Design Document

# Game Name:

Collector

# Description:

Oh no! Your collection has been sold off! Try to rebuild your collection at all costs.

# Rules:

Players start with the remnants of their collection and must try to regain the rest of their collection or “Set”. A player can use his or her “Resources” to try and trade with other players, or can invade another player’s warehouse and try to take the other player’s “Resources”.

This game can be played with two-four players. More people can play if more than one deck is used; the only requirements are all suits have to be used, except in a three person game, and the suits can be divided amongst the players evenly. If one person has a suit, then all players need one; if one has two suits, then all players need two suits.

Players choose which player goes first and if turn order passes clockwise or counterclockwise.

Each card has a point value assigned to it, for cards 2-10 the point value is equivalent to its face value, so a 5 is worth 5 points; however, face cards (Jacks, Queens, and Kings) and Aces have different point values, they are:

* Jacks are 11 points
* Queens are 12 points
* Kings are 13 points
* Aces are 14 points
* Jokers are unused

During a player’s turn they can either trade with another player or invade another player; however a player must take one of the two actions to end their turn.

## Sets

Before the game starts each player chooses a suit to collect (Clubs, Spades, Diamonds, or Hearts). The deck is then searched, players remove the ace of every suit and give it to the player that chose the suit that matches the ace; any remaining aces are left in the deck (two or three-player game). This is the players “Set”; their goal is to get a Set with thirteen cards, all with different values but of the same suit (2, 3, 4 … Queen, King, Ace). A player keeps their Set displayed in front of them so other players can see their progress. Anytime a player gains a card of his or her suit they must add it to his or her Set, unless players are using more than one deck, then players only add one copy of the card(s) to their Set.

In a two-player game the suits are split evenly among the players, so each gets two suits. Players only have to complete one of the suits in their Set to win the game.

In a three-player game players choose their suits and the final suit stays in the deck to be dealt to the players.

## Resources

The remainder of the deck is then shuffled and divided amongst the players; this is their “Resources”, so with four players and one deck each player would have seven cards in his or her Resources. Unlike the Set, the Resources are kept hidden from the other players. However the player can reveal his or her cards to the other players to help make a trade, so they are not random exchanges.

## Trades

Players have the capability to trade cards with other players to try and complete their Set. As such players can only offer/use cards from their Resources in trades, they cannot use cards from their Set. Players can either trade one card for another, or multiple cards for one, or multiple cards for multiple cards; the only requirement that all players involved in the trade need to agree for the trade to go through.

## Invasions

Players can also invade one another’s “storehouses” to try and complete their Set. During an invasion both the invader and the person being invaded pick two cards. One of the two cards the players chose to use in an invasion must be of the suit that his or her opponent chose at the beginning of the game, if the player does not have any cards of the required suit then he or she can choose any other card to use. Players can freely choose what the second card will be. Players can choose cards from either their Set or from their Resources to use in an invasion. The sum of the two card’s point values is figured and whichever player has the higher sum wins the invasion. If the player’s point sum is the same then both player lie down and shuffle their Resources. The players then choose a card, at random, from the other player’s Resources, the other player that was involved in the invasion. The points of the cards that are selected are then added to the owner’s point sum, and whoever has the higher point total wins. This action of randomly choosing and adding to the point sum is continued until one of the players involved in the invasion has a higher point sum. The winner of the invasion wins all of the cards the other player used in the invasion.

If two, or more, players complete their Sets on the same turn, the players who completed their Sets enter a special invasion. This invasion operates similar to a normal invasion, except that players can only use cards from their Resources, and the player who wins this invasion wins the game.