**Project Munchkin:**

**Duration:** 1-2 hours

**Player count:** 3-6

**Goal:** First player to reach lvl 10 wins

**Game Rules**

**Setup:**

* Shuffle and divide the cards into the door deck and the Treasure deck. Each player begins with 4 cards from each deck.

**Card Management:**

* Separate face up discard piles for each deck.
* **In play:** These are the cards on the table Infront of you. Public player cards showing race, class and items if any. Curses and other cards are shown too.
* **Your Hand:** Cards in your hand are not in play. At the end of your turn you may have no more than 5 cards in your hand. (see charity) Cards cannot be returned to your hand they must be discarded to sold to get rid of them.

Prepare 2 decks for use, a door deck and a treasure deck.

Write a function that at the end of a players turn checks if they have 5 cards in their hand, if they have 6 or more the function conducts the charity phase.

Write a function that gives each player 4 cards from each deck

**Conflict between Cards and Rules:**

* Many “rules” come from the cards themselves. This is more of a general rule guideline. Ignore any card that disagrees or contradicts one of these rules. Unless the card says otherwise.

1. Nothing can reduce a player below level 1. Combat level can be less than lvl 1.
2. You go up a level after combat only if you kill a monster.
3. You cannot collect rewards until the monster is defeated.
4. You must kill a monster to reach lvl 10

**Character Creation**

* Everyone starts as a lvl 1 human with no class or race. Due to the lack of diversity this game offers the character may be male or female. Your characters sex is usually the same as your own unless declared otherwise.
* Using your initial 8 cards you can play race or class cards if you choose to do so. If you have useable items, you may play them by placing them Infront of you.

Create an object Class called Character, The base attributes for character are a lvl 1, human, no class, no race, gender is TBD.

**Starting and Finishing the game:** ‘

* Decide who goes first by rolling a Dice highest roll starts and the player on there left and so on. (on computer order can be determined randomly at the start since it isn’t a tabletop).

**Use the ! random library to get a dice and that will be used to determine random rolls and player starts**

**Turn Phases**

* **Phase 1** **Kick down the door**: Draw 1 card from the door deck and turn it face up. If it is a monster, then you must fight it. **(see Combat)**
  + If it is a curse the curse (if it can) applies immediately. If you draw any other card you can put it in your hand or play it immediately.

Phase 1 function Down the door, this function draws 1 card from the door deck shown publicly. If the card is a monster than the player must begin combat, If the card is a curse then apply the curse, If it is another card place the card into your hand.

* **Phase 2 Look for Trouble / Loot:** If you fought a monster in phase 1 skip this and go to phase 3**.** 
  + If you did not draw a monster when you first opened the door you have 2 choices
    - **Look for trouble**: Play a monster from your hand and fight it just as if you had found it when you kicked the door open.
    - **Loot the room**: Draw a second card from the door deck face down and place it in your hand.

**Phase 2** Function: Look for trouble/loot the room. This may need to be 2 functions but can probably just be 1 larger function. This function runs if the players did not fight a monster in phase 1. This function prompts the player to look for trouble or to loot the room. Look for trouble prompts the player to play a monster from there hand, (says you can’t if there is none) and loot the room draws another card from the door deck. (privately)

* **Phase 3 Charity:** If you have more than 5 cards in your hand you must play enough cards to hold 5 or below. If you cannot do this, then you give the excess cards to the lowest level player. If players are tied, divide the cards evenly as possible. If you are the lowest level player discard the cards.

**Phase 3** Charity, at the end of a players turn if you have 6 or more cards in your hand you must give the cards to the player of the lowest lvl and discard if you are that player. If low lvl players are equal than you must split the cards as evenly as possible. Player gets prompted with the cards in their hand and selects the card(s) they choose to give away and to who.

* **When you may take Actions:**
  + **Performed at any time:** 
    - Discard race or class
    - Play a go up a lvl or play hireling
    - Play a curse
  + **Performed anytime other than combat:** 
    - Trade an item with another player
    - Change which items you have equipped.
    - Play a card that you have just received.
  + **On your own turn**
    - Play a new class or race card.
    - Sell items for levels. (not in combat)
    - Play an item. (most items can’t be played during combat)

**Repeating Function:**

**Action function:** The action function prompts the users with a list of viable potential actions based above. Actions are based on the actions listed above. I imagine on a player turn the phases are added to the list of potential actions.

**Character Stats**

* A character is basically a collection of weapons armour and magic items with 3 major stats. Lvl, race and class.
* **Level**: This is a measure of how generally buff and sturdy you are. You gain a level for killing a monster, selling 100 gold. Level can’t be lower than 1.
* **Class:** classes may be wizard warriors’ thieves or clerics. Each wither their own special abilities shown on the cards. Super munchkin card lets player be 2 classes
* **Race:** Characters may be human elves dwarves or halflings. Humans have no special abilities, but others may. The rules that apply to classes also apply to race. Half-breed allows for 2 races at once.

Character will be an object, with attributes above, combat score would also be an added attribute I imagine.

**Treasures:** include permanent and “one-shot\_ cards any treasure card may be played to the table as soon as you get it or at any time on your turn except during combat.

* **One Shot Treasure:** Usable only once. Most of these are used during combat to strengthen the munchkins or the monsters. Discard the cards as soon as the combat is over, or their effect is resolved. One shot item with a gold piece value may be sold for levels just like other items.
* **Other Treasures:**  Other treasure cards say when and for how long they are in play. Go up a level card. Hireling are examples of other treasures.

**Items:**

* Most treasures are items that have a gold piece value – no value = 0. All items in play are considered “carried.” You should indicate items that are not equipped by turning cards sideways.
* Anyone can generally carry any item, but you may only equip 1 armour 1 headgear and 1 boot as well as an item for each hand (2x1 handed or 1x 2 handed weapon)
* Some items have class or race restrictions
* You can carry any number of small items, but you can only carry 1 Big item.
* **Trading:** You can only trade item cards. You can only trade items from the table. Any item traded must remain in play. You can bribe players not to enter combat. You can show your hand to other players.
* **Selling items for levels:**  You can discard items worth a total of 1000 gold to immediately go up a level. If you don’t reach 1000 or go over excess is not saved. Can’t sell to get level 10.

**Curses:**

* Curse cards apply to the person who draws them on the kick the door phase and enter a player’s hand on the loot the room phase.
* Curses can apply to a players next combat, if a player is in combat that is the “next” combat.
* If a curse applies to something you don’t have, then ignore it.

**Combat:**

* To fight a monster, compare its combat strength to yours. Combat strength is the sum of levels and modifiers.
* If the monsters combat strength is >= yours, you lose the fight.
* If your combat strength is higher kill it and go up a level.
* Some cards let you get rid of the monster without killing it. This is still winning but you don’t get a level or treasures unless the ability/card says otherwise.
* Some monsters have strengths against certain races/classes.
* Curses one shot treasures and monster enhancers all buff the monsters.
* Losing means running away and bad stuff can happen (see the cards)
* **Running away:** if nobody will help or if someone helps and you still lose you must run away, you don’t get levels or treasure and you don’t get to loot the room. Roll the die, you escape on a 5 or more. If you fail to escape bad stuff happens as described by the cards. 2 players fighting a monster must roll separately if you fight 2 monsters you must roll for each monster.

The combat function takes the player and prepares the player to fight a monster, it prompts the player if they will be asking for help, If yes, player 1 can ask other players to help, if 1 player agrees then begin combat if nobody agrees then begin combat alone.

This function takes the players combat score and the monsters combat score and compares them, prompting the remining players if they wish to play a modifier to increase the strength of the monster. IF the players strength is greater than the monster the player(s) win, else the players lose and The runaway function occurs

**Run away:**

Players are prompted to run away, this prompt allows players to play certain cards that may allow them to escape unharmed. If they select run away a dice is rolled based on the number of monsters and each player must roll separately. If 5 or greater the player escapes unharmed, gains no lvls or treasures. If the player loses then bad stuff happens as per the description of the monster.

**Monsters:**

* Monsters appear for combat in 2 phases, kick the door open. And look for trouble.
* **Monsters enhanced:** all enhancers on a single monster add together the player using the enhancer selects the monster. Exception anything that enhances a monster enhances its mate.
* **Multiple Monsters:** There are 2 major ways to fight multiple monsters such as, wandering monster
* **Undead Monsters:** Multiple monsters are tagged with “undead”Players can add an undead monster for the players to fight without the use of a wandering monster card

**Asking for help:**

* if you cannot win in combat on your own you may ask other players for help, until everyone has refused, or someone helps. Only 1 player can help you. Usually you will probably have to bribe someone to help.
* Items that can’t be potentially offered would be items you are caring, or items legally allowed by the rulebook
* Members who help in combat also face the consequences.
* Add players combat scores for a total combat score against the monster, modifiers unless specified affect the single player.

Promts the player if they want help with combat, if yes provides the player the list of players who want to help. Or a list of all players and if 1 player agrees then that player gets added into combat. Rewards are also determined here, a deal for compensation will also be made here.

Compensation would prompt the player with a # of treasures or item(s) to give away, if they agree then help will happen, if they don’t then help is declined.

**Rewards:**

* You get one level per monster when you kill a monster. Unless specified by the monster card. Non-lethal winning doesn’t reward a level and may or may not reward a treasure.
* Each monster has a designated # of treasures that a player draws to collect items.
* Treasure cards can be played as soon as u get them.
* Draw face down treasures if you killed the monster alone, face-up if someone helped you so everyone can see.

**Death:**

* If you die you lose all your stuff. But keep class, race and lvls. Once you have died you do not have to run away from remaining monsters.
* **Looting the body:**
  + All cards in hand and items become public, players, starting with the highest lvl, choose one lvl, ties are decided by a roll of a dice. The remaining cards are discarded.
* Dead characters cannot receive charity, cannot lvl up or win the game for 1 turn rotation.
* You can help with just your lvl and class abilities.
* See death for card donation rules since they are not making sense.
* When the turn rotation is over draw 4 cards from each deck and you return to the game.

**Munchkins Cards**

Treasure Deck:

Types of Cards:

1. Go up a level cards
2. Footgear
3. Headgear
4. Armour
5. 1 handed items
6. 2 handed items
7. Big items
8. Passive bonus’s
9. One use only cards

Door Deck

Types of Cards:

1. Monster cards
2. Curse! Cards
3. One use cards (spells)
4. Wandering monsters
5. Halfling
6. Classes and Super Munchkins
7. Races and half breeds

Monster bad stuff Gear affects

Lose all items ---- Lose n number of items,

Lose items worth 1000 gold or all you can afford to lose

cards in your hand - Lose your whole hand

Lose headgear (big or small)

Lose race

Lose class

Lose armour

Lose footgear

Lose random card to opponent cards to other players chosen from hand.

Curses

Lose small item

How I want it to run.. example output ish…

Hello Welcome to munchkins bot!

Would you like to play a game of munchkins: y/n

Great! How many players from 3 – 6?

Great! What are the players names?

* Prob get from discord with @ handles

Great when everyone is ready the game will begin.

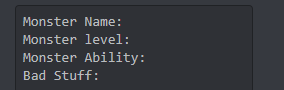
Run game

Each player has a hand of 5 cards at all time in there dms.

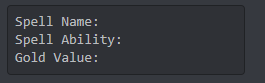
Each player has a list of actions available to them, this list is public.

* This list also changes as actions become available to them on there turn or unavailable to them during certain phases]

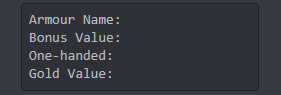
Monsters are text based

* Monsters would look like this in the beginning
* 
* In a more advanced bot the monster image would be included. Or it could just show the card completely.

Spells are text based and should look like this:



Armour should look like this:



Curses:

