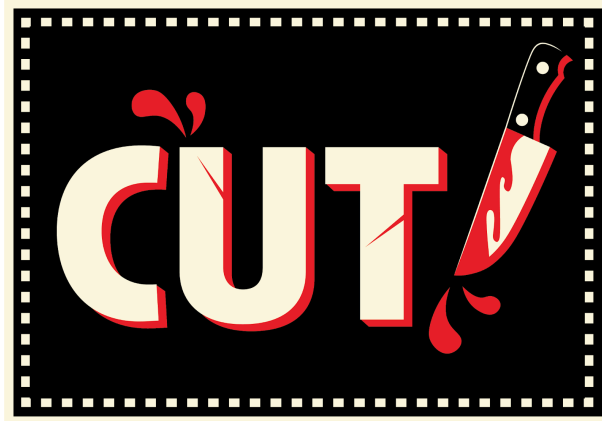# Design Document
Game Design Final 2024
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CUT!

A card game of screen slashing and cinematic sabotage.

Introduction:

You are preparing to shoot the slasher of the century! Locations have been set, props and wardrobe have been rented, and you, the actors have been hired. The only problem? The script writer took the money and ran and before you knew it! As the actors, you will need to improvise on the day of the shoot so you don't waste all the money spent. This could be your chance to make your character the fan favorite and kickstart your career!

Avoid lines and actions that don't fit your character and try to snatch parts that fit your character best! To do this, as you collaboratively write the script by playing cards, avoid parts with attributes that are bad for your character and fight for parts that showcase your character's best attribute!

This game requires 4 players.

Contents:

- 4x Character Cards

- 20x Quote Cards (5 per attribute)
- 20x Action Cards (5 per attribute)
- 5x Prop Cards
- 12x CUT Cards
- 4x EDIT Cards
- 4x RECAST Cards

Setup:

Give each player a character card. Each character card assigns the player a unique advantage attribute and a unique disadvantage attribute.

- Points from cards in your attribute are worth 2x points.
- Points from cards in your disadvantage attribute are worth negative points.
- Points from cards in all other attributes are worth normal.

Shuffle the deck of cards and put it in reach of all players.

Take the scene cards and place them in a row. You will play your cards in lines under these scenes.

Image of what the game board looks like in play:
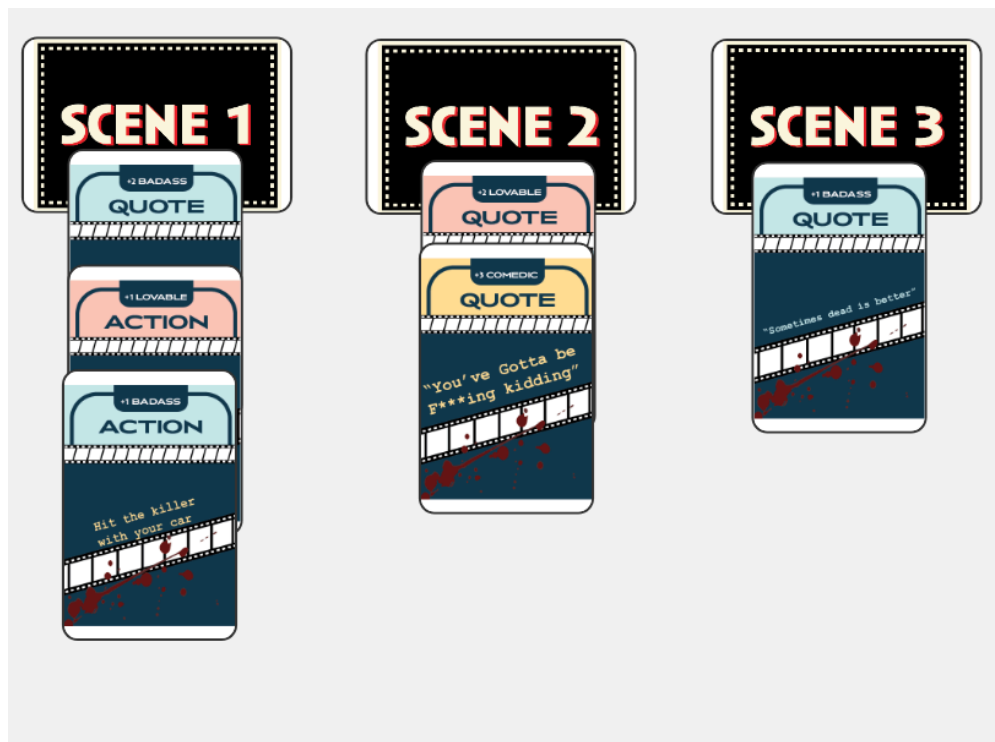
Gameplay:

- Starting the game, the player who is closest to the door of the room is the active player first.
- On their turn, the active player draws two cards from the draw pile. They may then choose to do one of three things:
    - **play one of the cards** by placing it at the end of a scene and discarding the other
    - **play a saved card** and discard both drawn cards
    - **save a card for later** (players can only save one card at a time) and discard both drawn cards.
- **Alternatively**, if a player has no saved card, they may also choose not to draw cards but to instead dig through the discard pile and select a card to save.
- If the active player has played a **CUT** card then the player takes the combo from the scene of their choice and places it in a stack near themselves. (Check **CUT** rules for more instructions).
- Now the turn is done. The next player clockwise becomes the new active player. Repeat this until the draw pile runs out.
- The game ends when the draw pile runs out

Ending the Game

Total how much each combo that you scored is worth at the end of the game (a combo's value can be negative). Count any points on a card with your advantage attribute as worth double, subtract any points from cards in your disadvantage attribute, and count any other attribute points as the amount listed on the card. If there are prop cards in a combo with actions, double the value of the combo. The player with the most total points wins the game and has become the breakout star of your slasher movie!

Special Cards:

CUT

The CUT cards are the way you can win the game! You won't gain any points without them. Cement your part in the movie by claiming quote or action combos for yourself and gaining points.

- When a player plays a cut card, they may choose a scene to play the cut on to make a combo.
- A combo consists of all quote cards OR all action cards in a row (not both) at the end of a scene, plus any prop cards connected to them (above, below, or in between and not

separated by a card of a different type). You do not get to select what part to make a combo with, you must take all of the combo at the end of the scene.

- ○ Ex. If a quote card, a prop card, an action card, and another action card are in scene 1 in descending order, a CUT played on scene 1 would consist of the prop and the two action cards.
- ○ NOTE combos are not made by matching attributes.
- ○ Ex. You cannot combo a comedy action and a comedy quote but you can combo a comedy quote with a badass quote.
- A combo must consist of two or more cards (including special cards) otherwise the cut cannot be played.
- After the player plays a cut, they then take the cards from the combo and put them in a stack near themselves. Make a new stack for each combo.
- Discard this card after use.
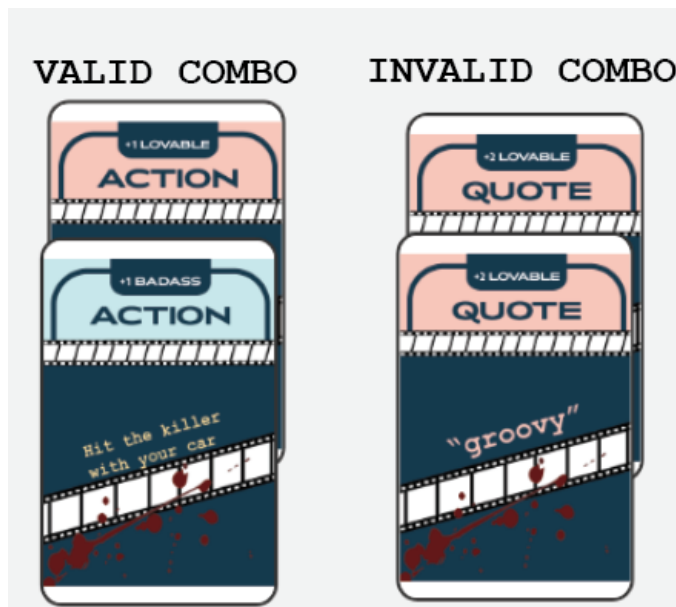
RECAST

RECAST cards work almost the same as CUT cards except for one key part: you don't keep the combo for yourself! Use it to give other players combos with attributes that disadvantage them so they score less! Discard this card after use.

EDIT

The edit card allows you to pick a card from anywhere in any scene and move it to the end of a scene of your choice. Discard this card after use.

Your goal is to score the most points and be the most popular character in the movie!

Setup:

Give each player a character card. Each character card assigns the player a unique advantage attribute and a unique disadvantage attribute.

- Points from cards in your attribute are worth 2x points.
- Points from cards in your disadvantage attribute are worth negative points.

PROP

Prop cards can double the points of any action combo they're in!