

Belpunk Haberdasher

The Annual Steampunk Ball is coming up and everyone is rushing to be the most accessorized person there. Players work at the factory collecting resources and buying accessories to add to their tophat. The fanciest tophat at the end of the game wins.

Stinger / Player count

A [game] for 2 - 4 players.

Win condition

The first player to get 35 points wins the game.

Contents

One deck of 52 cards in 4 suits.
One first player card (the Foreman)
One The Machine card
(a scorekeeping method)

Setup

Place The Machine card in the center of the table within easy reach of all the players. Shuffle the deck and deal a number of cards to each player based on the player count:

2 players: 8 cards

3 players: 7 cards

4 players: 6 cards

The last player to wear a hat is the first player, give them the Foreman card.

Discard a number of cards from the top of the deck equal to the number of players into The Machine.

(diagram goes here)

How to play

The game is played in a series of rounds. Each player takes turns drawing a card from the deck, discarding a card into The Machine, performing the action on their card, and scoring a set.

The Machine

The Machine is placed in the center of the table. Discarded cards are placed into one of The Machine's 4 Conveyors, separated by suit. All cards The Machine's Conveyors are considered a singular Scrap Pile for the purposes of resolving card actions. Each Conveyor of The Machine has a number of available card slots equal to the player count. After you resolve your card's ability, if the number of cards in any Machine Conveyor is greater than the number of

players, it Overflows. Take all the cards from that Machine Conveyor and place them face down in front of you into your Scrap Pile.

(Cool diagram [explains machine order])

Turn Structure

1. Starting with the Foreman, each player draws a card from the deck and then chooses a card from their hand and places it face down in front of them.
2. Players reveal their face-down cards simultaneously, and proceed to discard them into The Machine, resolving their abilities in Machine Order, starting with the lowest number first.

(Ex. Matt, Noah, and Jake are playing a 3 player game. Matt discards a 3 of Steam, Noah a 10 of Steam, and Jake a 1 of Parts. Since Steam is the first suit in Machine Order, and Matt played the lower number, he would discard his card first and resolve any actions. Then Noah would discard and resolve any actions. Jake would discard last since Parts comes after Steam in Machine Order and card value is only used to determine order if the same Suit is discarded.)

3. After you resolve your card's ability, if the number of cards in any Machine Conveyor is greater than the number of players, you take all the cards in that Conveyor and place them face down in front of you into your Scrap Pile.
4. After all players have resolved their discards, starting with the Foreman, each player declares whether or not they will score a set this turn. Then all players simultaneously place their scored set (if any) face-up in front of them. A player can score no more than one set each turn.
5. If a player doesn't have cards in their hand or if the deck is empty, the round is over. Otherwise, pass the Foreman card clockwise and start a new turn.

Ending the round

When the round ends, any remaining cards in players' hands get placed into their Scrap Piles. Then, each player scores points based on the sets they have in front of them, subtracting 1 point from their total for each card in their Scrap Pile.

Scoring

Goggles (Pairs) are worth 3 points

Perfect Belts (Runs that share a suit) are worth 5 points for a 3-card run and an additional 2 points for each card beyond 3.

Cobbled Belts (Runs with no shared suit and a maximum of 4 cards) are worth 1 point per card.

Broken Gears (3 of a kind) are worth 5 points.

Perfect Gears (4-of-a-kind) are worth 10 points.

Cards in your Scrap Pile are worth -1 point each.

Card Actions

Suit Abilities - When you discard a card, you may take one of the actions aligned with that suit. Each suit is aligned with 2 actions (shown on the corners of The Machine card. They are -

- (Steam, Electricity) Draw a Card from the deck.
- (Parts, Electricity) Look at any Scrap Pile and draw any card from it.
- (Gears, Parts) Take a card from any Scrap Pile, then place a card from hand into that Scrap Pile. This discard does not trigger a suit ability but it might cause an overflow, requiring you to take the other cards into your scrap pile.
- (Gears, Steam) Exchange a card in your hand with a card in another player's hand of their choice.

Discards are ALWAYS resolved in Machine Order (Steam, Gears, Parts, Electricity, in this order). If two or more players discard a card with the same suit, the card with the lowest number resolves first.

Ending the game

At the end of a round, if a player has reached 25 or more points, the game ends and the player with the most points wins.

Credits

Game design: Matt Ajifu
Version 1.0.0