event Deck, which forms a new Event Deck.

**Potential situations:**

* You can have up to 10 cards in your Inventory at one time. If a card effect would add an additional card to your Inventory, you must first choose cards in your Inventory to place back into the Resource Zone so that when the card effect resolves, you will have 10 cards in your Inventory.
* If none of the options on a card is possible, that card is discarded and the player loses 1 Turn.