Rock & Roll

A card game by Brady McLaughlin

Final Project for Geol 102

Welcome to Rock & Roll, a card game meant to recreate the formation of rock deposits and the features therein, meant to be played between two opponents, but could probably be played with more people.

Goal of the game:
The goal of the game is to accumulate the most points. You earn points by placing cards in front of you in a stack, and you can prevent your opponents from earning points by playing catastrophe cards on their stack. At the end of the game, the player with the most points in their stack wins.

Setup:
Take all the cards and shuffle them together to make a deck, then set aside a space for a discard pile

At the start of the game, each player draws a starting hand of 6 cards. If a player's starting hand has no sedimentary rocks in it, they may shuffle their hand into the deck, and draw a new hand of six cards.

Playing the Game:
On a player's turn, they look at the top 3 cards of the deck, then choose one to add to their hand, and return the other 2 to the top of the deck in a random order. Then that player may play a card from their hand. Some cards have text on them that provides special conditions that must be fulfilled to play the card.

Rock and fossil cards are played into a stack in front of you. When you play one of these, you can only play it on top of the stack.

A card's type can be determined by looking at the middle box or by looking at the symbol in the top right corner as follows:

A green tree indicates sedimentary rocks

A red flame indicates igneous rocks

A black skull indicates fossils of any types

A white sun indicates a metamorphic rock

A blue water drop indicates a catastrophe of any type.

If there is a conflict between the symbol and what is listed in the middle box, follow what the middle box says.

The numbers in the bottom right indicate the cards point value. The first number marks the base point value, while the second number indicates the completed point value.

Most cards have text that indicates any effects it has, any conditions to playing that card, and how to earn the completed point value.

After any player has placed six layers in their stack, every other player may take one more turn, then the game ends and players count up the points of their stack. The player with the most points in their stack, wins the game.

Card types:

Sedimentary- Sedimentary rocks are your basic card. They don't have any special conditions to play them. They are played directly into your stack. Fossils may be played onto sedimentary rocks

An example of a sedimentary rock card

Metamorphic- Metamorphic rocks are a more advanced card. They typically must be played on top of another layer. They are still played into your stack. When you play a metamorphic rock, it replaces the rock it is played onto. If the metamorphic rock is played onto a rock containing fossils, those fossils are NOT transferred onto the metamorphic rock, unless the card says otherwise.

Igneous- Igneous rocks are another advanced card. They are played in unpredictable ways, but are still played into your stack. They tend to be affected by the other cards in your stack

An example of a metamorphic rock card

An example of an igneous rock card

Fossil- Fossil cards serve as modifiers to the rocks you play, especially sedimentary. While the are added to your stack, they are considered part of the layer that they are placed on. Multiple fossils can be placed in one layer. Typically, they increase the point value of the layer they are placed in. Fossils may only be played onto Sedimentary rocks.

Catastrophes- Catastrophe cards primarily affect cards that have already been played. They can target cards that are in the stacks of other players. They can remove or modify layers, typically to reduce the score of opponents.

An example of a fossil card

An example of a catastrophe card