**Courts**

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**Description -**

Categories: Strategy, Power, Hidden Agenda

In Courts, players take the role of elite factions in a medieval kingdom and compete for dominance as dynasties rise and fall.

Players: 2-6

**Initial Setup -**

To begin the game, take out the king and 2 of clubs and place them face up in the player area. This is an unclaimed king. Have someone shuffle, but note that the *king* always splits the deck. Pass out three cards to each player and then draw four cards into the field.

**Gameplay –**

Once the initial setup is complete, a turn will be played. Then three more cards are placed onto the field. Another turn. Two more cards. Another turn. The flop and then the last card.

**Turn –**

During each turn players will each select a card to play and place it face down in front of them. The king will then ask if everyone’s ready and then everyone flips their cards.   
  
Note: How do Jacks play in this field?   
If it’s one at a time not only are Jacks in play quicker, but the game pace will feel faster.

**Flop -**   
On the last turn of the game players who haven’t placed a *King* must select a suit to support. They indicate which suit to support by placing that card face down.   
  
Logic: By forcing the players to have the suit of their choice in their hand it can make them hold onto powerful/weak cards just to get the option of siding with that suit.

**Ending a Round –**

Once all the cards are placed on the table suit’s military power is added up. If the suit doesn’t have its jack only the top three cards are counted. The cards of the highest value win, the lowest value suit receives negative points.

So: If you have a king that won you get +2 points. If the king lost you get -1 points.

If you supported the winning suit, you get a point. If the suit lost you get +0. And if the suit was in last place you get -1.

**Ending the Game -**

The game ends when one of the two conditions are meet:

1. A player has reached seven points.
2. A single suit has won three rounds.

Once completed the player with the highest score wins. If a tie occurs, rounds are played until a single winner can be declared.  
  
Logic: By creating unpredictability in when the game will end it will create room for tactical decisions. For instance, a player doing well early on might want to risk siding with a weak king to end the game early.

**Card Rules:**

Kings:

* Rule over a suit.
* When placed force a player to that suit.

Queens:

* Can claim unclaimed kings.
* Kings and Queens of the same color different suits can marry. If done then the entire Queen’s army supports the King. This is broken if either the Queen or King get’s their partner in the same suit.

Ace:

* If played before the flop the Ace counts as a 1.
* If played during the flop the Ace counts as an 11.

Jack:

* This military card allows for the full resources of the army be used. Instead of just the top three.

Joker:

* When placed upon a suit, this suit becomes incapable of winning and siding with it will lose a player a point. NOTE: If your king’s suit is hit with a joker you are free to side with another suit.

Scoring, Any side with a face card (King, Queen, Jack) has a chance at winning. The top three number cards are counted unless they have a Jack in which case all number cards are counted. In case of a tie the side with the most face cards win. If there is still a tie then both sides draw from the deck until the tie is broken.

Kings rule over a suit. Once a player places a king they are tied to that suit and can’t switch. If they lose the receive a negative -2 for that hand. If the King has no queen of his suit and the other suit of his color has a queen with no queen, the suits are scored together under that king. If a king wins, he gets a +3 for that hand. You stick with the first King placed.

Queens when paired with a king get a +4 when they win. If a queen doesn’t have a corresponding king and there is a king in the same color different suit, her suit’s army goes with the king.  
  
Jacks act as military generals and allow the suit to use all the number cards placed.  
Aces act as a duplicate of the top numbered card in the suit.   
Jokers remove a suit from the running unless they have a full court I.E. King, Queen, Jack then they add +1 to the score.

**Monetization**

The base game is free to download on Apple and Google Play Stores. After each round the user is given a single add. Players can remove adds with a single purchase of $2.50. I could also add a currency that could be used to gatekeep special game modes.

The Broker: Instead of just offering users a chance to play a bit more. The broker is a full-fledged character, that will allow players to role play as a slimy political-hack. You pay him to get another card in your hand at the start of the game, or for a card of the “winning” suit (your choice) at the end. The logic is that most people won’t choose to pay for an extra card because it’s humiliating, so we flip that on its head by making it emPOWERing.

A daily challenge / campaign to work on. Banner adds.

Adds play between games, not before.   
  
High score (Count Point Value)

Journey Mode

Achievements