

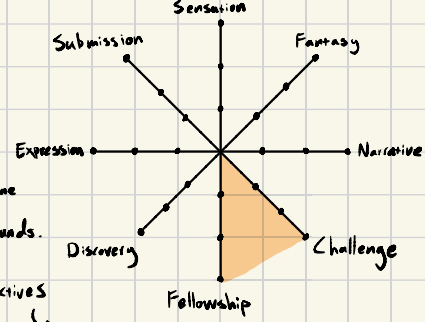
Core Dynamic: Deception & Bluffing

- Players are able to conceal their true identities while deducing others' intentions, roles, and strategies.

Casino Coin Clash

x1 Casino Profiler

x1 Pit Boss



Objectives
• Aims to identify each player's role

Objectives
• Aims to prevent anyone from winning for 10 rounds.

x3 Hoarder

• Aims for any hoarder to acquire 20 coins.

x3 Splurger

• Aims any Splurger to lose all their coins.

Players



The Bank



Core Mechanic: Round Tracker

- If there is no winner after 10 rounds, the Pit Boss Wins.

Core Mechanic: Cards

- Cards are a core mechanic that influences the coins & cards of the players. Some cards foster dynamic coin distribution, while others alter players hand composition.

Core Mechanic: Strategic Alliances & Betrayals

- Temporary alliances between Hoarders or Splurgers to collectively achieve similar goals or sabotage others is essential for successful gameplay.

Core Mechanic: Coin Setup

- Players start w/ 10 coins
- Bank has infinite coins

Procedure

- Draw one action card each turn & either play card or hold
- No more than 5 cards in hand at a time.
- Then move any coin anywhere

Players & Outcomes

zero-sum victory for team or individual in the span of 10 rounds

Core Mechanic: Discussion

- Engage freely in discussions and share information with all players
- Only caveat is you cannot physically show your character card to anyone.