Game Rules Document 11-17-2010

- This is a one-on-one Mecha card game
- Players have the same 36 cards in their decks, and before gameplay, they choose 6 cards to dispose
- There are 3 different kinds of cards: upgrade, event, and skills cards
- Now it is 16 upgrade cards (to wield weapons and armors), 16 event cards (to enable traps or spells in the combat), and 4 skills cards (to become different types of robots) to make a whole deck of 36 cards
- Upgrade cards function as Items, Event cards as Spells, and Skills cards as Classes
- There are 5 body parts that could be upgraded: 1 core and 4 limbs
- Base Hit points for body parts: Core=20, each limb=10
- There are 4 attributes to consider: Hit point (HP), Attack, Defend, and Evade
- Formula: Attack – Defend = Damage; when HP goes down to 0, player loses that limb
- Each card (Upgrade, Event, and Skill) would affect the 3 attributes (Attack, Defend, and Evade) of a player
- Rolling a d10 to decide if a player could dodge the attack. Formula: Evade > dice roll: no harm done
- Hit points are separate for each limb, but the Defense point for the core is the add-up of all limb defense points (this avoids direct attack on the core in the beginning)
- The Game Mat: (see Dennis' and Scott's prototypes)
- An HP scale on 5 body parts: each limb: 1-10; core: 1-20
- A possible Skill slot on top of the robot
- Action Points: 10 for each turn
- To upgrade equipments, cause an event, or apply skills takes action points (shown on the upper right corner of the card)
- Attacking the opponent happens automatically at the end of each turn

Game Design Doc:

- Back story: futuristic, humans inside robotic equipments
- Name of the game = "Robot Combat" (?)