

Cooperation Panorama: Chance (Luck-based survival game – time waster, but engaging)

Interaction: Chance (3 to 9 players)

In this game, the players discard cards when random luck selects their card.

Set-up:

This game uses all the Chards and enough TriCards to make the deal come out evenly (3 players get nine cards each; 4 get six each; 5 get five; 6 get four, 7, 8 and 9 get three each). Separate the Chards into three decks – one for each characteristic: Pattern, Color, Shape. Shuffle these piles independently and place them face down in the center of the table in that order. Deal TriCards to all players such that everyone has the same number. (Any leftover TriCards are set aside, out of the game). Players flip their TriCards face-up on the table. A number of T/F cards are placed in a countdown pile. The more cards in the countdown pile, the easier the game is. Six is standard.

Objective:

Get rid of all your TriCards.

Gameplay:

One card from each Chard pile (Pattern, Color, Shape) is turned over. Together, these Chards uniquely identify one TriCard. If that TriCard is owned by a player, they discard it and they have won that round. That player then decides which Chards persist to the next round, and which ones are discarded. See example below.

For example, if the three Chards revealed were: Hollow, Green, and Square, the player who has the corresponding TriCard, Hollow-Green-Square, discards it and wins the round. Suppose four out of their remaining five TriCards are Squares. That player would want to keep the Square, but not the Pattern Chard (Hollow), or the Color Chard (Green). They will be discarded. The Shape Chard (Square) will remain. The Hollow Chard is then placed on the bottom of the Pattern pile and the Green Chard is placed on the bottom of the Color pile. New Pattern and Color Chards are revealed from the top of the respective piles and the three Chards (including the retained Square Chard) specify a new TriCard. Whoever has that TriCard discards it, wins the round, and determines which, if any, face-up Chards are retained for the next round. Play continues in this manner.

If the three face-up Chards specify a TriCard that is not in the game, or one that has already been played, then a T/F card is removed from the countdown deck and all the face-up Chards are returned to the bottoms of their respective decks.

Game End:

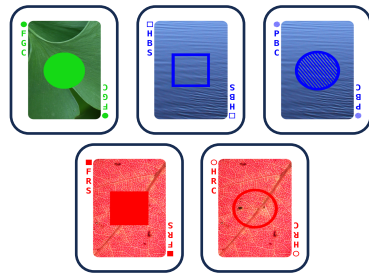
Play continues in this manner until either:

Someone discards their last TriCard and becomes the winner, -OR-

The last T/F card from the countdown deck is discarded, then everyone loses.

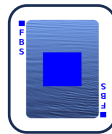
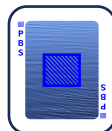
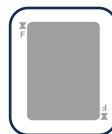
Example play of the game.

Countdown deck with 5 cards



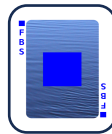
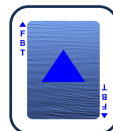
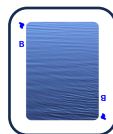
Player 1

Pattern



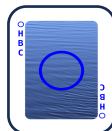
Player 2

Color

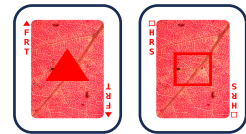
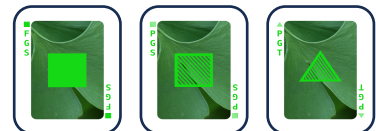


Player 3

Shape

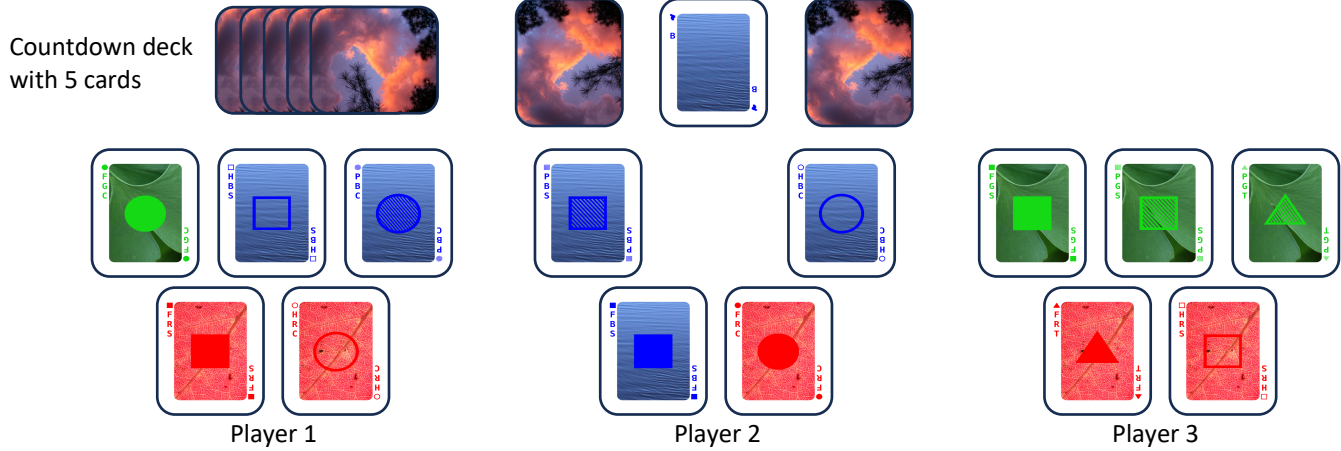


Decks with their Chards revealed.

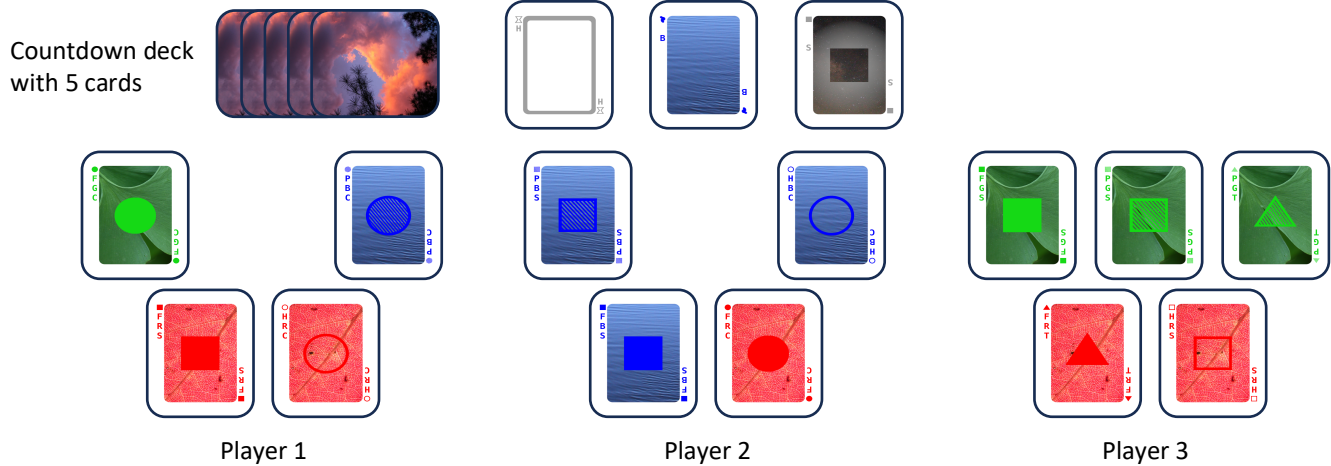


Player 3

The revealed Cards (Filled, Blue, Triangle) specify the TriCard Filled-Blue-Triangle, which is in Player 2's hand. So player 2 discards the Filled-Blue-Triangle, and since most of their remaining cards are Blue, they state that the Pattern and Shape TriCards will be discarded and the Color Chard, Blue, will be kept.



When the Pattern and Shape Cards are replaced, a Hollow and a Square Chard are revealed. Player 1 discards their Hollow-Blue-Square and specifies that no Chards will be retained for the next round.



The next three Cards that are revealed are Hollow-Green-Triangle, a card that no one has. A card is removed from the countdown deck. Three new Cards are revealed: Filled, Green, Square. Player 3 discards that card and directs the Green and the Square card to be retained, and the Filled card to be replaced. Play continues in this manner until there is a winner (someone discards their last TriCard) or time runs out (the last card in the countdown deck is discarded.)

Later in the game; the moment player 2 wins!

