

# Down With The Lizard King

save the Bun

request with friends

By

# [Abstract]

Take on the Meta Lizard King and their henchman in a quick card-based combat, winner takes all. We've redacted the battle plans as much as we can to keep you safe but you'll need a bit of luck and skill on your side if you're going to succeed.

There isn't much time, Rabbit lives are at stake and the Lizard King drives a hard bargain. Capture the most lizards from the King's legion to negotiate the safe return of our fellow Rabbits to the Sanctuary.

## [Game [REDACTED]]

It's just you versus the legion of lizards at the side of the Meta Lizard King's. Each game is played in mere moments, and you'll either successfully take hostages from the enemy or lose folk to the cause.

DWTLK provides a similar play style to Blackjack, but with a focus on skill and opportunity.

The combat process consists of a combination of four possible core actions; ATTACK, COUNTER-ATTACK, BLOCK and HEAL. Two special actions exist as well, SUMMON and REDACT/EXPOSE.

In your battle against the Meta Lizard King, some information will be readily available for your assessment and some Private Information will be redacted away. You'll need to choose carefully with the information you have.

The flow of a battle is as follows:

1. Rabbit chooses a card from their library and plays the card
2. The Meta Lizard King plays a Legion card to combat
3. Private Information is dealt out to both combatants
4. Some Actions occur right-away,

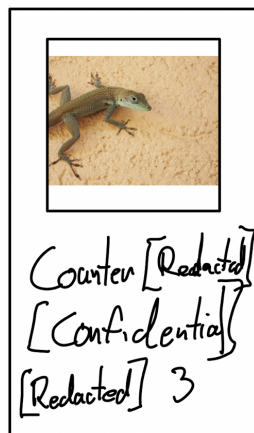
- a. Expose actions may allow the player to view the Private Information of the Meta Lizard King (Unless cancelled by a Redact action)
5. Rabbit reviews the information available to them, either choosing to
  - a. fight as-is, or
  - b. Both sides add to their party with another card, and adding Private Information is dealt out
6. This process can be repeated until each side has a maximum of three cards in play
7. Once the sides are finalized, all Private Information is exposed.
8. The card Actions are executed in order, parallel with each side
  - a. The Summon action calls a REDACTED RABBIT controlled by the player into play, with additional Private Information being dealt out for the card
9. The Winner of the combat is:
  - a. Most Alive
10. The Winner takes all cards on the table (excluding Summons)

## [Combat Cards]

Combat cards are bought (individually or in packs) and come with a randomly generated set of actions and attributes. With up to five actions each, choosing when to play each unique card is critical.

The 3 possible Action Types (of which each card has between 1 and 5 of) include:

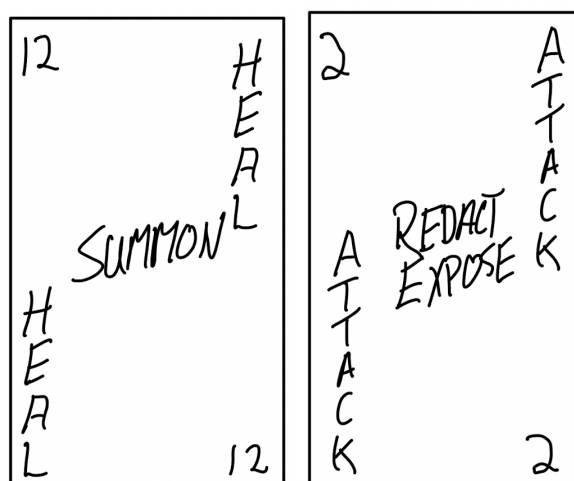
- [REDACTED] <number>
  - Pairs with the Action of the dealt Private Information
- <Action> [REDACTED]
  - Pairs with the Number on the dealt Private Information
- [CONFIDENTIAL]
  - Triggers the Redact/Expose or Summon of the dealt Private Information





## [Private Information]

The Private Information deck will feel very similar to a classic deck of playing cards. It consists of four suits, each matching the four core Actions, and is numbered 1-14. Cards 1-10 include the REDACT/EXPOSE specialty, and cards 11-14 include the SUMMON ability.



## [Summons]

Lucky enough to call on your friends to help? When you successfully SUMMON, you'll bring in a REDACTED RABBIT you have to the game. Each REDACTED RABBIT has their own custom

set of action attributes they bring to the combat and some may fit situations better than others - choose wisely!

No REDACTED RABBIT on hand for the SUMMON? You can choose from your regular card library instead.

## **[Weekly Auction]**

Every week the player with the most captives from the Meta Lizard King's legion will be able to negotiate the return of the captive REDACTED RABBIT.

The funds earned that week via card sales will then go to the capture of a new REDACTED RABBIT from the market.