

This idea is based on the Mario Party games. Well, the board features not the mini games. If this game is for online playing, not that many people will have one (1) to two (2) hours to play a full game with mini games and 25 turns.

This idea focuses on the idea of also having traps on spaces so the player who placed the trap can gain the coins lost from a player who stepped onto the trap.

When I say board features, I mean the spaces (blue mean +3 coins and red -3 coins), shops, dual, and event. In this game idea, gaining coins (but not coins in the idea) and shops for the players to buy individual cards.

This idea requires players to sign up for an account to you because the points that you win will be used to buy items for the players avatar. There will be also decks of cards in the shop outside the game board.

There will be different boards with different themes. For example, there will be one that the players are mice and they have to collect cheese. The the player that collects the most cheese wins.

The decks will have three kinds of cards: attack, defense, and trap cards. Attack cards allow the players to attack other players but in a certain range. Defense cards will allow players to protect themselves during an attack from another player (they can pick a card during the attack). Trap cards are cards that players can hide on a square and they get activated when an player steps on it (it won't affect the player who laid it) ← that might change to the player loses some items (depends on what board).

The board themes could deal with OpenSource characters and worlds. For example, Tux, fish, and a wintery world would be one. There could be a story behind each board like in first two Mario Party games. Or they can be themed in other ways to make it more for everyone not just the Linux users.

Players gain items (depends on what board) and at the end of the game, these items will be converted into credits. Credits can used to buy decks of cards or individual cards and things for the player's avatar.

Outside the game, the player's avatar will be on a human base and in game will be on a character for that board. For example, a dragon.

Avatars will allow some bonuses to players. There will be two servers: one with avatar bonus-on and one with it off. The idea is from GunBound.

The HUD would be like the one in Mario Party.

There will be a overworld that contains the two severs and the shop like the one in the first Mario Party.

This game should be in 3D.

During each game, the player is allowed to have a hand of seven to ten cards at one time. In the first seven to ten turns will be for the players to get their cards in their hand and they only can place trap cards down.

Attack cards have different ranges depending on what card it is. There will be three range types: short (two to three squares), medium (three to six squares), and long (six to ten squares). They can forwards or backwards.

Trap cards don't have ranges and they can go either direction.

Defense cards are just one square range because the attack card will hit the player and no one else (right now).

Players are allowed to have 50 cards in a deck and they can make as many as they need. ← might change

The cards are one time use only things.

This should be also a pay real money to get more credits game.

The dice will be two six-sided dice. ← That might change

There will be a random number generator that picks turns in the start of the game.

The players will not start with any items before the first turn, unlike in Mario Party.

The least time that a game can take is 25 turns and the most is 40 turns. ← that might change for quicker games

Board themes: penguins and fish, moneys and bananas, dragons and jewels, wizards and scrolls, and mice and cheese.

Players can play in teams. There will be extra maps if they want to play them.

The winner is the one who has the most items at the end and will gain something extra and the others will gain something extra but less than the winner, even the last place player.

Up to eight players can play at once.

Once a game started, other players can join in and watch.

During a game, if a player leaves, they will not get any thing out of it and they will not lose anything. There will be no bots in this game but a player who is watching can jump in and play but only in a certain time limit.

Players are allowed to choose how long one game can be. There will be 20 turns, 25 turns, 30, turns, and 35 turns. ← that might change

Mode ideas:

For the Free-for-all boards, all of the players start at one starting spot.

For Team-Play boards, one team starts in on spot and the other in the other

There will a “home” place where the player can change their avatar and customize their decks.

There will a leaderboard for some stats

The shop will have two sub-shops: one for avatar and one for the cards.

The game select will have these options:

- Avatar on/off rooms
- Join
- Create
 - Name of game
 - Modes
 - Free-for-all
 - Team-Play
 - Battle with Hitpoints
 - Players vs. Bots
 - Number of players
 - Turn limit
 - Public or Private
 - If private, password is required
 - Have a option for players to just watch (?)

The game host (not the player who started the game) will be the board's main character. For example, Tux for the the winter board. ← Is this needed in game?

There will be genders for avatars.

There should be more than one sever set with a limit based on the stats of the sever

There should be a mode where there is not any turns but hitpoints and the last player stading is the winner. (or team)

The battle mode (the mode with hitpoints) should have potions to heal health.

Health should be out of 200, but that might change if that's is too high.

Another mode could be where the players play against the bots and the first place winner (no matter which side wins) will win certids.

Website

- Main Page
 - News
- About
 - Intro
 - Quick Start
 - Manuall
- Online Shop
 - Avatar
 - Cards
- Media
 - Screenshots
 - Videos
 - Art
 - Wallpapers
- Forums