

Matthew

- Office Politics / Junta
- Game Of Thrones (Support)
- In The Name Of Love (Saving another player by losing your life)
- Neighbour Up! (Finding people's traits)
- Risk
- Game must have the following elements:
 - Knowing
 - Befriending
 - Supporting
 - Being supported
 - Backstabbing
 - Being backstabbed
- Clan chief building the clan
- Little Pigs building homes
- Theme
- **Food**
 - **(Upgrade) Farms: Players need to offer majority (ties count) food to get a shared Farm.**
 - **Harvest: Gain X Food**
 - **Famine: Players lose 1 food.**
- **House Materials**
 - **Deforestation / Forest Fire: Remove x number of wood cards from the deck**
 - **Nature's Blessings: Gain X Wood**
 - **(Upgrade) Plant-a-tree Programme: (same as farm)**
- ~~**Fabric**~~
 - ~~**Rain / Thunderstorm / Heat Wave: Players lose 1 Fabric**~~
 - ~~**Scavenge Prey: Gain X Fabric**~~
 - ~~**(Upgrade) Fabric Technology: When collecting Fabric, collect 1 more.**~~
- **Weapons (more than 1 in 1 card)**
 - **Animal Attack: Players offer weapons to fight off animals, else players lose 1 resource**
 - **(Upgrade) Forge: (same as fabric tech)**
 - **Scavenge Prey: Gain X Weapons**
- **Rules**
 - Players start with 1 weapon
 - Players elect village chief
 - Chief collects resources based on resource pool
 - Chief distributes resources as evenly as possible to other players
 - First player to rebel launches a coup
 - No coup
 - Players put their resources into their hand
 - Coup
 - Rebel Leader puts minimum 1 Weapon Card

- Village Chief puts minimum 1 Weapon Card
- All other players can decide to add weapon cards to support either faction, or not support at all.
- Reveal all cards.
- Team with more weapons become / maintain as Village Chief
- All weapons played are discarded.
- If Village Chief is the same, resources are still accordingly
- If Village Chief changes, resources are collected for the new Village Chief to redistribute
- All players loses 1 Food
 - If any player doesn't have food, Village Chief loses 1 resource / player.
- Start next round
- End Of Game, 1st player to collect wood based on number of players wins
- spoilt food
- feast godly harvest
- famine