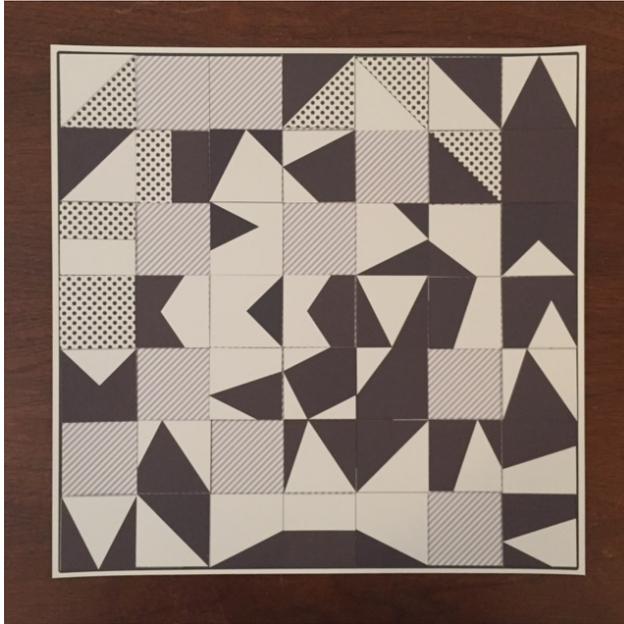


Untitled Geometric Game

Game Design1 - Fall 2015

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Overview



Rules

Players:

total: 4

two teams with two players each (black & white team)

Materials:

- 72 black, white and dotted geometric cards:
 - dotted geometric cards could be either black or white
 - 13 black and dotted geometric cards
 - 13 white and dotted geometric cards
 - (introduce different type of the cards by some images)
- 1 7x7 grid board

Objective:

Each team tries to create the longest possible chain of connected geometric cards for their color.

Each card in a single chain counts as a point. (Chains must have at least four(five?) cards to count in the final score.)

The team with the highest score at the end of the game wins.

Setup:

The four players sit at a table with the game board centered between them. To determine teams, sort out the 4 solid cards, 2 black and 2 white, shuffle, and have players draw.

You sit directly across from your teammate, with the members of the opposing team to your right and left.

Place the deck of cards where all players can reach them.

To begin, each player draws four cards to add to their solid card (five total per player). Place a neutral card (half black, half white) in the center of the board.

Gameplay:

1. The black team goes first, and the team can decide which player will lead. The first player must place a neutral card in the center square, but can choose which neutral card to use. Play progresses counter-clockwise from the first player.
2. On your turn, choose a card from the five you have drawn and place it on the board to either advance a chain in your color or block the opposing team's chain. Each card **must** match **all** points of contact on every card it touches. (probably need an image here?)
3. After you have placed your card, draw a new card from the deck.
4. (stealing mechanism?) (when you get a chain of five?)
5. Play progresses until there are no more cards in the deck.

Score:

At the end of the game, tally all of the cards in each team's chains.

Remember that chains must have at least 4(5?) cards to count. The team with the highest score wins! If a second game is played, the winning team goes first.