

Sam Kendig, Scott Torborg, Amy Eastment, Mark Mascaro, Liz Smith

bellbottom-badasses@mit.edu

CMS.600 - Design and Theory of Games

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Card Game Pitch - DOOMSDAY

Last year, at the Evil Genius Convention, they laughed at your plans. This year, you'll show them all. Your doomsday device is under way, and nothing can stop you now. Unless someone else manages to build one first.

Doomsday is a strategic card game in which each player is attempting to build their doomsday device to help leverage their evil schemes. To do so, they must acquire, power, and connect various destructive components in their strive for world domination. Standing against them are their fellow evil geniuses, each with their own plans for the world, who would like nothing better than to see their opponents devices fail.

The game begins with each player placing a starting power generator in front of them, and drawing a hand of 5 cards. Play then proceeds with players placing parts into their assembly each turn, utilizing special effects of their devices, and playing action cards which can either aid them in building their devices or disrupt their opponents' devices.

Cards come of two types, action cards and component cards. Action cards can be played at any time, and have effects which can aid or hinder players, such as drawing extra cards or disabling a component in an opponent's device. Component cards are played during your own turn, and compose the parts of your doomsday device. Each component has a power demand, a doom potential, and from 1 to 4 connectors. Certain components are generators, and produce power instead of using it. Two major restrictions upon placing components are that all components within a players device must be connected, and there must be enough power produced to supply all the devices. Components within the device structure can be deactivated, either due to action cards or lack of support power, which can cause devices strung behind them to become deactivated as well. This potential creates a need to make redundant paths for power, which can reduce the number of open component positions. Certain devices will also alter the abilities of devices they are attached to, creating combinations for clever placement.



Standing (left to right): Mark Mascaro, Goomba, Scott Torborg

Seated: Amy Eastment, Sam Kendig, Liz Smith