

Game A – Target Release Candidate 2010.X

Target Version Codename - “Ankylosaurus”



Description: This will be a “public pre-candidate release” or whatever, basically we need to block out a (relatively small) group of cards that will allow us to start play-testing the core concepts.

Target Numbers:

We are aiming for a 60 card deck, With a “Deck Rarity” of 60, this practically works out to;

20 “Basic Guild Cards” at Rarity 0

40 Cards with an average rarity of 1.5, so let's assume 27*r1, 8*r2, 3*r3, 2*r4 in a deck

I'm thinking 4 Basic and 3 Advanced Guilds will be needed in order to give us an idea if the guild system works. My suggestions are Mage, Mercenary, Spycraft, Merchant for basic and “Society of Wizards(Mage)”, “Brotherhood of Assassins(Mercenary+Spycraft)”, “The Goblin Investment Group(Merchant)”.

I imagine a player would typically choose 1 or 2 Basic and 0 or 1 Advanced Guild for a deck, and would furthermore use the maximum number of duplicates of most cards so this translates to;

For:

4 Basic Guild Cards (4)

3 Advanced Guild Cards (3)

4-8 r1 Card for Each Guild (*7 so 28-56)

1-2 r2 Card for Each Guild(*7 so 7-14)

1 r3 Card for Each Guild(*7 so 7)

1 r4 Card for Each Guild(*7 so 7)

2 Better Basic Guild Cards for Each Basic Guild (*4 so 8)²

So the target number for this “pre-release” is 64-99 so $81.5((64+99)/2)$... round up to 100 as we need to ensure there is at least one Citizen, Building, Combat Unit and Action for each Basic and Advanced Guild, and a few “not associated with a guild” cards.

We also need to build at least 4 “Preconstructed Decks” for playtesters to use to learn the game (though these will be drawn from our 100 cards)

We should also introduce at least 10 interesting “game-mechanics” such as Keyword Targeting, Guild Maintenance, Racial Prerequisites, Direct Damage, Increasing and Decreasing City Points, Trample and Counter-Trample etc.

¹<http://eo.wikipedia.org/wiki/Portalo:Dinosa%C5%ADroj>

² - these are like Basic Guild Cards but they are better than normal and have r1 and r2 and are limited (aka, not rarity infinity), for example they may add more than one guild level, cost no action points, or allow the player to choose which guild to add Levels to... the purpose of these cards would be primarily to make up for being under the target “Deck Rarity” though they would also add some interesting strategy options (ie, low balling your deck points and having many “Better” Guild Cards)

Identifier String:

Something similar to this will appear on each card

R1L4/A-0001/S0:trc2010-12-01/0

R# # = Rarity Value

L# # = Limit Per Deck Value

/α- α = Target Game Symbol/Letter

#####/ ##### = Numeric ID of this card within the target game... this will be unique across all public versions of cards in this game... revisions included in later versions will get a new number.

Sα : α = Symbol/Letter representing the set that this card is part of, an identically functional card may appear in more than one set (for example Guild +1 cards) so that set limited formats are supported.

αYYYY-MM-DD/#.#

α = code representing the type of release: trc=Target Release Candidate, rc=Release Candidate, v=Version

YYYY-MM-DD = Date of Release (in the case or trc this would be the date that we are planning for releasing the next rc)

#.# = Revision Code, resets back to 0.0 when moved from rc to v

Game Manual: Game A, Standard Constructed Format

Governor's Gambit

In this game the players represent the rulers of semi-autonomous fledgling settlements competing for the same piece of land and surrounding resources. Your Goal is to be the last city standing by eliminating or overwhelming your opponents.

Practically this game is similar to other card based strategy games. There is a deck of cards (in this case one you have chosen and built), you draw a hand of card which represents actions and resources that you can bring into play. Unlike Collectible Card Games, every card in existence is available for you to use to build your deck, because of this, more powerful cards will be available for all player equally. To mitigate this a “Deck Points” system has been designed to allow you to “Buy” cards into your deck, cards that would be “Rarer” in other CCG systems simple cost more “Points” than what would be considered “Common” in those other systems.

The game is centered around the idea that you are the person in charge of a city and you improve your city by creating and expanding “Guilds³”, which in turn allow you to perform actions and enlist combat units to eliminate you opponents' cities.

Deck Construction:

- Each player must have exactly 60 cards in their deck, all players should chose their cards from the same release.
- Each card has a limit, the number of cards with the same name in a each player's deck cannot exceed the printed limit on those cards.
- Each card has a rarity, the total rarity of each player's deck cannot exceed 60.

Set-Up:

- Each player shuffles their deck and places it on the table in front of them.
- Each player player established some method of tracking their City Points and Action Points that the other players agree to and put's marks that he has 5 exhausted city/action points.⁴
- Players determine who goes first⁵
- Each player draws 7 cards from their own deck.

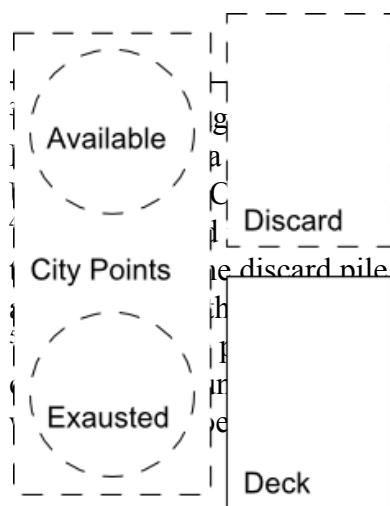


Figure 1: Example Play Area:

Turn Phases:

The “Guild” means “Group of People, Infrastructure Elements and Other” Guild is just as much a “Guild” in the context of this game as it's just what we call them. place 5 uniquely colored counters to the left of the Deck and move them at the recovery phase of the next turn to signify available action points the left of the Deck as they are exhausted. Guilds, Buildings, Citizens and other non combat permanents are placed in the shoulder until someone flinches) and given the decision of

Each player takes turns in order using the following “phases”.

- EOT/Pre-Phase – player may take actions that are considered part of the previous players turn, even though that player has declared their turn over, this is a player's last chance to use unused action points or “once per round” actions before their turn is really “started”
- Recovery Phase – Exhausted Action Points are recovered, Exhausted combat units become Available again
- Draw Phase – Players draws, by default, 2 cards
- Maintenance Phase – things that need to happen every turn before anything else (like Guild Maintenance Costs) happen in this phase
- Main Phase – With the exception of a card overriding this (like and Instant) this is the only time a player can play cards... this is when you will play guilds, citizens, units, actions etc.
- Combat Phases:
 - 1 – Attack - Players Declare attackers and choose targets (in some cases)
 - 2 – Defend - Opponent Chooses blockers
 - 3 – Damage - Damage is applied to units and the city
 - 4 – Reaction – Players get a chance to play cards and other affects that happen after damage is applied but before cards are removed from the field
 - 5 – Cleanup – Cards are moved to the discard pile (all cards if the player is eliminated)
- End Phase – If the player has more than 9 cards in his hand he discards down to 9

Winning:

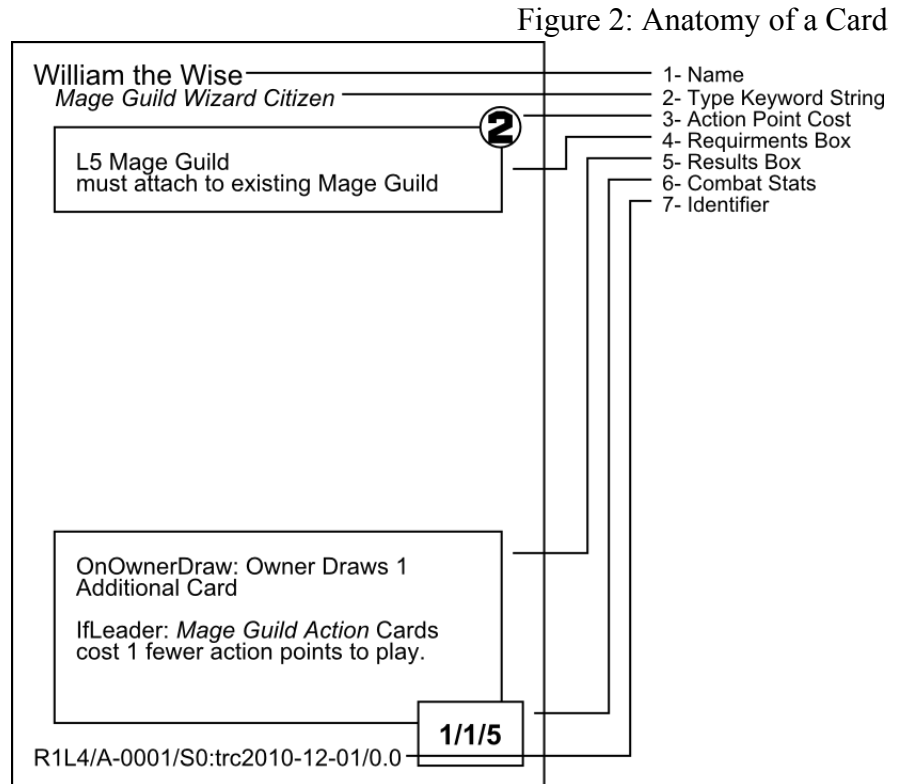
There are three ways to win:

Obliteration – All Opponents have decked-out(unable to draw a card when required to do so), has their city points reduced to zero, or takes as much direct damage in a single combat phase as they have remaining city-points.

Supremacy – The first player who achieves 20+ city points or a single guild of level 20+.

Victory Points – if no player plays a card in 2 consecutive turns the game is stalemated, all players add up the levels of their guilds and their city points and the highest number wins.

Cards:



What happens in the game is handled by the text on the cards you and your opponents have included in your decks; effectively each game starts with a blank slate.

In certain cases a card may have one or more “keyword” somewhere which refers to rules defined outside of the card in the “Rules” for your current play format.

An example of one of these keywords is “Action”. All cards, by default, are played to the field and left on the field under their owners control until something happens to change this state. If the “Action” keyword is in the Type Keyword String you should know that this card, when played, does it's thing and then goes straight to the discard pile.

Common or General Keywords like Action, Guild, Instant, Citizen, Building and a few others should be known to all players so will be explained as part of these rules of play, all keywords will be covered in a reference document that all players should have available when they play.

Understanding a Card:

In Figure 2 an example card is displayed. This next section will explain the anatomy of the card in detail.

- Name
- Type Keyword String – this identifies what the card represents and in most cases simply acts as a way for other cards to refer to this card, though there are a few “Types” that cause this card to be treated differently because of something in the rules. An example of targeting behavior would be a card that says “Move one Merchant card from your discard pile to your hand” would mean “Move one card with the word Merchant somewhere in it's Type Keyword String”. An example of special rules

would be the fact that any “Building” card can be sacrificed to prevent your city taking fatal damage.

- Action Points Cost – As a player you control a city of a certain size, complexity, refinement, etc. which is represented by “City Points”. Every turn you get as many “Available Action Points” as you have “City Points” at the beginning of your turn. When you play a card with an “Action Points Cost” you “Exhaust” that many “Action Points”... this limits the number of cards you can play in a turn.
- Requirements Box – This section of the cards tells you of any prerequisites or additional actions that may be required to play this card. Examples of a prerequisites would be a specific level of Guild or a certain number of cards in an target opponents hand. Examples of an additional action would be needing to discard a card, select a target for the card or attaching the card to a specific guild.
- Results Box – This section of the card tells you what happens when you play a card or how to activate a permanent ability. This section can also have triggers or limits on when a cards ability can be used. Example Triggers would be “Instant:” meaning the card can be played at any time or “InCombat” “BeforeOwnerDraw” representing specific phases and specific players... these “Triggers” will be detailed in the rules but should be rather self explanatory.
- Combat Stats – what a card uses in combat, any card with combat stats can be included in a combat, there are many rules relating to these stats, detailed in a different part of the document, but essentially they boil down to strength, dexterity and intelligence and the circled stat is the one used in attacks (no circled stat means the card cannot attack)
- Identifier – Is a complicated string of letters/numbers and symbols.
- Before the first slash it the Rarity and Limit on the card
- Between the first and second slash is the target game and the Id of the card within that game
- The rest is, taken together, the set and version identifier... all cards in your deck must have be from the same version⁶

Note that not all elements appear on every card, if the card lacks an action points cost it costs no action points to play, if it has no stats block it cannot engage in combat, if it has to Requirements Box it has no prerequisites⁷.

⁶ - To avoid people having to constantly reprint cards, players should carry a “release spoiler binder” to check if the text on an older version of a card is still the same in the current revision. In tournaments the judge will check the text on all cards the players are using to ensure they match the tournament's target release anyway... in friendly games we hope people won't try to slip this kind of thing by but we don't know your friends so if you don't trust an opponent you can request to authenticate their deck after and call them a dirty cheater who stinks if they have done so.

⁷ - also note that the “stats” block overlaps the “results” box and the action points cost overlaps the requirements box... as such if any 2 of these elements are missing you should still be able to identify which box is which... if ever there is a card where this would be ambiguous, namely one with no action points cost and no stats, an empty stats box, action point circle, or and the only text box on the card takes up all of the space remaining on the card so it is impossible to figure out if it's aligned with the top or bottom of the card... you can call the person who printed their card that way a jerk and check the release spoiler binder.

Basic Card Concepts

Guild Cards:

Guild Cards will have one or more “base guild class”, something like mercenary, cultural, economic, criminal, crafting... and may define an advanced guild (Alchemists Guild, Society of Assassins, The Sir Malevolon's University of Scientific Wizarding, Tavern and Distillery Workers Union)

Basic Guild Cards:

- Establish a Level 1 Basic Guild or Add 1 Level to the Level of an existing Basic Guild
- Have one Basic “Class” (like merchant, mercenary, cultural, magic)
- are “Unlimited” (∞)⁸

Advanced Guild Cards:

- Have one or more “Basic” Class
- Establish and/or add levels of basic class to an Advanced Guild
- At time of play can combine one or more existing “Basic” Guilds

Guilds as Requirements:

If the “requirements box” on a card you wish to play says “Level 5+ Mercenary Guild” this means that you need to control a guild with at least 5 levels of Merchant guild. This could be either a Level 5 Mercenary Guild or a “Level 8 Brotherhood of Assassins” that has 5 levels of Mercenary Guild. When the prerequisite is an Advanced guild you look at the total guild levels in the Advanced guild.

Action Cards:

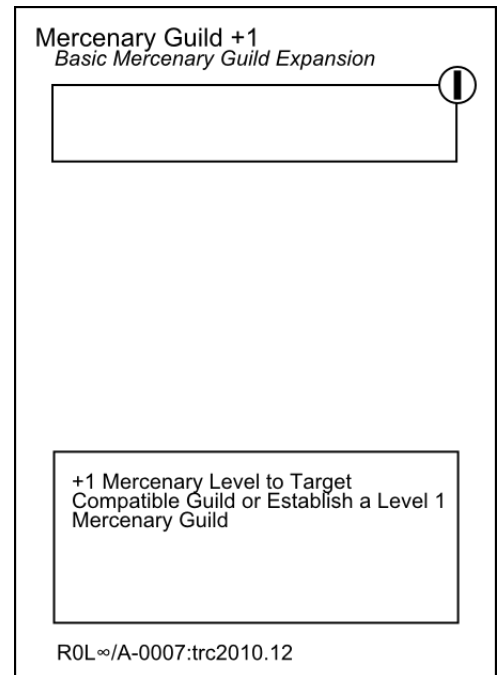
Action cards are basically “actions” that the owner causes to happen. When one of these cards is played, it's effects (and any responses) are resolved and then the card is placed in the discard pile.

Citizen and Building Cards:

Citizens are a type of permanent that represent people who live in and “belong” to your city. Buildings represent structures and places in your city (like a warehouse, a library or a town square). Most Citizen's and Building need to be attached to a specific guild of a specific minimum level (signified by the “attach” keyword in the requirements box) and provide some ongoing or recurring benefit, or provided additional actions you can choose to make at certain points in the game (perhaps a certain building allows you to pay an action point to draw an extra card).

Guild Leader:

⁸ - Special “rarer” versions of Basic Guild Cards would not be unlimited. These cards may add more than one level of base guild, cost less than normal, etc.



The first citizen to join a Guild is its "Leader", certain citizens may provide different benefits if they are or are not the leader in the guild they are in. A new leader can be selected from other attached Citizens or from a citizen in hand (providing its cost can be paid) if the existing leader is no longer in play (discarded or returned to hand) or if two guilds are merged (as in the case of playing an Advanced Guild).

Sacrificing Buildings:

If the city is taking direct damage a building already in play can be sacrificed to prevent one point of damage from being applied to the city.

Combatants:

Any card with a "stat block" is considered a combatant. This could include Citizens, Buildings, Artifacts, Creatures... and whatever other type keywords we come up with.

Combat Stats:

There are 3 basic combat stats Strength, Dexterity and Intelligence. Any card with these stats can defend (unless overridden by another card effect). When a card attacks it attacks with its circled stat and opponents blocking block with their circled stat. If the card has NO circled stat it can only defend.

For Example

FighterF has an (3)/3/2, PaladinP has 1/3/(3), ArcherA has 0/(3)/1

P blocks F, F kills P

F blocks P, P kills F

P blocks F, both die

A and F block P, all three die

in these examples no damage will get through at all.

Trample is denoted by one or more + beside the stat... so (3+)/1/1

Counter-Trample is denoted by one or more – beside the stat... so 3/2-/(3)

More than one circled stat means the defender(s) must block all circled stats but is also vulnerable in both stats... (3)/(3)/3 would kill a 2/2/(1) and a 3/2/(1) but would also die in the second case

Multi-Strike (something like 2x(2)/1/1) is like the unit attacks/defends multiple times, each calculated separately as if multiple creatures with identical stats were blocking/attacking.

Other Keywords:

Guild Maintenance

If you have more total Maintenance cost than you have levels of the target guild, pay the maintenance cost in action points or discard cards with maintenance until you can afford it.

Example:

CardID: UNKNOWN Name: Mercenary Guild +1 Type String: Basic Mercenary Guild Action Cost: 1 Prerequisites: none Stats: N/A Effect: (Inherited from basic rules, aka, establish a Level 1 Mercenary Guild or Add 1 to the level of an existing Guild with a Mercenary Component)	CardID: UNKNOWN Name: Hired Gun Type String: Mercenary Unit Action Cost: 1 Prerequisites: none Stats: 1/(3)/1 Effect: Mercenary Guild Maintenance 1 (Inherited from basic rules, aka, If you have more total Mercenary Guild Maintenance than you have levels in your largest Mercenary Guild, pay the remaining maintenance cost in action points or discard cards with Mercenary Guild Maintenance until you can afford it)	CardID: UNKNOWN Name: Orc Thug Type String: Mercenary Unit, Orc Action Cost: 2 Prerequisites: none Stats: (5+)/0/0 Effect: Mercenary Guild Maintenance 2 (Inherited from basic rules, aka, If you have more total Mercenary Guild Maintenance than you have levels in your largest Mercenary Guild, pay the remaining maintenance cost in action points or discard cards with Mercenary Guild Maintenance until you can afford it)
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SO,

If, On your first turn you play an Orc Thug and a Hired Gun (costs 3 Action Points)

Then, On your second turn you must pay 3 action points or discard the Orc Thug and pay 1 or discard the Hired Gun and pay 2 or discard neither and spend no action points on Maintenance.

However If, On you first turn you place 2 Mercenary Guild +1 Cards and the Orc Thug and the Hired Gun

Then, On your second turn you will only have to play 1 Action point as maintenance, or discard either Hired Gun or Orc Thug to not have to pay any Action Points to maintenance

Note that Maintenance as described here is guild specific, so if you had a Level 3 Merchant Guild you could not cover the action point cost of a Mercenary Guild Maintenance Unit.

Ruthless Orc Thug
Mercenary Unit, Orc

4

Mercenary Guild Maintenance 2
(If you have more total Mercenary Guild Maintenance than you have levels in your largest Mercenary Guild, pay the remaining maintenance cost in action points, you may discard cards with Mercenary Guild Maintenance to reduce the cost)

(5+)/2/0

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