

## Cooperation Panorama: Clash (2-Player battle to get rid of all your cards)

### Interaction: Clashing (2 players)

In this game, 2 players in direct competition to discard all their cards onto a common board.

### Set-up:

Use all the Complete cards and all the Chards, but no T/F cards. Shuffle the deck and start revealing cards face-up until a Chard from each category is found. Lay these out face-up on the table. Recombine the deck, shuffle, and deal all the cards to each player will get 30. Players should put this pile face-down in front of them on the table and deal out a hand of 7 cards. Keep these cards hidden from the opponent.

### Objective:

On each turn, players play as many of the cards from their hand as possible, alternating turns. After their turn, they replenish their hands to 7 cards. This continues until one player wins (plays their last card, or neither player can play any more cards.)

### Gameplay:

Dealer goes first (deal alternates if multiple rounds are played). The first player selects a Complete card from their hand and plays it face-up next to the three Chards on the table. That is all player one does on their first turn. After this, turns follow the same rules and alternate. A player may play as many cards from their hand as possible. On their turn, a player may select from 7 possible options and repeat them in any order as many times as possible:

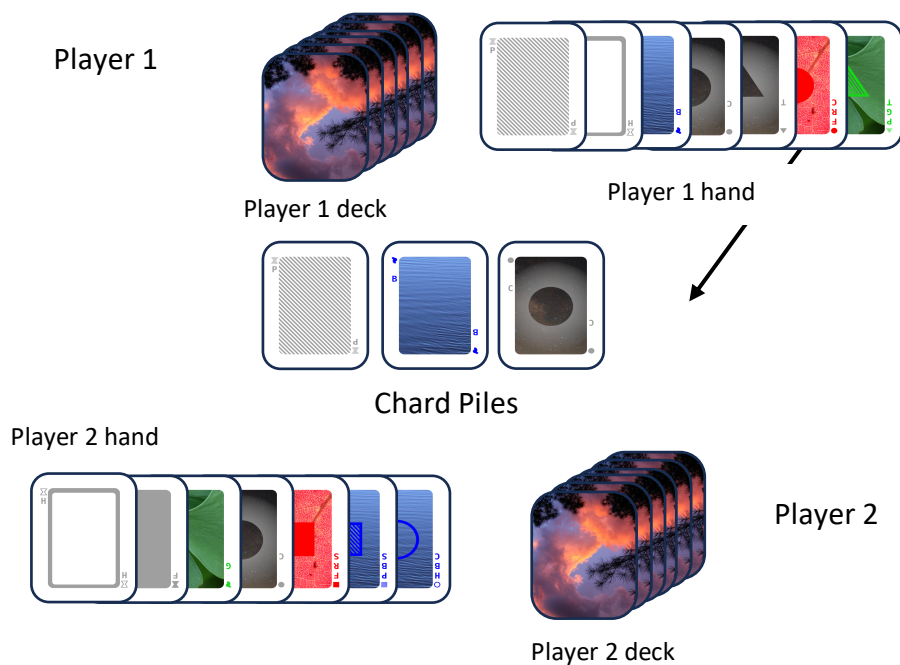
- 1.) Can play a Complete card from your hand on top of the face-up Complete card if it matches TWO characteristics (e.g. a Hollow-Red-Circle can be played on a Hollow-Red-Square, but a Partial-Blue-Triangle cannot be played on a Partial-Green-Square).
- 2.) Can play a Chard on the corresponding category pile as long as it matches a characteristic from the current face-up Complete card (and does not match the current face-up Chard in that category).
- 3.) Can play the Complete card that matches the three face-up Chards onto the Complete card pile, regardless of the current face-up Complete card on the pile.
- 4.) If the three visible Chard piles and the visible Complete card pile match (ie. three piles represent the same three characteristics as the Complete card), then the player can make either of the following actions:
  - a. Place an arbitrary Complete card on the Complete card pile (independent of matching status)
  - b. Place three arbitrary Chards – one of each category – on each of the Chard piles.
- 5.) Special Move: Play one Chard AND one Complete card if the following circumstances allow: The Complete card must match two of the Chard piles, and the Chard must match the third characteristic of the Complete card. The Chard goes on the corresponding Chard pile, the Complete card goes on the Complete card pile and we have now created the trigger circumstances for action #4. By which play continues.
- 6.) On their final play, a player may place any Chard from their hand on the appropriate Chard pile, regardless of any matching status.

7.) A player may pass their turn, they MUST pass their turn if they cannot play a card. If a player manages to play all 7 of the cards in their hand without using action 6, then they replenish immediately and continue their turn.

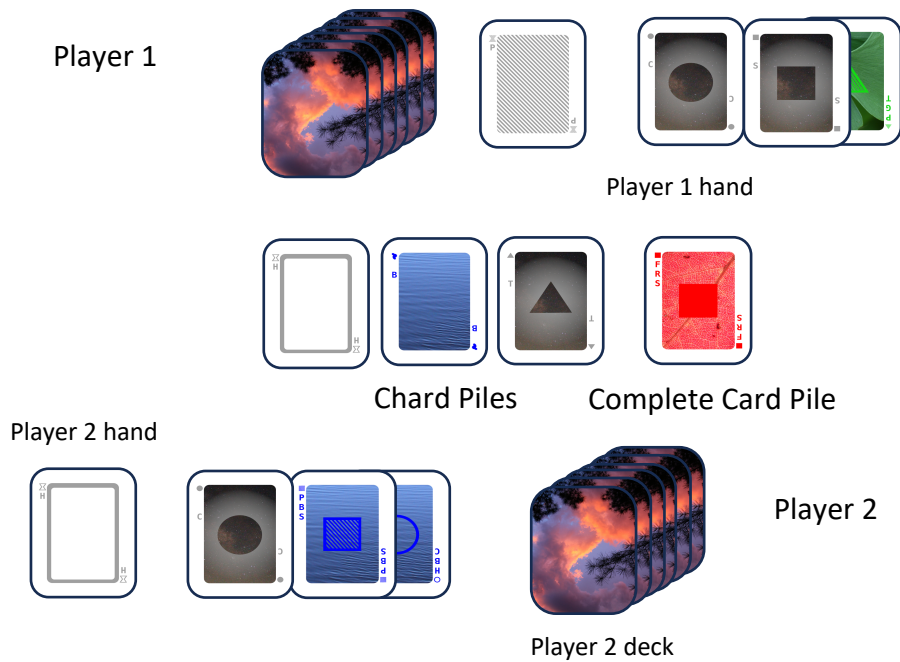
**Game End:**

The game ends one of two ways: (1) when the one player successfully plays their last card. When this happens, the game ends immediately and the player without cards is the winner. If scoring, that player gets points equal to the number of their opponents remaining cards; (2) when neither player can make a move. When this occurs, whichever player has fewer cards left is the winner. If scoring, they get points equal to the difference in the number of their remaining cards. If the number of remaining cards is the same. There is no winner and no points are awarded. The game is normally played to 10 points.

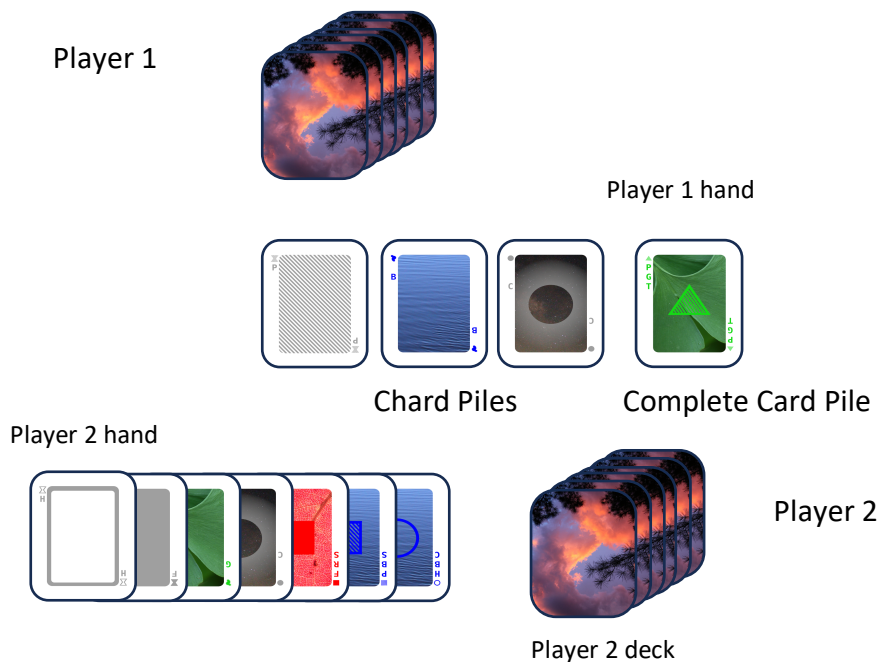
This is the board after the initial set-up. Player 1 goes first and selected the Filled-Red-Circle to play as the first card in the Complete card pile. This ends player 1’s turn and they now draw a single replacement card from their deck. They got a Square Chard.



On player 2’s turn, they first play their Filled Card on the Pattern Card pile. They can do this by action 2. They then player their Filled-Red-Square card on top of the Filled-Red-Circle card. They can do this by action 1 as both cards are Filled and Red. They complete their turn by taking action 6 and playing a Green Card on the color pile. They replenish their hand with 3 new cards from their deck.



Player 1 first plays the Square on the shape pile via action 2. Then they perform action 5 – the special move. They play the Triangle Chard on the shape pile and the Partial-Green-Triangle on the Complete card pile. This results in a solid match – the three Chard piles and the Complete pile share the same three characteristics. Now player 1 is allowed to take action 4, but since they do not have any Complete cards they will play three Chards from separate categories: Hollow, Blue, and Triangle. They will end their turn by taking action 6, and play their last card, a Circle, on the Shape Chard deck. Since they played action 6, the ending action, they do not continue playing. If they had played a card using any action from 1 to 5 (which they could not at this point), they would have immediately replenished their hand to 7 cards from their deck and continued playing.



The game continues in this manner until Player 2 plays their final card, emptying both their hand and their deck. Player 1 has 2 cards left in their hand (none in their deck), so player 2 wins this round and earns 2 points if the game is being scored.