



Underlings

Game of Fate

Underlings: Game of Fate is a card game that is designed to have players experience the weight of predestined fate, strategy, and change of fortunes. In designing this game, I wanted to play upon one of the major themes of the Tragedy Unit that I teach to my 10th grade students. In this unit we read both Macbeth and Oedipus. I wanted students/players to have a fun way to engage and navigate the themes of Fate vs Freewill almost as if they were Macbeth himself.

The format of this game is inspired by the card, Sushi Go and features the pick and pass format. This system is easy to learn and it gives players a direct ability to impact other player's points. With the pick and pass game style, players pick the cards they want in their deck but they also pick the cards they want to give or take away from another player's deck, which allows for a fun level of competitiveness.

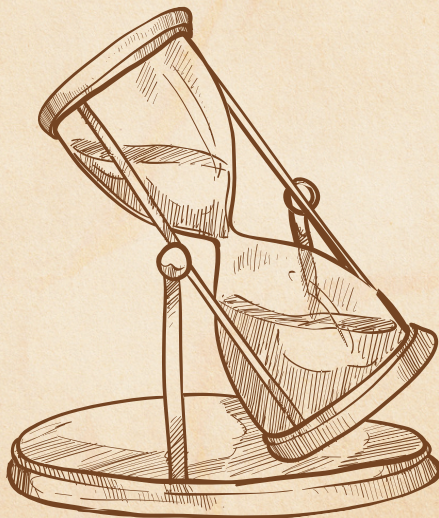
Game Learning Objective:

Players must grapple with the concept of fate and how it impacts decisions and gameplay as well as intrinsically delving into concepts of:

- Karma & Moral Responsibility
- Predestination vs Free-will
- Fortune and Luck

Game Play Objective:

Players will try to rack as many points in Wealth, Power, and Legacy by the time they meet their final fate.



Game Play & Format:

Card Game and tokens.

Primary classifications: Fate Cards, Legacy, Wealth, Power

- 1. Fate Cards:** At the beginning of each game, each player pulls a “Fate Card” which will decide the ultimate outcome of the game. This card can be of benefit or detriment to the player, but they must play anyway. Determine at the beginning of play whether fate cards will be hidden or revealed from other players.
- 2. Play Cards:** After, players will start the first round. At the start of every round, players will pick up 7 cards from the deck. Players will pick one card from the deck and pass the rest of the deck to the following player. They will continue this until every player has 5 cards in play. Players will then reveal which cards they selected and count up their points. Players will repeat this process for 4 more rounds, equally five in total. Refer to the “Calculating Points” section to count up points.

The function of this card will determine one major change to the characters fate and will function as a final turn. Each round every player gets a deck of 7 cards and they have to pick one card from the deck and pass the rest of the deck to the next player. At the end of the round, each player has 5 cards. After each round they will calculate points.

3. **Chaos Cards:** Chaos cards are incorporated into the main play deck. During a round, a player can collect chaos cards during the pick and pass portion of the round. Chaos cards must either be played by the end of the game or the end of the round, which will be specified on the card. All Fate cards collected must be played.



Materials

Fate Cards: x16 (put into iambic pentameter)

1. **The End of the Line:** Your enemies have ensured that you have no heirs to continue your line. Collect no points from Heir cards.
2. **Fall on the Battlefield:** Your exploits and expansion have been unsuccessful. Your Power and Wealth points will be decreased by half.
3. **Fall to the Usurper:** You failed your line. Collect no points. Victory comes from your enemies' failure. You may win by keeping your enemies under 20 points.
4. **Loved by All:** Your name will echo in poems for a millennium. Double your Legacy points.
5. **Call for a Constitution:** Republicanist have risen up and ran your family out of power. Lose all Power points.
6. **All dried out:** Bad investments and poor planning leads your kingdom to financial ruin. Lose all Wealth points.
7. **Deal with the Gods:** Your bidding with the heavenly has fallen on favorable ears. You may transfer all of one element's points to another element.
8. **Force your will:** One of your agents has infiltrated another's inside circle. You may make another player's element score equivalent to your element's score.
9. **Struck down in Battle:** Your Military conquests have thus been unfruitful. Discard half of your Army cards.

Materials (cont)

10. **Battle-wise:** Your military exploits have enriched your country and many fear your banners. Increase your army points by half of the number in your deck.
11. **Ruler of your Word:** You have forged many great alliances among the Land. You may steal 1 alliance card for every 3 Army cards you have.
12. **Merchants & Traitors:** You've masterfully played your markets and enriched your country. You may steal up to 2 Trade Deal Cards from any other player that has a smaller army than you.
13. **Fortune's Mystery:** The wheel of fate offers you another chance. You may pull 3 additional play cards from the top of the deck.
14. **Fog of War:** The might of your Army stands above your opponents. You may steal half of another player's Army cards. If the amount is even, you take the lesser amount.
15. **Force of Empire:** Your kingdom has expanded the reaches of the farthest lands. You may switch points from City Development cards with another player.
16. **Burn it All:** You sway the people to destroy any commemoration of your enemies. You may force all other players to discard all Monument or Propaganda Cards. If another player has this card, the player with the bigger Army may play it. x2.

Materials (cont)

Chaos Cards:

1. **Charm's Wound Up:** Pick a player to change pick up a new Fate Card x2
2. **Winds of Change:** Pick up a new fate card from the deck. x2
3. **Amend Prophecy:** Switch fates with another player. Must be played at the end of round. x2
4. **Spoils of Royalty:** Before cards are revealed, you may steal one play card from another player. x8
5. **Twist of Fate:** You may change the point sum of one category in exchange for another point category. x4
6. **Look into the Future:** You may see another player's fate card. x4
7. **Gift from the Heavens:** Pick up 2 cards from the deck. x10

Play Cards:

Legacy Card x25	Wealth Cards x15	Power Cards x25
+1 Propaganda +1 Monuments +5 Heir to the Throne x2 **	+2 Trading Deals (x by the number you hold) +1 Build Town +2 Build City	+1 Sponsorship from Bishop +5/7/10 Build Army x2/3/5** +6/-6 Political Alliance (Most receives +6, least -6)**

Calculating Points

For the first try: Each round is ten years and the game can be played in 30,50,10 years. Any points from grouping cards, indicated by “**,” that are collected in one round receive a bonus +2 points.

Listed below are all possible goals for winning:

1. The End of the Line:

Your foes did scheme, leaving you no heir,
To carry forth your lineage, strong and fair.

Collect no points from Heir cards.

2. Fall on the Battlefield:

Thy ventures and thy conquests, all in vain,
Thy line hath faltered, gathering no gain.

Your Power and Wealth points will be decreased by half.

3. Fall to the Usurper:

Thy lineage lost, thy fervor to appall,
Vengeance alone thy fervent goal.

Collect no points. Victory comes from your enemies' failure. You may win by keeping your enemies under 20 points.

4. Loved by All:

Thy name shall linger in the poets' verse,
A relic of a reigning, great empire's curse.

Double your Legacy points.



5. Call for a Constitution:

The cries for democracy, they did rise,
And drove thy kin from power 'neath darkened skies.

Lose all Power points.

6. All Dried Out:

Ill-fated ventures and designs unwise,
Did lead thy realm to fiscal demise.

Lose all Wealth points.

7. Deal with the Gods:

Thy supplication to the heavens found grace,
Aye, favorable ears hearkened to thy place.

You may transfer all of one element's points to another element.

8. Force your will:

One of thy agents hath in secret place,
Penetrated circles, and abide in trusted space.

You may make another player's element score equivalent to your element's score.

9. Struck down in Battle:

Thy military conquests, alas, forlorn,
Have borne no fruit, no glory to adorn.

Discard half of your Army cards.



10. Battle-wise:

Yet in thy martial deeds, a nation's might,

Thy great banners feared in the dark of night.

Increase your army points by half of the number in your deck.

11. Ruler of your Word:

Among the land, alliances you've forged with care,

A network strong, foundations laid with flair.

You may steal 1 alliance card for every 3 Army cards you have.

12. Merchants & Traitors:

Thy markets mastered, wealth doth grace thy land,

Enriched, thy country prospers by thy hand.

You may steal up to 2 Trade Deal Cards from any other player that has a smaller army than you.

13. Fortune's Mystery:

The wheel of fate, it spins, a dance, a trance,

Another chance bestowed by fortune's glance.

You may pull 3 additional play cards from the top of the deck.

14. Fog of War:

Thy army's might, a force none dare confront,

Above thy foes, in battle, they affront.

You may steal half of another player's Army cards. If the amount is even, you take the lesser amount.

15. Force of Empire:

Thy kingdom's reach extends to distant strands,
Expanding forth to farthest foreign lands.

You may switch points from City Development cards with another player.

16. Burn it All:

With words as swords, thou sway'st the crowd's emotion,
To raze all traces of thy foes' devotion.

You may force all other players to discard all Monument or Propaganda Cards. If another player has this card, the player with the bigger Army may play it. x2.

