(Platform) Coops & Dragons

A Role Playing Game on Platform Coops

RULES

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

Base mechanics

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

Start

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

Play order, each turn

1. Taxes

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

2. Acquisitions

    SILICON can acquire COOPS.

3. Get a card

    Each COOP gets a card from PLAYERS DECK, SILICON a card from SILICON
    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.

4. SILICON offers work for the turn.

5. COOPS declare: work, production, financials.

6. Cards are played.

    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.

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

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

8. Eventually do financial speculations.

9. Check winning conditions.

Notes

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

Winning /losing conditions

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

COOP loses (-1) by being acquired, badly loses if it goes bankrupt (beyond -3 debt). Bankrupt players can be bought by SILICON for 1C.