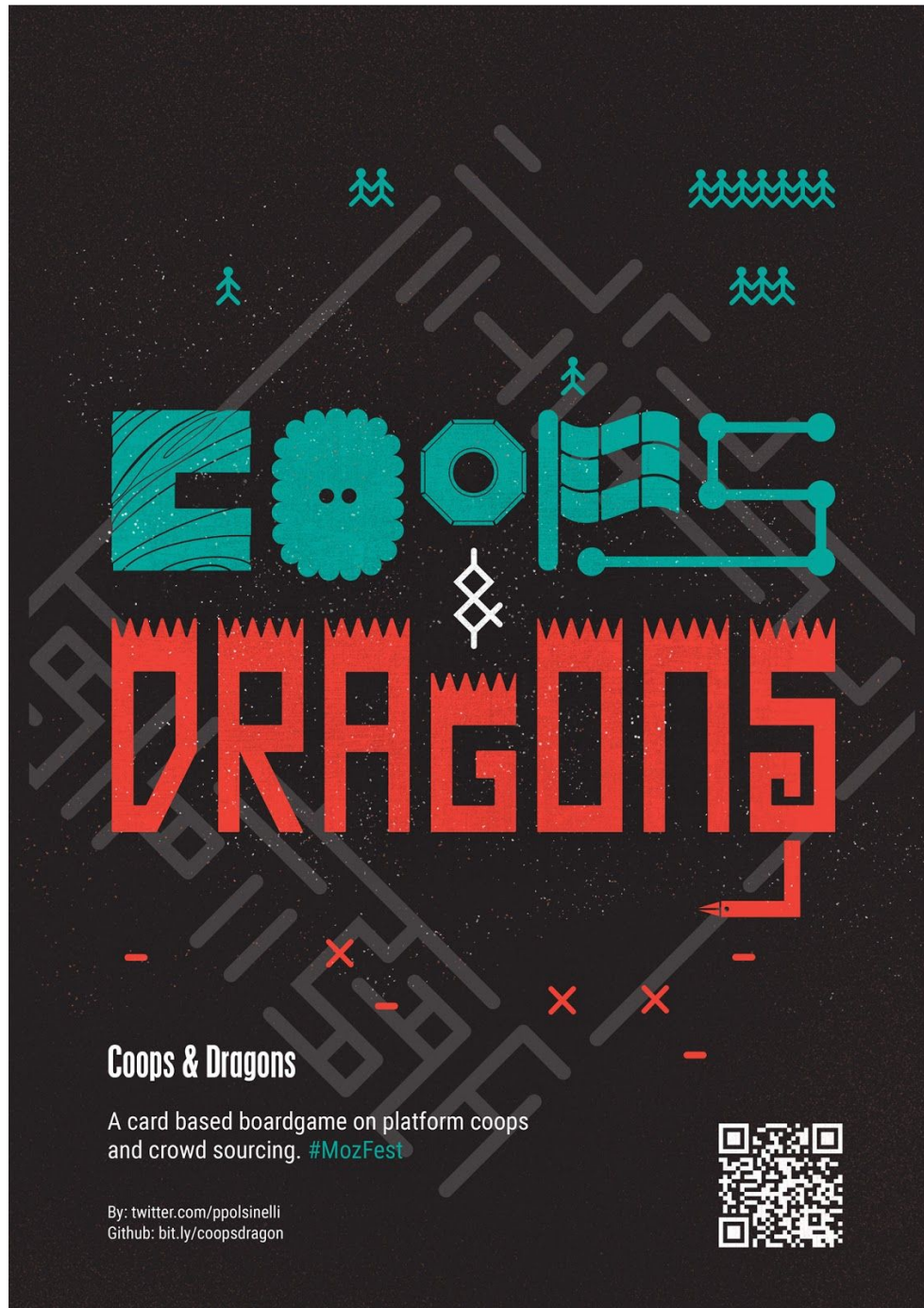# (Platform) Coops & Dragons

A Role Playing Game on Platform Coops

RULES

C=Coin, H=Happiness. 1 player is MEGACORP, others are COOPS.

Base mechanics

What makes a feature generative in production (single or network) is skill matching.

Start

All COOPS pick a role and 2C and a starting card. MEGACORP 3C, no starting card.

Play order, each turn

1. Acquisitions
   MEGACORP can acquire COOPS.

2. Get a card
   Each COOP gets a card from PLAYERS DECK, MEGACORP a card from MEGACORP DECK. Players can also exchange cards, the player that gets a card has to pay 1C to the bank.
   If anyone has more than 5 cards in hand, she must discard one.

3. MEGACORP offers work for the turn. There is at most one 6 offer.

4. COOPS declare: work, production, financials.

5. Cards are played / advanced (not conversion cards).
   Both players and COOPS can play at most one card per turn. Paying 1C for making network advance does not constitute work.
   If no players work, it may be STRIKE.
   Cards in network can only do one step per turn.
   No permanent card may be played twice.

6. Taxes
   All pay taxes: base is 1C or 1H for each COOP / Company. But check cards.
   COOPs may go bankrupt.

7. Compute productions and give pay, for cards on ground and those effective for networks.

MEGACORP gets 1C for each company, plus the amount of pay he has given. Remove "once" cards.

8. Eventually do financial speculations.

9. Conversion cards can be played now, and players can advance in the happiness board.

10. Check winning conditions.

Notes

When calculating %, remainders are always lower rounded; 50% of 3 is 1, 50% of 1 is zero.

Winning /losing conditions

MEGACORP wins by acquiring all players or all COOPS go bankrupt. Loses if one COOP wins.

When a COOP is acquired, it flips its board and plays for Megacorp. Its money can be summed up to that of MEGACORP for acquisitions.

COOP loses (-1) by being acquired, badly loses if it goes bankrupt (beyond -3 debt). Bankrupt players can be bought by MEGACORP for 1C. Wins (singularly) when accumulates 5 happiness points. All COOP win if MEGACORP goes bankrupt.

Authors and thanks

This game has been created by Pietro Polsinelli @ppolsinelli, following a research done on platform coops done with Laura Martelloni. Graphic design by Pino Panzarella @pugusel.

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The complete game is online on Github: https://github.com/ppolsinelli/CoopsAndDragons

The game designer (Pietro Polsinelli) tweets about applied games here @ppolsinelli.