Diablo 2 – The board game money maker

# Game

Diablo 2

# Mechanic:

* Cooperate to take a boss down
* Boss drops
* Items (the drop noise)
* **Collecting Items**
* **Item abilities**
* **Collecting Item Sets**
* Spells + Skills
* Clicking
* Character Classes
* **PvP**
* Potion Spamming
* Gold farmers and hackers

# Player expectation:

I am going to get cool items that help me get more items

# Scavenging from the game:

* Randomization
* Item rarity (grey, white, blue, yellow, gold, green)
* Item Modifiers

# Rules:

1. Something has died, you get to loot it now
2. You win when you get 5 purples
3. You have limited inventory - 10
4. You can choose the difficult of the monster
   1. Low - Use 4 d20 dice to determine what you get
      1. Roll a D6, takes away item on 6 or higher, roll a d10 to see what item you lose
   2. Medium - Use 5 d20 dice to determine what you get
      1. Roll a D6, takes away item on 5 or higher, roll a d10 to see what item you lose
   3. High – Use 6 d20 dice to determine what you get
      1. Roll a D6, takes away item on 4 or higher, roll a d10 to see what item you lose
5. Player randomly gets one colored cube.
   1. White (Roll Less than 50)
      1. Use a white cube and multiply the result of one of the dice by 2.
   2. Blue (Roll between 51 an d 80)
      1. Use a blue cube and triple the result of one of the dice
   3. Yellow (Roll between 81 and 90)
      1. Use a yellow cube and multiply the result of one dice by 4
   4. Green (Roll between 91 and 97)
      1. Use a green cube and multiply the result of one dice by 5
      2. If you have 2 green cubes, you can multiply the result of one dice by 2, without spending any cubes
   5. Purple(Roll between 98 and 100)
      1. Use a purple cube and multiply the result of all dice by 2
      2. If you have a purple cube in your inventory, you can automatically reroll one die