

Thu'um Rulebook

Game Inspiration: Skyrim

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- Our adaptation focuses on the shouting system of Skyrim
- Shouts are comprised of 3 words
 - Each card represents 1 word from a shout
 - **The goal is to collect all 3 words of a shout (from the shuffled decks), to then use against the opponent to deplete their health**
- Cards are **color coded** to match the shout they belong to:
 - **Red** - "Fire Breath"
 - **Blue** - "Frost Breath"
 - **Green** - "Unrelenting Force"
 - **Purple** - "Animal Allegiance", "Call Dragon", or "Summon Durnehviir"
 - **Silver** - "Become Ethereal", "Ice Form", or "Drain Vitality"
- The **red**, **blue**, and **green** cards are basic attacks of different elements
- The **purple** cards are stronger attacks
- The **silver** cards have special effects:
 - **Become Ethereal:** allows a player to protect themselves from taking damage from their opponent's next attack
 - **Ice Form:** skip the opponent's next turn
 - **Drain Vitality:** take some health from the opponent to replenish your own



- **Decks + Setup**
 - Each player will have 45 cards in front of them, separated by word number (**there will be 3 decks for each player**)
 - The backside of each card is labeled with a number that corresponds to its position in the shout. This signifies which deck it must be placed in
 - Before playing the game, each player will shuffle all 3 of their decks
 - Do not mix card numbers - shuffle the **1** cards with the other **1** cards, shuffle the **2** cards with the other **2** cards, etc.
 - Do not combine both player's decks

- **Game Options**
 - There are 2 ways to play the game
 1. *Player versus Player*
 2. *Co-Op*
- **Player Versus Player**
 - For this version of the game, players will battle against each other
 - Last person standing wins
 - After a player's health reaches zero, they are out of the game
- **Co-Op**
 - For this version of the game, players will work together to defeat the dragon, Alduin
 - The players will win if they defeat Alduin, or lose if Alduin defeats them
- **How to play the game: *Player versus Player***
 - After the decks have all been shuffled, one player will roll a 6-sided die to determine the amount of health for both players
 - For the number rolled, multiply it by 50 to determine the amount of health
 - Ex: if the die roll is 5, then health will be 250
 - Each player will then roll the die to determine turn order. The player who rolls the highest number goes first.
 - If there is a draw, both players will roll again until one player rolls higher than the other
 - The player that goes first is player 1
 - On turn 1 of the game, **BOTH** players will draw 1 card from each of their decks
 - Match the cards to their respective places on the board, and place them face-up
 - After this, players will take turns drawing two cards from any deck(s) at the beginning of their turn
 - Taking 2 cards from a single deck is allowed
 - Match the cards to their respective places on the board, and place them face-up
 - **Forming Shouts**
 - Once a player has collected all 3 words for a shout, they must play it immediately
 - An example of a full shout is:



- The **red**, **blue**, **green**, and **purple** cards do damage based on a die roll
 - **Red : multiply die roll by 5**
 - **Blue : multiply die roll by 5**
 - **Green : multiply die roll by 5**
 - **Purple : multiply die roll by 10**
 - The **silver** cards have their own effects
 - **Become Ethereal**: the player who uses this card will be protected from harm the next time they are targeted
 - **Ice Form**: the player who uses this card will skip their opponent's next turn
 - **Drain Vitality**: the player who uses this card will roll the dice, and multiply that number by **5**. Their opponent will take that number of damage, and the player who used the shout will restore that number of health.
 - ex: Player 1 rolls a 3. Player 2 takes 15 damage, and Player 1 restores 15 health
 - After cards have been played, place them in the discard section marked on the board
 - In *Player versus Player* mode, the player who reaches zero health first loses
 - If cards run out, and neither player has reached zero health, the game ends in a draw
- **How to play the game: Co-Op**
 - In this version of the game, human players work together to defeat the dragon, Alduin
 - Before the game begins, roll the die to determine health for Alduin
 - Multiply die roll by 75
 - **Both players will start with 250 health**
 - Each player will then roll the die to determine turn order. The player who rolls the highest number goes first.
 - If there is a draw, both players will roll again until one player rolls higher than the other
 - The player that goes first is player 1
 - On turn 1 of the game, **BOTH** players will draw 1 card from each of their decks
 - Match the cards to their respective places on the board, and place them face-up
 - After this, players will take turns drawing two cards from any deck(s) at the beginning of their turn
 - Taking 2 cards from a single deck is allowed
 - Match the cards to their respective places on the board, and place them face-up
 - Turn order for *Co-Op* mode is: Player 1, Player 2, Alduin
 - Alduin's turn is in **2 parts**:

1. Roll the die to determine damage
 - a. Damage: multiply die roll by **10**
 2. Roll die again to determine which player it hits
 - a. **1-3** : player 1
 - b. **4-6** : player 2
- The players win if they deplete all of Alduin's health
 - They will lose if Alduin depletes all of their health, or if they run out of cards

- **Set-up of the game:**

The board helps players organize their cards



- **Design Process:**

- **Choosing Our Game:**

The suggestion of a Skyrim card game focusing on shouts was made entirely on a whim. It unexpectedly caught all of our attention and that was when we decided to run with the idea.

- **Developing Our Game:**

We playtested two separate versions of the game. Another iteration accommodated up to four players and played in a similar style to that of Uno only with three decks to draw from instead of one. But gameplay became tedious and mundane with a single playthrough taking just over an hour. We chose this iteration because it had the best overall balance. Refining and balancing the numbers took several playtests. In designing the cards, we tried to make the information as clear as possible, while keeping the theme closely related to Skyrim.

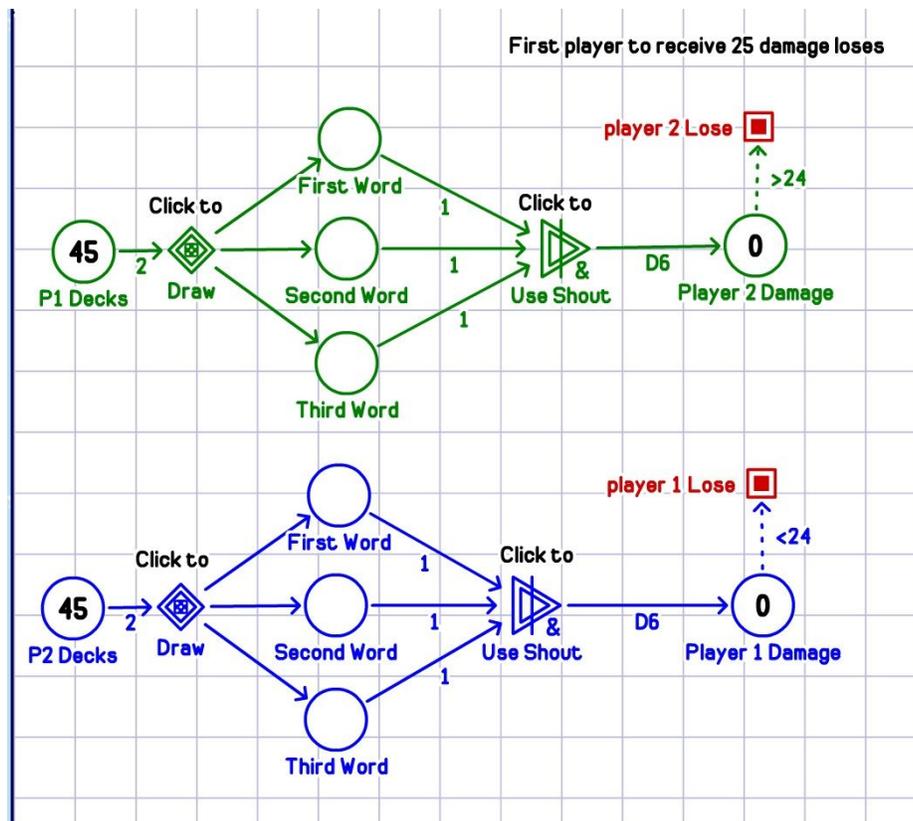
- **Systems and Behaviors:**

Our game exhibits a balancing behavior generated by the reinforcement loops of each player. The reinforcement loops of a player's turn consists of drawing cards which increases the chances of completing a shout which then increases the frequency of damage output to your opponent. With each passing turn the odds of completing a shout grows at a steady rate due to there being less cards to draw from each deck. And since these two loops work against each other, the behavior of our game is similar to that of a pendulum moving back and forth.

- **Machinations:**

In machinations we created a diagram showing the games core system. Each colored section represents the actions of a player's turn. The pool of forty-five resources at the start represents the number of total cards that the player can draw from. Clicking the draw icon will randomly send two of those resources to either the first, second, or third word pool. This represents the randomization when drawing cards.

Only when the player has at least one resource in each of their word pools, indicating that they have three matching words to complete a shout, can they activate their shout icon. Using a shout will use one resource from each word pool as well as push a random amount of resources, based on a six-sided dice roll, into the damage pool indicating the amount of damage done to their opponent. If no shouts can be activated after a draw then that player's turn ends and the other player begins their turn by drawing.



**Images from Playtesting:
Setup:**



Turn 1:



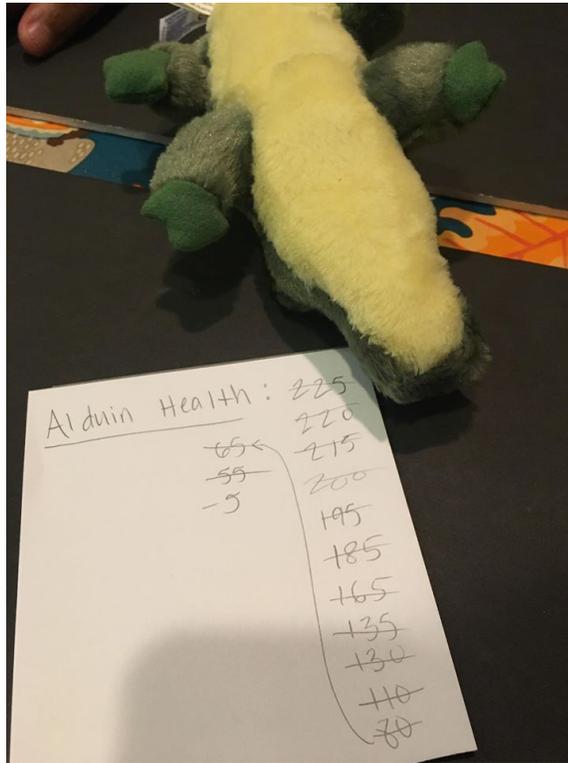
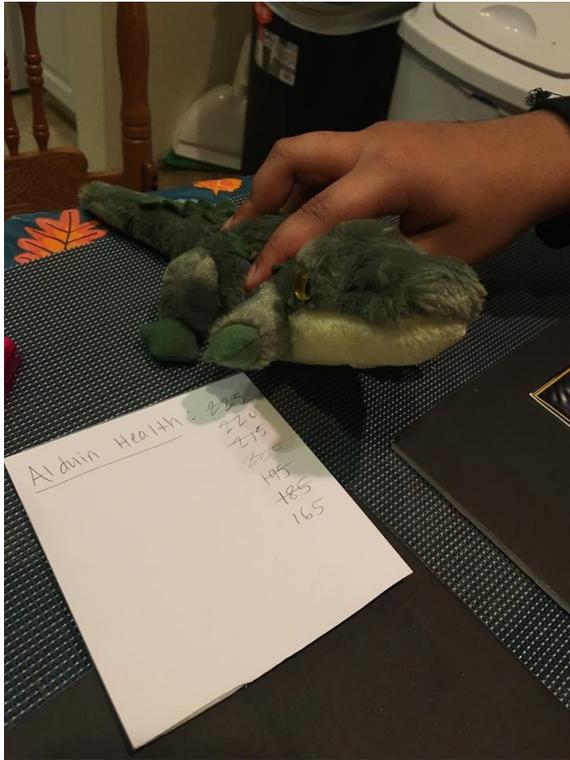
Player versus Player:



Co-Op:



Alduin



Playtest Writeups:

Octavian / Aedra Playtest (1)

* PVE

- Player health - Alduin: 75
- 0 → 50 (P2) at
- N → 200 (P2)

- Cards not shuffled well
- number change Alduin about when one player dies
 - continue trend of 1-3 attack P1, 4-6 P2
- intermediate attack?
 - use less cards for an attack, but with a lower multiplier?
- Alduin won (3rd time)
 - only 1 attack on Alduin
- Octavian died before getting to attack Alduin

Playtest 2: Final Idea

- combine the decks
- at player's (a low rip (30 players)
- pull 50 cards max at a time
- put 1 card into deck (on bottom)
- if 10 cards exceeds to
- maybe control cards
- making longer

