Durak Roguelike Overview:

Cool idea damage animation where health number changes and little number equalling the damage falls out of the number

Phases:

Attacking turn phase cycle:

**Draw phase:** you draw 6 cards and any cards you would draw due to card draw effects.

**Declare attackers:** put down your attacking cards.

Attack triggers: any effects that happen when you attack with a card happen here

**Enemies defense phase:** enemies choose the cards they will defend with. In This turn you can play additional cards when appropriate to the rules of durak (same number as any card on the table currently or cards with fast(Fast: this card can be played in any phase at any point. This effect can be triggered only once per turn.)) . Effects that happen when a card is defended with happen here.

**Damage phase :** any cards not defended deal damage to the enemies they attacked. Damage multipliers happy here

**Damage triggers:** any effects that happen when a card deals damage apply here.

Defending phase phase cycle:

**Draw phase:** you draw 6 cards and any cards you would draw due to card draw effects.

**Enemies declare attackers:** enemies play the cards they will attack with

**Attack triggers:** any effects that happen when you attack with a card happen here

**Defense phase:** The player chooses the cards they will defend with. In This turn enemies can play additional cards when appropriate to the rules of durak (same number as any card on the table currently or cards with fast(Fast: this card can be played in any phase at any point. This effect can be triggered only once per turn.)) . Effects that happen when a card is defended with happen here.

**Damage phase :** any cards not defended deal damage to the player. Damage multipliers happy here

**Damage triggers:** any effects that happen when a card deals damage apply here.

Itemization:

Special Cards:

Go into the deck and can be picked up:  
Modified Cards:

Modify normal cards in the deck and can be stacked

1. **Restoring**: Defend with it to Heal and amount proportional to the difference between attacking and defending card
2. **Bounce Cards**: When Defending, this card does Damage = Def number-atk num
3. **Burn X**: Deal X damage to target enemy when played with
4. **Parry**: Turn around with this card to deal that cards number as damage
5. **Draw X**: draws X cards when card is played
6. **Cripple X**: makes opponent discard X random cards on modified card played
7. **Spikey X**: make opponent take X damage when this card is defended

Variable Cards:

1. **Laika card:** can defend any card but a 0 number when it comes to attacking

Effect Cards:

1. **Upgrade Card**: Increase Rank of all hand by one.this round
2. **Prison card**: Defend any card => That card will be back next round.

# Relics:

Boss relics**:**

1. **Red/Black Smugged dog**: black color cards / red color cards become one suite
2. **Sneaky Cat**: you can defend the opponents cards with the exact valuation (Brakes the fucking Game in a shit way)
3. **Dog Training**: each card adds +X to atk dmg each time it is attacked with.
4. **Laika’d**: when you play any card convert a random card in your deck into Laika (defends any card, has the number 0)
5. **The Falling Iron Curtain**: receive one withstand at the start of each encounter.(**withstand X**: if damage done, prevent all damage done this turn, remove one withstand)

**Shop/ Normal drop relics:**

**common//rare//legendary**

1. **Reroll shop**: x times free reroll
2. **Siberian Shackles**: +X% chance of freezing
3. **Winter Offensive:** +X% atk dmg for freezed enemy
4. **Comfy bed:** At the beginning of each turn, set shield to 5
5. **Samoyed’s ball of fluff:** Regen lasts for 1 turn longer
6. **Burrow the bone:** Once per encounter you may discard all your cards and draw a new hand
7. :While enemy is weakened, they heal only 50% of the amount?
8. **Poisoned Fangs:** Applying weakness lasts for 1 turn longer
9. **Bowl of food:** draw +1 card every turn
10. **Hot potato:** Once per encounter, a card will randomly get 2 burn
11. **Childhood's plushie:** When defending, X% chance to block a card without using a card
12. **Training whistle:**
13. **Tag:** +X% increased chance to get rare items in shop
14. **Bark of the alpha:** When starting a combat, enemies get barked by the alfa, causing weakness for one turn
15. **Matryoshka doll:**
16. **Ice cream cone:** freeze lasts one card longer
17. **Vodka: activate once per day: randomise hand, all cards 1+ rank.**
18. **Babushka’s knitted scarf:** In each encounter, Babushka protects you from the first attack
19. **Sled leader’s mark:** Every time you attack with a husky face card, you can play any husky card and it becomes unblockable
20. **Wolf’s Gambit**: Once per encounter, double the effect of any numeric card played. If it’s a face card, double its value and draw an additional card.
21. **Bone**: activate once per encounter: you throw the bone at the enemies. Enemies are distracted for one turn and won't block any cards.
22. **Bag of mysterious treats**: heals 5 HP each turn it’s held, but you have a 10% chance of getting distracted and eating the whole bag at once, restoring full health but losing the item. Press to discard.

**Items:**

**common:**

**Doggy Snack**: +10 max Hp; **IMPLEMENTED**

**Hot paws**: 10 random cards gain **Burn 1 IMPLEMENTED**

**Clipped claws:** 5 random cards gain **Spiky 1 IMPLEMENTED**

**Dacha Doorstep:** 3 random cards gain Bounce **IMPLEMENTED**

**Babushka’s Borsh**: 3 random cards gain Restoring **IMPLEMENTED**

**Contraband Care Package:** 2 random cards gain Draw 1 **IMPLEMENTED**

**Fluffy Ushanka:** Whenever healing health, heal +5 health.

**rare:**

**Molotov Kibble:** When playing sdsa card with burn 25% to make a random card in your deck gain **Burn 1**

**Western Remittances:** After each encounter 20% chance to gain a random amount of money between 1-20 rubles

**Gulag Manicure:** odd cards gain **Spiky 1**

**The Breadline Bargain:** +1 card on draw

**Chew toy**: After each encounter, heal for +5% max health

**Grilled steak:** +50 max hp

**Babushka’s Slipper:** even cards you have have **Parry**

**Doctor’s Sausage:** +1 rank for all deck

**Spiked leash:** all cards gain **Spiky 1**

**Tsar's crown:** All face cards +1 value

**Laika’s Number:** every 7 turns convert a random card into a laika

**Red caviar**: All red suits +1

**Fetch stick: (ACTIVATE) once per game:** Discard 1 card at random , draw 2

**Backed Investor**: go into debt by 10 rubles.

**legendary:**

**The Oligarch’s Previledge:** +2 card on draw

**Balalaika:** Every third damage dealt is doubled.

**Black caviar**: All black suits +2

**First aid kit:** If incoming attack is lethal, stay at 1HP and consume the item.

**Sausages with Hren:** all red cards gain bounce.

**KGB connections**: All face cards gain Cripple 1 (**Criple X**: Opponent discards X random cards when played)

**boss:**

**Red/Black Smugged dog:** black color cards / red color cards become one suite

### **Blessings:**

First chosen at the start of the game, second one given after Xth boss match

### Husky’s blessing (Spades)

You’ve been blessed by the spirit of the Husky! They appreciate your adventurous spirit and loyalty

* **Effect**: Spade cards are now **Huskies**.
  + **Numeric Card**: When attacking an enemy, there is a **X% chance to freeze** the enemy.
  + **Face Card**: Freeze **all enemies**.
* **Freeze**: If frozen, the opponent cannot defend against your next card.

### Samoyed’s blessing (Hearts)

The Samoyed’s warm blessing surrounds you! They admire your kind heart and nurturing nature

* **Effect**: Heart cards are now **Samoyeds**.
  + **Numeric Card**: When successfully blocking an attack, gain **regeneration**. Regenerate health equal to **50% of the card's numeric value per turn for 2 turns**.
  + **Face Card**: When successfully blocking an attack, gain a **shield** that absorbs the next attack **entirely**.
* **Regeneration**: Restores health gradually.
  + **Shield**: Absorbs one attack without taking damage.

### Borzoi’s blessing (Diamonds)

A blessing of grace from the Borzoi! They see your elegance and quick thinking

* **Effect**: Diamond cards are now **Borzois**.
  + **Numeric Card**: When attacking an enemy, deal **piercing damage** equal to the card’s value.
  + **Face Card**: Deal **piercing damage to all enemies** for **60%** of the card’s value.
* **Piercing Damage**: Ignores the enemy’s **defense/resistance**.

Black Russian Terrier’s blessing (Clubs)

You’re blessed with the might of the Black Russian Terrier! They respect your strength and determination

* **Effect**: Club cards are now **Black Russian Terriers**.
  + **Numeric Card**: When successfully blocking an attack, apply **Weakness** to the attacker. Weakness lasts for an amount equal to the number of cards you blocked.
  + **Face Card**: Apply **Weakness x2** to **all enemies** for **one turn**.
* **Weakness**: Enemies deal **half damage** to you, and you deal **double damage** to them.

Progression:

Terms:

**Match**: One encounter where you face an enemy or a group of enemies, Follows normal turn pattern (declared in Phases). Defeat ends your run, Victory gives rewards based on the encounter.

**Boss match**: a match against a stronger enemy, normally with a modifier. Victory grants you a boss relic and an additional X [R] in downtimes. In the Xth boss match, obtain your second blessing.

**Day**: An amount of game time defined by three matches. After a day is over you have a downtime. Every third day lasts 4 matches, with the forth match being a boss match.

**Downtime**: A time in-between games where you can spend rest points ([R]) to perform different actions. You start with X [R]

**Shop [R]**: Buy relics and cards to improve your run

**Rest [R]**: Regenerate health equal to X% of your health(Healing bonuses apply)

**Godalka [R] [R]**: visit a shaman that can alter your fate, make deals with you and modify your cards in bulk.

Progression plan:

Match -> Match -> Match -> Downtime

Match -> Match -> Match -> Downtime

Match -> Match -> Match ->Downtime -> Boss match

\* X

A defeating all X bosses will complete your run with an option of continuing into endless mode which means starting from the beginning with all enemy decks +X rank and +X enemy health

Gadalka is and optional Feature we will implement later into the game when testing everything

**Encounters:**  
day 0:

**Lowly Dvorniashka**: deck until 10 of all suits

**Lowly Red Dvorniashka**: deck until 10 of red suits

**Lowly Black Dvorniashka**: deck until 10 of blacksuits

**Lowly Hot Dvorniashka**: deck until 9 of all suits and even have burn 1

**Lowly Spiky Dvorniashka**: deck until 9 of all suits and odd have spiky 1

**Lowly Agile Dvorniashka**: deck until 9 of all suits and 5 random cards have parry

**Lowly Bouncy Dvorniashka**: deck until 9 of all suits and 5 random cards have bounce

day 1:

**Dvorniashka**: deck until J of all suits

**Red Dvorniashka**: deck until J of red suits

**Black Dvorniashka**: deck until J of blacksuits

**Hot Dvorniashka**: deck until 10 of all suits and even have burn 1

**Spiky Dvorniashka**: deck until 10 of all suits and odd have spiky 1

**Agile Dvorniashka**: deck until 10 of all suits and 10 random cards have parry

**Bouncy Dvorniashka**: deck until 10 of all suits and 10 random cards have bounce