Item Collection Game

Contents

One Deck of 52 Playing Cards and the Jokers

Setup

Separate the deck by suit and pass each out to the four players.

Each player will then draw 7 cards from their personal deck.

Place the two jokers in the center of the table. The black joker will start face up, and the red joker will begin face down.

Choose one player to be the starting player. This can be decided in any way.

Objective and Theme

The core theme of this game follows the idea of the "Prisoner's Dilemma" game theory concept. All four players are presented with similar options to choose from and must use their instincts to trust whether another player will play a certain card or not. Through playing, you will have a payoff of success or failure depending on the choices of your fellow players. This will determine who will win and who will fall short in this game.

This game will follow a semi-cooperative format where any number of players can win or lose depending on the trust between the players. To win, players must score a total of 5 cards on the board through matching with other players, scoring chains, or having the highest/lowest card. All players who score their 5th card will win together. This can result in all 4 players winning together, or one player straying from the group and winning on their own.
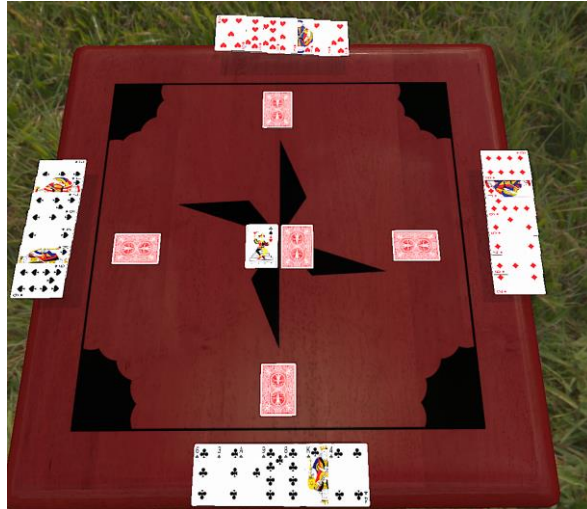
Gameplay

Gameplay is separated into three different phases. The three phases are: "The Negotiation Phase," "The Declaration Phase," and "The Reveal & Results Phase."

The Negotiation Phase

To start the negotiation phase, shift the starter player to the left. (This will be ignored in the first round.) This player will now get to choose either high card or low card for the round by flipping the black joker face up for High or the red joker up for Low. The other card will then be placed underneath or flipped down.

During the negotiation phase, players can make claims of the cards within their hands and what they intend to place during the next round. This phase can be used to gather information from the other players and try to figure out who will play what card next. You can attempt to work with the other players or lie and put a card unrelated to what was spoken about.

The Declaration Phase

During the declaration phase, each player will say (or bluff) the card they are placing and then place it face down in front of them. The order of this will be determined by the current first player.

While this phase is happening, players in farther orders can decide to change their decisions based on the claims of previous players. The first player will then get a chance to change their card after all claims have been made. This will then move the game to the next phase.

The Reveal & Results Phase

After all players have placed and declared a card, then each person should flip their card face up. Each card should be looked together as a large set. If your card qualifies for one of the sets, then it will automatically be scored.
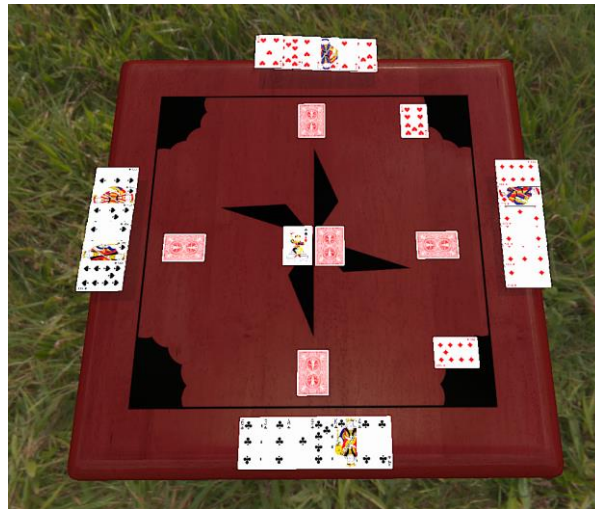
Four Players	
Four of a Kind	4 players with the same number; All players score their card
Lg Straight*	4 players with consecutive numbers; All players score their card
Two Pair	Two sets of pairs; All players score their card

Three Players	
Three of a Kind	3 players with the same number; Those 3 players score their card
Sm Straight**	3 players with consecutive numbers; Those 3 players score their card
Two Players	
Pair	2 players with the same number; Those 2 players score their card
One Player	
High/Low Card***	1 Player with the highest/lowest card in the group; That 1 player scores their card

*For large and small straights, the numbers must go from 2-A OR A-K. A-2-3-4 and J-Q-K-A are valid combos, but K-A-2-3 is not a valid straight.

**If there is a small straight AND a pair, then only the players in the small straight succeed.

***The High/Low Card is only chosen if none of the above conditions are met. This is decided by the current Joker face up

After the current combo has been decided, players will place their winning card to the side. This should remain in view of other players to provide information later. All failing players will shuffle their losing card into their deck and then draw a new card. All winning players will just draw a new card.

Ending the Round and Winning the Game

At the end of any given round, players with 5 scored cards will have won the game. If no one has scored 5 points yet, then you will restart the round at the negotiation phase.

Connection To Game Development

As previously mentioned, this plays into the idea of the Prisoner's Dilemma, but with a bit of a twist. Within the Prisoner's Dilemma, the odds are more binary in comparison. Each player can only choose between a yes or no choice, with fixed win and lose rates. In this game, players must work with the hands they are dealt for their negotiations. In one round, a player could draw most of their lower cards and be forced to bluff the High/Low switch, or even try to match with another player. I like to think that a lot of people operate similarly in both the game development world and for our players. We are often stuck navigating the skills we have and our social connections to progress ourselves forwards. Both developers and MMO players alike experience this obstacle.