Game Rules

Midterm Game: Draft & Deck Building

Zaki A. Agraraharja

5046546

American University

Introduction

Draft & deck building is a multiplayer card game which combines drafting and deck building as its core mechanics. The objective of the game is damage other players as much as possible. The game follows the core loop presented in figure 1. In the current iteration, the thematic layer is still yet to be applied to the game in order to focus on the game mechanic layer design.
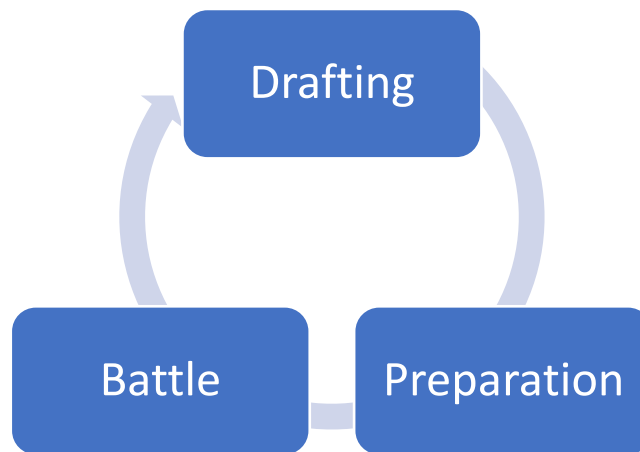

Figure 1. Draft & Deck-building Core-loop

The Game Mechanic Layer Elements

Instruction and rules

Each player starts with their own player deck and a number of Health Point cards that are placed separately. There are three draft deck with different card power levels (rarity). Each player draws one card from each tier of the draft deck and choose a card that might matter to their game plan. The cards from higher rarity deck does not necessarily good for certain game plan, and so does the cards from lower rarity deck. There are three different energy cards that players can purchase every turn to activate their units.

Setup

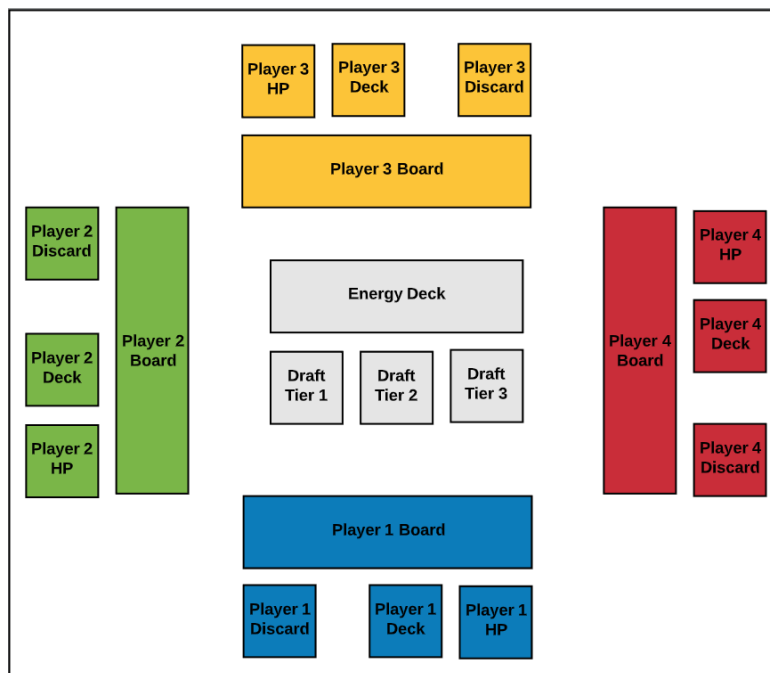The setup of the game can follow as shown in figure 2.

Figure 2. Game Setup

Game Phases Summary

1. **Draft Phase**

    a. Draft happens during the first turn and the turn where there is any player got hit in the previous turn.

    b. Each player draws cards from each draft deck

    c. Each player chooses 1 and put it in their own discard pile, pass clockwise (and switch the order each turn)

    d. Each player chooses 1, discard to the draft deck discard pile

2. **Preparation Phase**

    a. Draw up to five cards in hand. If there are not enough cards in the player's deck, they shuffle their discard and it becomes their deck.

    b. In this phase, each player may do the following:

        ▪ Play utility card(s)

        ▪ Put shield cards to field

        ▪ Put Units cards to field

        ▪ Buy energy by discarding card(s) equal to its rarity value, put the obtained energy to hand

3. **Battle Phase**

    a. Resolve all the units and shields extra ability

b. Choose an opponent to attack, then choose which unit is attacking, pay energy equal to the attacking units' activation cost

c. Attacker takes HP/Damage card from defending player equal to the number of damage value, put it in their discard

d. If the defending player has shield, subtract the damage with shield value, break the shield if the damage surpasses the shield value and allocate the remaining number to the player damage

- If there are multiple shield on defending player field, the attacker decides how the damage should be distributed

- Mark the damage of the turn, as the shield might take damage from more than one player, as it will recover at the end of the turn

4. **Clean-up Phase**

a. Play any utility card(s)

b. Each player discards down to 3 cards in hand

c. Recover all the damage on shield

d. Break units if there are no shield slot to cover the unit's size

e. Put all played utility and energy card to the discard

Game Over condition

1. The total number of remaining 'unclaimed' hp/damage is 10, 6, 4 (depending on the number of players.

2. All the draft deck piles emptied.

3. Only one player remaining (Any player that lost all of their HP/Damage cards are getting out of the game).

Winning Condition

- In case of three players out of the game, the one survival wins the game.

- Player who claims the most HP/Damage wins (does not count their own unclaimed HP/Damage).

- In case of ties, the player who has more remaining unclaimed HP/Damage wins.

- In case of ties, the player who has more cards in their deck wins.
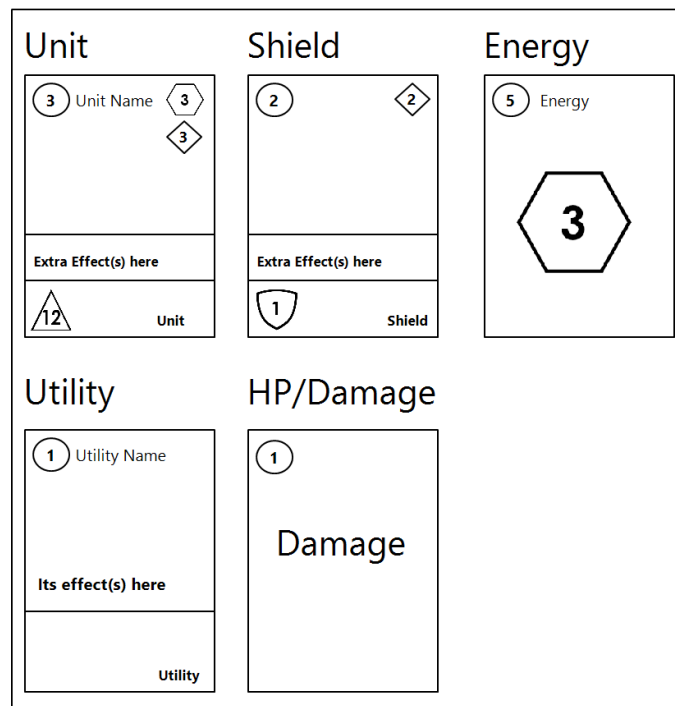
Iconography

Cards Layout

Figure 3. Cards Layout

Symbols description

3 (hexagon)	**Energy** value and **Unit's** activation cost
2 (diamond)	'Size' of Unit cards and 'Slot capacity' of **Shield** cards
1 (circle)	Rarity indicator and currency value
2 (triangle)	Attack value of **Units**

	Defense value of **Shields**

Additional terms

+ X Cards	Draw X card(s) from player's deck
Discards X cards	Discard card(s) from the player's hand to its owner discard pile
Break	Discard deployed unit from the board to its owner discard pile

Analysis of the Game Mechanic Layer

Card Types

1. **Unit cards**

   Obtained from draft.

   Purpose: To attack/damage other players.

2. **Shield cards**

   Obtained from draft.

   Purpose: To mitigate damage received and to keep units stay on board

3. **Utility cards**

   Obtained from draft.

   Purpose: To support players' deck.

4. **Energy cards**

   Obtained by 'purchasing' from the energy decks.

   Purpose: activate the unit card to attack.

5. **HP/Damage card**

   Belongs to each player and is not part of any player's deck from the beginning of the game, obtained by successfully attacking other player(s).

   This card has 1 currency value.

   Purpose: To 'jam' players deck so that it balanced out the player who successfully attack a lot.

   These cards are the material that builds players' deck throughout the game. In order to maximize the effectivity of their deck, players need to balance the proportion of these types according to their game plan.

In order to win, players can use different strategies like:

- Deploying units and attack as much and as early as possible

- Play defensively by deploying defensive units and establish a stable board to close out the game.

- Any other strategies that might be discovered along the way.

Opportunity Cost and Dilemma

Draft feature challenge players' decisions in their deck-building plan as well as preventing their opponents' deck-building plan. The players have to choose between taking card that is directly beneficial to their deck or preventing opponents from getting a card that profit their deck.

Units, energies, and utility cards have an additional function as a **currency** to purchase additional energy. Players need to think ahead in each turn (especially in early game) to choose between 1) utilize their hand to 'upgrade' their deck by purchasing energy or 2) build their board by playing cards from their hand in cost of having limited resources for purchasing energy to be used later on.

HP/Damage card, on the other hand, serves as a disruption to the deck that might evoke the dilemma to the player to either 1) attack aggressively in cost of adding inconsistency to the deck or 2) hold on to attack effectively in the later stage of the game when the deck is more stable in risk of having an opening to opponents attack.

Other Factors

It is possible for players to establish any politics within the game, like exploit their board advantages as a bargaining position to ask another player a favor, or team up with other players

in order to handle a player that is already too far ahead. This can hopefully make the dynamic 'social interaction' between players.

Further Iteration

The game is already playable and have a reasonable and intuitive flow. However, it still needs further iteration in order to be balanced and immersive. The complexity perception from the intended players still yet to be validated. Additionally, the next step might be incorporating a theme, to help more players to relate to the game elements and mechanic as well as helping the designer to determine the terms and names in-game.