

(Platform) Coops & Dragons

A Role Playing Game on Platform Coops

Megacorp cards

<div>MEGACORP</div> <div>GREEDY PARTNERS</div> <div>ONCE</div> <div><div>BENEFITS</div><div>50% of coop patrimony vanishes, all gain 1 point happiness.</div></div> <div><div>REQUIRES</div><div>Being evil!</div></div>	<div>MEGACORP</div> <div>BUREAUCRACY LOBBYING</div> <div>ONCE</div> <div><div>BENEFITS</div><div>Rules and bureaucracy for online sales. Destroys all online shops.</div></div> <div><div>REQUIRES</div><div><div>-</div>3\$</div></div>	<div>MEGACORP</div> <div>GAMIFICATION OF CROWD SOURCING</div> <div>ONCE</div> <div><div>BENEFITS</div><div>All those that work are at 50% pay.</div></div> <div><div>REQUIRES</div><div><div>-</div>1\$</div></div>
<div>MEGACORP</div> <div>FLAT TAXES LOBBYING</div> <div>ONCE</div> <div><div>BENEFITS</div><div><div>T</div>33% Only 1C instead of 3C.</div></div> <div><div>REQUIRES</div></div>	<div>MEGACORP</div> <div>MARKET DUMPING</div> <div>ONCE</div> <div><div>BENEFITS</div><div><div>P</div>50% Player production value of 50%.</div></div> <div><div>REQUIRES</div><div><div>-</div>2\$</div></div>	<div>MEGACORP</div> <div>GMOS LEGAL</div> <div>PERMANENT</div> <div><div>BENEFITS</div><div><div>+</div>100% 100% of prod value from now on next turn.</div></div> <div><div>REQUIRES</div><div><div>-</div>3\$ #bio / earth linked</div></div>
<div>MEGACORP</div> <div>BUY UNAWARE CUSTOMERS DATA</div> <div>PERMANENT</div> <div><div>BENEFITS</div><div><div>+</div>1\$ On production sales all companies. Starts next turn.</div></div> <div><div>REQUIRES</div><div><div>-</div>1\$ #digital</div></div>	<div>MEGACORP</div> <div>TERROR</div> <div>ONCE</div> <div><div>BENEFITS</div><div>Fear media campaign: no demonstrations this turn. Must be played before declarations.</div></div> <div><div>REQUIRES</div><div><div>-</div>2\$</div></div>	<div>MEGACORP</div> <div>POLICE INTERVENTION ON STRIKE</div> <div>ONCE</div> <div><div>BENEFITS</div><div>All forced to work, at 1\$ pay.</div></div> <div><div>REQUIRES</div><div>Nobody works at this turn</div></div>

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 tag matching.

Start

All COOPS pick a role and 2C and a starting card. MEGACORP 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

MEGACORP can acquire COOPS.

3. 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.

4. MEGACORP offers work for the turn.

5. COOPS declare: work, production, financials.

6. 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.

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.
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.

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.