

**1. Gold Rush**

- gold (gold icon)  
 - animal (animal icon)  
 - bomb (bomb icon)

can find:  
 - nothing  
 - gold  
 - bombs (end turn)  
 - stone or dirt?  
 - shovel vs. pickaxe

mine on grid for gold  
 if dig animal then end turn  
 play to 5 gold

roll die (1-6)

PLAYER 1 ROLL PLAYER 2

highlighted by scale & color

maybe animal instead of bomb?

foxes

**2. Blackjack (Classic)**

HIT TOTAL: 13 STAY  
 2 3 9

- one player dealer
- dealer starts, pulls 2 cards, one showing, one hidden
- player chooses to "hit" and add cards to hand or stay



**4. Game of Chicken (Blackjack with dice)**

13  
 1 2 3

- similar to Blackjack but player must get under/closest to dealer's # but not to 21
- maybe show range (i.e. 10-30)

I WANT A CAPYBARA SOMEWHERE!!!  
 (or at least an animal)

**GAME IDEAS:**

- Blackjack - get to 21 (but simplified)
- Game of Chicken - limit set between # to #  
 ↳ players can choose to roll or finish and not get over limit  
 ↳ like Blackjack with dice
- Fighting Game - roll one dice  
 ↳ choose to attack or heal  
 ↳ maybe some dice give special abilities?  
 ↳ roll two dice and use one or special ability if roll double?
- Mining Game - grid of stone (like minesweeper-stk)  
 ↳ roll die and select # of tiles from roll  
 ↳ goal: mine # gold first  
 ↳ random bombs with penalties - immediately end turn?  
 ↳ cursor: pickaxe

**3. Fighting Game (a Cute-off)**

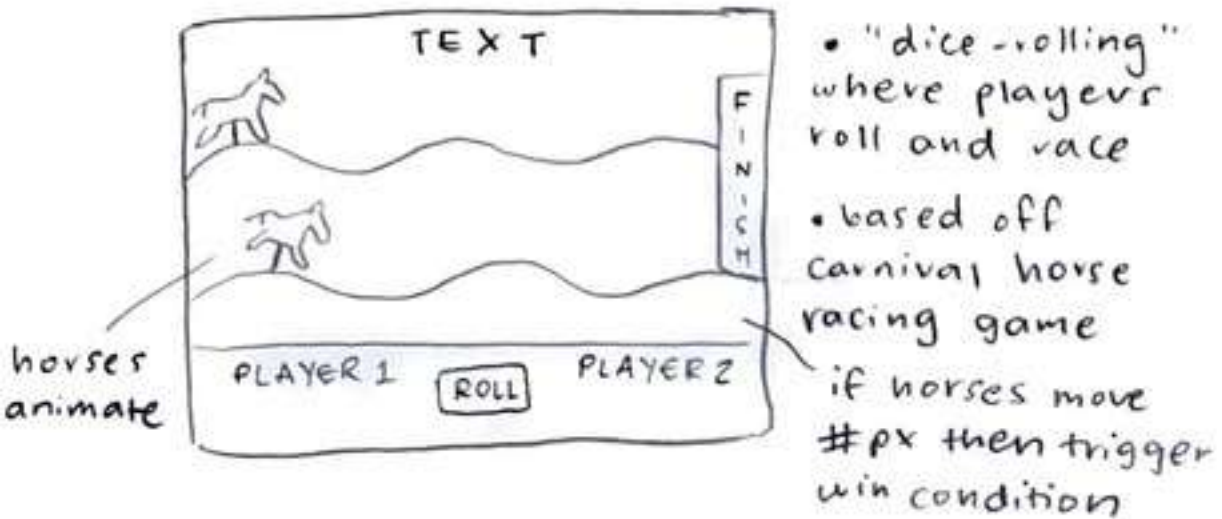
CAPYBARA PUPPY  
 TEXT  
 BECUTE!

- maybe to add cute animals I can make it like a "Cute-off"
- include diff animals/heroes users can choose?

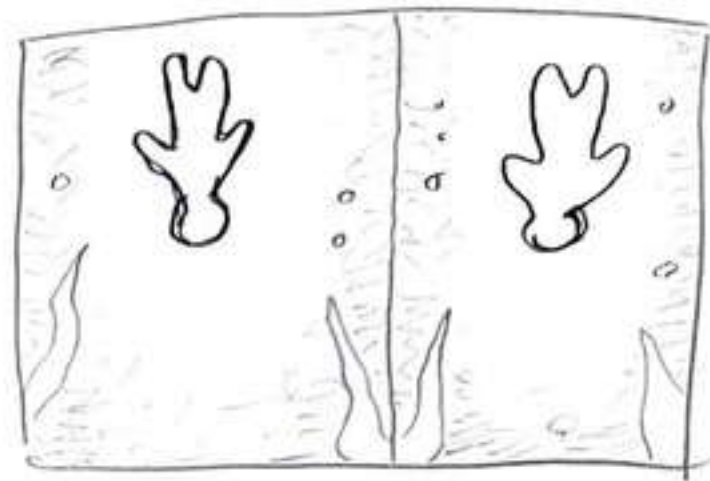
like "rolling" a dice

- like the pokémon example but with more visual cues onscreen
- what animals???

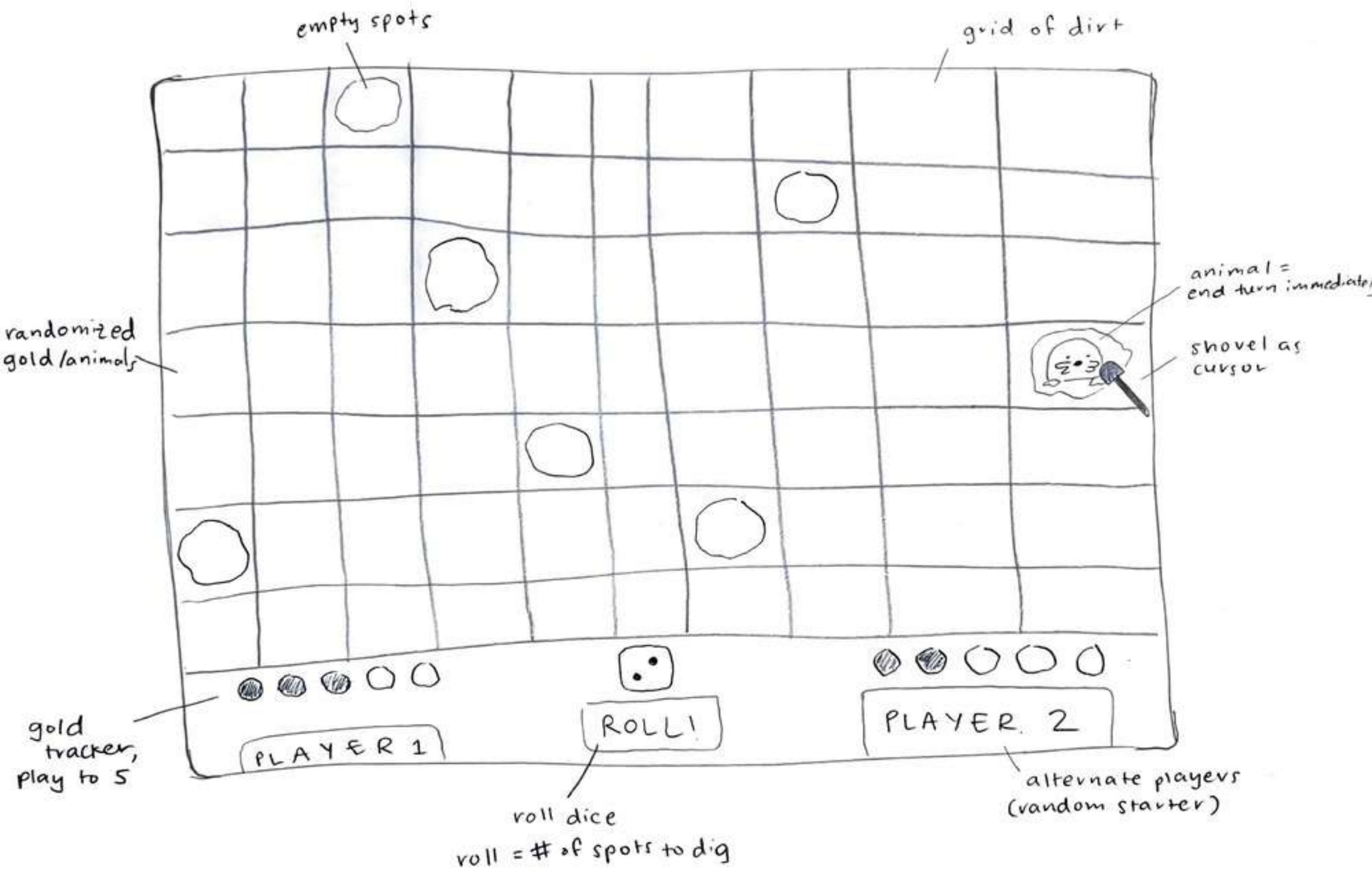
## ⑤ Carnival Horse Racing



## ⑥ Treasure Diving



# GOLD RUSH







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**PLAYER 1**

**RUN !**

**PLAYER 2**