

Card Game Design Document

Next Level Design November Design Challenge

Work In Progress

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Game Overview

A cooperative character builder game with inspiration from *Dungeons and Dragons* and other fantasy settings primarily using cards to lead gameplay. Players develop their characters as they complete Battles with a variety of Weapons, Armor, Spells, and Shields.

Content

- Player Cards
 - 3 Melee
 - 3 Ranged
- Enemy Cards
 - 10 each of all Enemies (6 types)
- Loot Cards

Swords	9	Daggers	9	Shields	7
Bronze	4	Bronze	4	Wooden	3
Iron	3	Iron	3	Iron	2
Steel	2	Steel	2	Steel	2
Unique	1	Unique	1	Unique	1
Armor	13	Spells	9	Bows	7
Robes	5	Minor	3	Shortbow	3
Leather	5	Major	3	Longbow	2
Plate	3	Master	3	Recurve Bow	2
Unique	1	Unique	1	Unique	1

- Encounter Cards

Rats		Lankies		Steppons	
Number	Loot	Number	Loot	Number	Loot
4	2	3	2	3	3
6	2	5	3	5	3
9	3	7	3	7	4
3 + 1	3	2 + 1	4	2 + 1	4
5 + 1	4	4 + 1	5	3 + 2	5
Growlers		Brutes		Shankers	
Number	Loot	Number	Loot	Number	Loot
4	3	3	4	4	3
6	4	6	4	6	4
8	5	9	5	8	5

2 + 2	5	3 + 1	5	3 + 2	5
5 + 1	6	6 + 2	7	5 + 1	6

- Armor Break tokens x10
- 6-sided (d6) dice x3
- 10-sided dice (d10, green) x10
- 10-sided dice (d10, blue) x10
- 10-sided dice (d10, red) x10
- Encounter Leader token

Rules, Requirements, and Setup

The November 2019 design challenge from Next Level Design is the core behind the requirements of the game.

Requirements

- 2-5 players
- The game must be designed around cards and how they manifest in gaming
- The game must be posted on the November Challenge: Building a Gathering Submission Thread
- The post must include at least one picture/sketch of the game
- The post should include the following
 - The kind of sandbox that is being designed
 - Multiple pictures and/or video footage of the game
 - An overview of how to set up the game
 - A flow diagram of an example playthrough
 - An explanation of the source of inspiration for the game
 - Anything that helps convey the thought process behind the game

Setup

1. **Choose your Class:** Each player must choose whether they want to start as a Melee Class or a Ranged Class. Both Classes have slight differences, and provide bonuses to different items.
2. **Get your dice:** Each player should start with 1 of each color of d10 (red, green, and blue) to track their Health, Armor, and Dodge. Grab extra if any values go above 10. Enemies will also use these dice as needed.
3. **Pick the first Encounter Leader:** This player will be responsible for choosing which Encounter to take on and will be first to engage in combat.
4. **Determine the number of Battles:** The number of players will tell you how many Encounters you need to complete in order to win. 5 Battles for 3 players, 7 Battles for 4 players, and 10 Battles for 5 players.
5. **Starting difficulty:** If you want to have an easier start to the game, draw a number of Loot cards equal to the number of players.
6. **Your first Encounter:** This Encounter is your starting point for the game, and should be decided carefully. Choose any Encounter with a Loot reward of 2 or 3 items. It is *highly* recommended for games with 3 players to choose an Encounter with a reward of 2. Rats x6 is a good start for first-time players.


Rules







If this is not the first Encounter (and therefore not chosen specifically from the deck), draw 3 cards from the Encounter deck and place them face up on the table. The Encounter Leader chooses which Encounter the team will take on, discard the rest. If the Encounter card has a +1 or +2 on it, draw cards from the Encounter deck equal to the number on the first card. These extra Encounters are considered reinforcements, and all Encounter cards are attempted one at a time. These Encounters will be the Battle player's face next.

Battles begin by getting the appropriate number of Enemy cards required by the Encounter (Rats x6 should have 6 Rat cards). If there are reinforcements, only one Encounter is in play at a time and are handled in the order they were drawn from the deck. If any reinforcements have +1 or +2, this is instead added to the number of Enemies for that Encounter, rather than additional Encounters.

1. **Picking targets:** Assign each player a number from 1 to 6. Roll a d6 for each Enemy, placing that Enemy in front of the player with the appropriate number.
2. **Engaging:** On each player's turn, they choose a target to attack. If a player only has Melee (■) to attack, they must attack an Enemy that is in front of them first. Ranged (▲) damage can be dealt to any target. When you are ready to make an attack roll, roll the appropriate number of d6 for the Weapon(s) you have equipped. If you have multiple Weapons/Spells, and the attack rolls on them is different, perform an attack roll for each Weapon/S spell. In order to deal damage, the attack roll must exceed the value of your target's Dodge. If it does not, remove 1 Dodge from the target. Damage is always dealt in full. If your Class damage matches that of your attack damage, add it after the damage of your Weapon/S spell.
3. **Receiving Damage:** If there are Enemies in front of you, they each perform their attacks one at a time against you. Their attack is handled identically to yours, and their attack roll is shown on their corresponding Encounter card.
4. **Next in line:** Once any and all Enemies have performed their attacks, play then goes to the next player at the table. Once all players and all Enemies have performed actions, the Round is over. At this time, all players and Enemies recover their Armor to full.
5. **Clearing the field:** Once all Enemies have been defeated, the Encounter is complete. If there are reinforcements, the next Encounter begins immediately. Armor is recovered, but Health and Dodge are not. If there are no reinforcements, the Battle is complete and all players fully recover Health, Armor, and Dodge.
6. **Claiming your Loot:** After the end of the Battle, draw from the Loot deck a number of cards equal to the Loot number on the first Encounter card (top right). Reinforcement Encounters do not add to the Loot earned. The Loot cards should be placed face up on the table, and players should decide how to distribute it.
7. **Finishing the game:** Once players have successfully completed the number of Battles they set out to complete, the game is over and the players have won. Should no active players remain in any Battle, the game is over and the players have lost.

Card Information

- All Characters (Players and Enemies) have 5 main stats
 - Health 
 - When depleted, the Character is defeated

- Enemies are removed from the Encounter
 - Players are knocked out until the Battle is complete
 - Players recover to full Health at the end of Battle
 - Armor 
 - When depleted, Health starts taking damage
 - Any extra damage beyond the remaining Armor is dealt to Health
 - Armor is recovered to full at the end of the Round
 - Dodge 
 - Prevents the Character from being hit by an attack
 - An attack roll must be higher than the Dodge value for an attack to be successful
 - When an attack roll is equal to or lower than the Character's Dodge value, reduce their Dodge by 1, to a minimum of 0
 - Dodge is recovered to full at the end of Battle
 - Damage  or 
 - The damage dealt by a successful attack
 - Melee attacks are indicated with 
 - Range attacks are indicated with 
 - Attack
 - Indicated by a number on the top left corner of Weapons, Spells, and Encounter cards
 - The number of 6-sided dice (d6) to roll for the Character's attack
- There are 3 main types of cards
 - Encounters
 - Primarily gives Players information
 - Type of Enemy
 - Number of Enemies
 - The Attack value for the Enemy type
 - Number of Loot cards to draw when the Battle is completed successfully (on the top right of the card)
 - If and how many additional Encounters to draw
 - Enemies
 - These are the individual Enemy cards to use during Encounters
 - Hold all the relevant info for their Health, Armor, Dodge, and Damage
 - Loot
 - The rewards for completing Battles
 - Weapons, Armor, Spells, and Shields

Players

Players have a choice between two starting Classes: Melee and Ranged. Each Class has slightly different starting values for Armor, Dodge, and Damage. All players start with 10 Health, and an Attack Roll of 1d6. The Classes are meant to offer a different place to start from, and encourage slightly different play styles along with using different Loot.

The Damage value the Classes have are used when the player does not have a Weapon or Spell. When the player has a Weapon or Spell, the Class Damage is added last, and only if it matches the type of Damage from the attack (Melee Damage does not get added to an attack from a Spell or Bow).

- Melee
 - 10 Health
 - 2 Armor
 - 5 Dodge
 - +2 Melee Damage
 - 1 Attack Roll
- Ranged
 - 10 Health
 - 1 Armor
 - 7 Dodge
 - +1 Ranged Damage
 - 1 Attack Roll

Enemies

Enemies are built around giving players certain challenges when facing them. Some are very hard to hit, but don't have much Health, others have a lot of Armor and Health. Each type should feel different when fighting.

Name	Health	Armor	Dodge	Damage	Attack Roll
Rats	1	0	4	1 Melee	1
Lankies	4	1	6	2 Melee	1
Steppons	6	2	4	5 Melee	2
Growlers	6	4	3	4 Melee	2
Brutes	10	7	2	3 Melee	2
Shankers	3	1	7	6 Melee	3

Loot

Loot comes in 4 main types: Weapons, Armor, Spells, and Shields. Each type has its own function, and provides the player with different bonuses. Specific pieces of Loot have different levels of quality, and provide different levels of bonuses. Each type of Loot has a Unique item that provides special bonuses. There are limitations on how many of various types the player can use. Armor, Shields, and Swords can only have one equipped.

Item Usability Combinations					
	Swords	Daggers	Bows	Shields	Spells
Swords					
Daggers					
Bows					
Shields					
Spells					

Weapons

Weapons include Swords, Daggers, and Bows. Certain Weapons can be held in both hands, while others cannot.

Name	Low	Middle	High	Unique
Swords	Bronze	Iron	Steel	+5 Melee (x2) 2 Attack
	+2 Melee	+4 Melee	+6 Melee	
	1 Attack	1 Attack	1 Attack	
Daggers	Bronze	Iron	Steel	+3 Ranged +3 Dodge 2 Attack
	+1 Melee +1 Dodge 1 Attack	+2 Melee +2 Dodge 1 Attack	+3 Melee +3 Dodge 2 Attack	
Bows	Shortbow	Longbow	Recurve Bow	+3 Ranged (x2) -2 Dodge
	+3 Ranged 1 Attack	+5 Ranged -1 Dodge 2 Dodge	+7 Ranged -2 Dodge 3 Attack	

Armor

Armor is primarily defensive. Heavier Armor reduces the player's Dodge stat as well.

Robes	Leather Armor	Plate Armor	Unique
+2 Armor	+4 Armor -1 Dodge	+6 Armor -3 Dodge	+6 Armor -3 Dodge

Spells

Spells are all Ranged, but not all deal Damage. Some Spells can heal another player.

Name	Minor	Major	Master	Unique
Fire	+1 Ranged +5 Dodge 1 Attack	+2 Ranged +5 Dodge 1 Attack	+3 Ranged +5 Dodge 2 Attack	+4 Ranged +3 Dodge 2 Attack
Ice	+2 Ranged +4 Dodge 1 Attack	+3 Ranged +4 Dodge 1 Attack	+4 Ranged +4 Dodge 2 Attack	
Healing	+2 Health +2 Dodge	+4 Health +2 Dodge	+6 Health +2 Dodge	

Shields

Shields are also defensive. They provide a small boost to the player's Armor, but take up a hand.

Wooden	Iron	Steel	Unique
+1 Armor	+2 Armor	+4 Armor	+4 Armor

	-1 Dodge	-2 Dodge	-2 Dodge
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Unique

These are special items. There is only 1 of each in the entire deck of Loot. Most don't provide a large change to stats, but instead shift the gameplay for the player with them equipped.

- Sword
 - Deals double Damage if the Attack Roll is at twice the target's Dodge value
 - Double Damage is calculated BEFORE adding Damage from other weapons and the Player's base damage
- Dagger
 - Deals Ranged Damage instead of Melee
- Bow
 - Hits twice, never misses
 - Each Attack can be on a different target, each dealing full Damage
- Armor
 - Recover 2 Health at the end of each Round
- Spell
 - Recover 2 Health on a successful Attack
- Shield
 - Reflects half of the Damage back to the attacker
 - Reflected Damage is rounded down
 - Does not reduce the Damage taken by the Player

Battles and Encounters

There are three levels to combat with enemies: Battles, Encounters, and Rounds. A Round of play is all of the actions taken by all players and enemies, starting with the Encounter Leader, and moving around the table once. An Encounter is a set of Rounds needed for the players to either defeat all enemies (win), or for all players to be defeated (loss). There is no limit to the number of Rounds in an Encounter or Battle. Some Encounters require reinforcements. The reinforcement Encounters are considered to be separate Encounters and are handled one at a time. A Battle is a set of Encounters (including reinforcements).

The Encounter Leader is the player that starts combat each Round. The Leader does their action(s), followed by the enemies targeting the Leader. Play then continues with the player to the left of the Leader. When all players and enemies have taken a turn, a Round is complete. When an Encounter is complete, the Encounter Leader token is passed to the left.