

## **Bone Wars Design Document**

### **Overview:**

Bone Wars is a strategy card game based around summoning monsters composed of disparate parts from a variety of dinosaurs in order to attack your opponents while defending yourself from their attacks in turn. The main goal of the game is to be the last one standing, with the game ending when every other player has lost all their HP. To achieve this goal, players must steadily build up the power of their summoned monsters in order to destroy their opponents' monsters, allowing the player to attack their opponent directly. All the while, players must be sure to keep manage their own monsters in order to block their opponents' attacks and remain alive to the end of the game.

### **Ruleset:**

- **Starting the Game:**
  - 2 – 4 players
  - Prior to starting the game, one player should thoroughly shuffle the deck before dealing 7 cards to each player, including themselves.
  - To decide turn order, each player rolls a d20, and the player who rolls the highest goes first. Players then take their turns going clockwise from the player who went first.
  - Each player begins the game with 20 HP.
- **Fossil Creation:**
  - At the start of their turn, the player draws 1 card from the center pile and add it to their hand, entering the Creation Phase of their turn.
  - Once per turn, a player may create a new Fossil Monster or edit an existing one by adding or replacing a part.
  - To create a Fossil Monster, a player can choose one Part Card they have in their hand and place it down on the table.
  - To edit a Fossil Monster, a player can select one Fossil Monster they control and edit it in one of two ways:

- Adding a part to a Fossil Monster that only possesses 1 or 2 parts. This part may not be of same type as any of the parts the Fossil Monster is currently composed of. The resulting Fossil Monster possesses the combined Stats and Traits of its composite parts.
- Select one part possessed by the Fossil Monster and replace it with a part of the same type from their hand.
- When a Fossil Monster is created or edited by way of replacing a part, it becomes unable to attack until the player's next turn. However, if it is edited by way of adding a part, the Fossil Monster retains its ability to attack during the player's current turn.
- Certain parts possess unique Traits that set them apart in battle (See Attacking and Defending). These Traits include:
  - Haste – Fossil Monsters with this Trait can attack on the same turn that they are played. This Trait also applies if a Fossil Monster is edited to have this Trait.
  - Flying – Fossil Monsters with this Trait can only be attacked or blocked by other Fossil Monsters with the Flying Trait or by those with the Reach Trait.
  - Marine – Fossil Monsters with this Trait can only be attacked or blocked by other Fossil Monsters with the Marine Trait or by those with the Reach Trait.
  - Reach – Fossil Monsters with this Trait can attack and block Fossil Monsters with the Marine or Flying Traits.
  - Trample – When a Fossil Monster with this Trait destroys another Fossil Monster, the remaining damage is taken by the player who controlled that Fossil Monster.
  - Intimidating – Fossil Monsters attacking a Fossil Monster with this Trait suffer a -2 penalty to their Str. Stat.
  - Vigilant – Fossil Monsters with this Trait can be used to block, even after they have been used to attack during a player's turn.

- **Attacking and Defending:**

- When a player has completed the Creation Portion of their turn, they will then enter the Destruction Phase of their turn, during which they will use their Fossil Monsters to attack their opponents.
- For each Fossil Monster the player controls, they may make one attack against one of their opponents. Attacks do not have to be made against the same player.
- When a player attacks another player, the defending player can select a Fossil Monster they control to block the attack. When this happens, the two players will each roll a d20, with the attacker adding their Fossil Monster's Str. Stat to the roll and the defender adding their Fossil Monster's Def. Stat.
- If the defender rolls higher than the attacker, then the defender successfully blocks the attack and no damage is taken.
- If the defender rolls lower than the attacker, then the defender takes damage as specified by the attacker's Attack (Atk.) Stat, signified by placing a number of damage counters equal to the amount of damage taken on the defending Fossil Monster.
- In the event of a tie, then the attacker deals damage to the defender equal to its Atk. Stat divided by 2.
- Once a Fossil Monster has been used to attack, it cannot be used to block another player's Fossil Monsters on their turns. This is signified by turning the cards that make up the Fossil Monster so that they lay horizontally on the table.
- When a Fossil Monster has been reduced to 0 HP, it is destroyed and sent to the discard pile, along with any cards that were attached to it.
- If a player has no Fossil Monsters to block an opponent's attacks, then they can either take the damage of the attack directly, losing HP equal to the damage dealt, or attempt to block the attack by rolling 1d20 and attempting to roll higher than the attacking Fossil Monsters Str. Stat.

- **Winning the Game:**

- When a player is reduced to 0 HP, they are removed from the game. The game ends when only one player remains alive, at which point they are declared the winner.