DIGITALBROS
GAMEACADEMY

SAMU-YAHTZEE

Dice 'em all

Overview:

The game, based on Yahtzee and with a card system, is set during the Sengoku era, or period of belligerent states, and the player will be one of the Daimyō (Japanese feudal lords) or notable historical person and will have only one goal: to eliminate all enemies between him and the opposing Daimyō and challenge him to a single duel.

Core gameplay:

Samu-Yahtzee bases its combo system on that of the Yahtzee, unlike it, however, the **combinations** of the **bottom part** correspond to **directional attacks** and the **Yahtzee to a fatal swing**. **Enemy** cards **possess** a **life** that can be **decreased** by using the value of **combos** and they also **possess two stances**, indicated by an **arrow**.

It can be played in two different modes.

PvE:

> The Player succeeded in besieging the enemy castle, now there are only a few enemies between him and the Daimyō. The number of enemies depends on a throw of a dice made before starting the game.

> The back of the enemy card has unique power ups such as 'if the damage received is 10 or more then roll, if the result is six then dodge'.

The player can add them to his character when the enemy will be defeated.

PvP:

The Players will fight each other in a single duel on the battlefield with the same weapon and life.

The first one to eliminate the other, wins.

There are three ways to eliminate an enemy:

- Do damage using the values in the table and take the life to zero.
- Succeed in performing combos that match the enemy's stances.
- Perform a fatal swing.

Conclusion:

This game will immerse the player in a deep feudal Japanese adventure, enemy cards could be expanded and have new effects. Will the player be able to defeat all?