

# Speed War Treasure Hunt

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# Summary

Speed War Treasure Hunt is a quick paced card game that combines luck and reaction speed. The game is very simple, you split the deck between 2 players and play like war ,each player playing a random card from their deck. Who ever has the highest number wins but there are special occasions with face cards, aces, and jokers. For these cards you either lose extra cards or are able to steal a pile of cards that will start to grow as you play the game. To win the game you have to have all the cards in your deck. Anyone can play this game due to its simple rules and quick play speed.

# Games Core Concepts and Mechanics

The core concept of the game is for players to compete against each other with reaction time being their best weapon. Most of the game is luck when playing number cards against each other, but the other cards have something different about them. If someone plays a face card, they instantly lose the round as well as discard 2 of their cards into a pile. If an ace is played, the first player to slap the pile wins all of those cards, making reaction time important. Finally, if a Joker card is played, the last person to slap it has to give 3 cards into the discard pile. These special cards give the players a chance to use some skill instead of only luck (like how they would in typical war).

# Rules

## How a Round Works

1. Both players flip a card like in **War**.
2. If both cards are explorers, the **higher number wins the round**.
3. If a **special story card** appears, players react quickly.

## Special Story Events

- **Treasure Chest** 💰 (Aces)
  - Players must slap the pile.
  - First player gets all the treasure (the pile).
- **Monster Attack** 🧟 (Face Cards)
  - Whoever plays the monster instantly loses the round and takes the monster out of the game, they then add 2 of their own cards to the treasure pile
- **Hidden Trap** ⚠️ (Jokers)
  - Last player to slap must give away 3 cards to the treasure pile.

## Goal

Players are trying to **collect the most treasure and survive the island** by winning all cards.

# Message and Purpose

Our original purpose of the game was to create something that represents resources and to shine a light on the conflict of fighting for those resources, but I don't think that we truly hit the mark. When coming up with a theme for this game I believe we leaned more towards the pirate theme to make the game more entertaining instead of actually theming it around a real world resource. We still have the players fighting over a resource, but I believe the pirate theme takes it out of the times and doesn't share the message as good as something more recent like oil would.

# First Iteration

Our first iteration of the game had some missing details. For example, if someone played a monster card we had them (lose the round) which would have them miss their chance at slapping the pile if a treasure card was played. We took some notes from our playtest and made some changes for the 2nd iteration.

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## Speed War: Treasure Hunt

### Story

Players are adventurers exploring a dangerous island in search of treasure. Every card flipped represents something you encounter along the journey.

### Card Meanings (Using a Regular Deck)

- **Number Cards (2-10)** → Explorers
  - These are your adventurers competing for treasure
  - Higher number wins the round
- **Face Cards (J, Q, K)** → Monsters
  - If a player plays a monster card, they instantly lose the round. The player then must discard the monster out of the game and put 2 cards into a pile on the side. *unless it's a trap or treasure round*
- **Aces (A)** → Treasure
  - First player to slap *the pile* wins the pile and takes back the treasure into their deck
- **Jokers (optional)** → Traps
  - Last player to slap loses 3 cards and adds them to the pile *(if the pile is empty, add both cards into the pile)*

### How a Round Works

- At the start of the game give each player the same number of cards
- Both players flip a card at the same time (like in War).
- If both cards are **number cards**, the higher card wins the pile.
- If a **special card** appears, players must react quickly and slap the card *(if they slap a die, put both cards in pile)*
- If you win the round, you will take back your card and the other players card.

### Special Events

- **Ace (Treasure Chest)** *the pile*
  - First player to slap gets all the cards in the pile
- **Face Card (Monster Attack)**
  - If a player plays a monster card, they instantly lose the round. The player then must discard the monster out of the game and put 2 cards into a pile on the side.
- **Joker (Hidden Trap)** *(optional)*
  - Last player to slap must give away 3 cards into the side pile

### Goal

Collect the most cards (treasure) and survive the island by the end of the game.

# Second Iteration

For our 2nd iteration we made some changes. We made it so if it was a tie both of the cards would go into the pile. Another change was to make it so if the pile was full and a treasure card was played, the player would have to put their treasure card into the pile to give the other player a chance to steal it. As you can see in the image to the right we took some more notes during our playtest.

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## ✂ Speed War: Treasure Hunt

### 👤 Story

Players are adventurers exploring a dangerous island in search of treasure. Every card flipped represents something you encounter along the journey.

### 🗝 Card Meanings (Using a Regular Deck)

- **Number Cards (2-10)** → Explorers
  - These are your adventurers competing for treasure
  - Higher number wins the round
- **Face Cards (J, Q, K)** → Monsters 🐉
  - If a player plays a monster card, they instantly lose the round (unless it's a trap or treasure round, where they can slap to win). The player then must discard the monster out of the game and put 2 cards into a pile on the side. *- better name for pile*
- **Aces (A)** → Treasure 💰
- **Jokers (optional)** → Traps ⚠️
  - First player to slap the pile wins the pile and takes back the treasure into their deck
  - Last player to slap the pile loses 3 cards and adds them to the pile

### 📌 How a Round Works

- At the start of the game give each player the same number of cards *split the deck equally*
- Both players flip a card at the same time (like in War).
- If both cards are **number cards**, the higher card wins the round and takes both cards and add them back into their deck.
- If there is a tie, both players put their cards into the pile.
- If a **special card** appears, players must react quickly and slap the pile
- If you win the round, you will take back your card and the other players card.

### ⚡ Special Events

- **Ace (Treasure Chest)** 🏆
  - First player to slap the pile gets all the cards in the pile
- **Face Card (Monster Attack)** 🐉
  - If a player plays a monster card, they instantly lose the round. The player then must discard the monster out of the game and put 2 cards into the pile on the side.
- **Joker (Hidden Trap)** ⚠️ (optional)
  - Last player to slap the pile must give away 3 cards into the side pile

### 🏆 Goal

Collect the most cards (treasure) and survive the island by the end of the game.

## (3rd Iteration) Future of the Game

Although we did not continue to pursue the development of this game, if we did make changes it would definitely be re-wording the rules. We were happy with how the gameplay was in iteration 2 but we needed to answer some questions from players testing our game, this tells us that we need to be more clear in our instructions.

# Gameplay and Components

We don't have much to say about our components because all you need is a deck of cards!

As for the gameplay, you can see on the right side how the game would work. The first image shows a monster card being played. In the 2nd image you can see left player discarding the monster card and putting 2 cards into the pile where the right player gets to keep their 5.

In the 3rd picture you can see that a treasure card was played, and that the right player is going to slap the pile in order to win those cards.



# Game Reflection

Overall, this was our secondary game and not the one we put the most time into, but that taught a good lesson. It shows that things don't have to be time consuming and complicated in order to be successful. We had a great time playing this game and in our testing it brought out more emotion than our other game. The only thing I wish we did better before was have a better lesson to be taught. The pirate theme was too fantastical and it didn't bring a strong message to the players, even though the game was fun.