

Double Elimination (Coco score: 3.0) (Learning: Easy)

Cooperation Panorama: Collaborative (Clear the board twice game)

Interaction: Collaborative (2-8 players)

In this game, all the players work together, and they all win, or lose together. Each player takes individual turns of their own choosing, working towards the single common goal of removing cards from a grid twice.

Objective:

Remove all the Singles from the 6x6 grid on the table – twice! A perfect score is 0. If a player cannot remove a Single on their turn, it counts as negative points.

Variations:

The description below is for the Base version of the game. It is recommended to play a few rounds of this before trying the Standard version of the game described below. There is also an Advanced variation described at the end.

Terminology: A Round is the removal of three Singles corresponding to the Guide card – if there are more than three players, not every player will have a turn in a given Round. A Turn is the removal of a Single (or the act of skipping); there are three Turns in a Round. These proceed from the left of the initial dealer.

Set-up: (Base game)

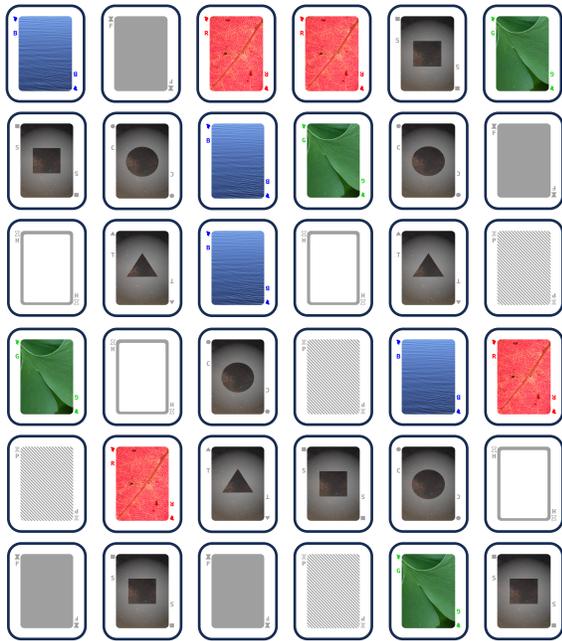
This game uses all the Singles and all the Complete cards. Separate them into two decks and shuffle them independently. (The FALSE cards are used as score trackers; TRUE cards are used to indicate whether a player has skipped their turn during the game.) From the Singles deck deal six rows of six cards face-up into the center of the table (See diagram below). Deal out the Complete card deck to the players. A player can see all their own cards but must keep them hidden from the other players. If there are 3 to 4 players, give each player one TRUE card face down in front of them indicating that they have one “skip-a-turn” option. For 5 to 8 players, give all players one True card; give the remaining True cards to players at random.

Communication:

In between turns, players can talk as much as they want about anything except the contents of their hands. After the Guide card for that Round has been revealed, there can be no more talking until the Round ends.

Gameplay:

Select a player to go first. That player lays a Complete card from their hand, face up on the table – this is the **Guide** card. The player to the left then removes from the 6x6 grid, a Single showing any characteristic that matches a characteristic of the guide card. *All* Singles removed during the game must have at least one exposed side, so on the first turn, a player cannot remove a Single from the interior of the grid



Initially, only the cards in the top and bottom rows and the leftmost and rightmost columns can be removed. Note that there are no circle Singles on the outside, so that should factor into which Guide card to play.

For example, a Filled-Green-Square is simple – just remove those three Singles in the upper right corner.

A more difficult one would be a Hollow-Red-Circle, but it can be done. The Circle in the second-to-bottom row is blocked by Green and Hollow. If a player removes the Hollow card in the second to bottom row on the rightmost side, then the next player can access the Circle to its left.

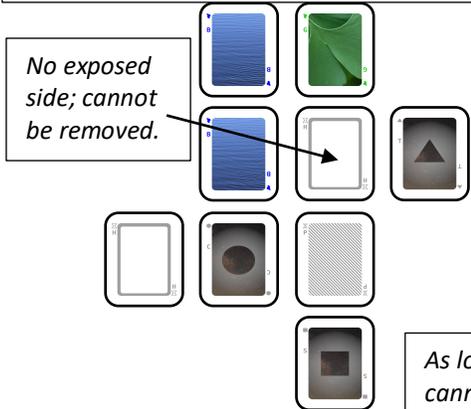
An impossible play would be the Partial-Blue-Circle. There is only one accessible Blue card, and it is in a corner, so removing it does not grant access to any new Singles. There are three Partial Singles on the outer edge, but none of them provide access to a Circle or a Blue Single. In this case, points would be lost.

The next player to the left must remove another Single from the grid that matches a *different* characteristic of the guide card. To complete the turn, the next player to the left must remove a Single matching the third characteristic of the guide card. Each removed Single is placed in a discard pile. (IMPORTANT: the removed Singles DO NOT have to be adjacent!)

If a player cannot (or does not want to) remove a Single, they may pass their turn and discard their TRUE card. This may only be done once per game. After a turn is complete, three Singles, matching the three characteristics from the played guide card will have been removed from the grid and placed in a pile. The guide card is removed from the game.

The player to the left of the one who played first, now chooses another Complete card as guide from their own hand, and the three players to their left must remove matching Singles from the grid as above. This turn structure repeats until all the Singles have been removed from the grid. At ALL TIMES, the *remaining* Singles on the grid must be connected by a side – diagonal doesn't count. If at any point a player cannot or will not remove a Single from the grid (if it is not there or it is inaccessible or it would cause the grid to become disconnected), they must instead place a False card in a separate scoring pile. (See Scoring below).

One possible outcome for the grid towards the end of a clearing.



There are no Red Singles or Filled Singles left on the grid, playing any Complete with either of those characteristics will result in lost points.

All of the following Complete cards can be easily played without losing points: Hollow-Green-Triangle, Hollow-Green-Square, Hollow-Blue-Triangle, Hollow-Blue-Square. Partial-Green-Square and Partial-Blue-Square can be played without losing points, but the Square Single must be removed before the Partial Single is removed.

It is not possible to play Partial-Blue-Circle or Partial-Green-Circle without losing points.

As long as the Square Single is on the grid, the Partial Single above it cannot be removed as it would disconnect the grid. The same is true for the Triangle and the Hollow Single to its left as well as for the Circle and the Hollow card on its left.

Once the grid has been emptied, shuffle only the discarded Singles and deal another 6x6 grid onto the table; players retain the remains of their original hands. Repeat the process of emptying the grid as before. Every time a player cannot remove a Single from the grid during the clearing of the first grid or pass, they must instead place a FALSE card (which is worth -1 points) on the scoring pile. The points are communal, not associated with individual players.

Game End:

The game ends either when the second 6x6 grid has been emptied, or when the players have no more Complete cards in their hands.

Scoring:

If there are any remaining Singles in the grid from the second clearing, place 1 FALSE card on the scoring pile for each Single remaining. Add up all the False cards (-1 point each) to get an overall score for the group. Use this to compare with past games and work towards improving your score.



Consider these final three Singles left. If the Hollow-Green-Triangle is played, the grid is cleared, and no points are lost.

However, if instead the Hollow-Red-Triangle is played, then the Triangle and Hollow Singles can be removed (in that order), but a FALSE card will be collected because a Red Single is not available. The next player would have to play a Complete card with Green, or more points will be lost. This process continues until all the Singles are removed, or all the players run out of Complete cards. Once the last Single is removed, the grid is cleared and no more points can be lost.

Standard Game:

Is the same as the Base game, except the first two players place a Complete card face-up on the table. These are the first and last guide cards for the round. In between them, placed face down, is a Complete card that was set aside before the deal (there will be two of these, one for each round). Players must decide when to play this middle card, sight unseen.

Strategies:

When playing a Complete card, it is necessary to look ahead and make sure that you are not putting your teammates in a bind. Don't play a Hollow-Red-Circle if there are no Red Singles on the grid. If there are more than one Single that can be removed, pick the one that opens access to other Singles on the grid. As the grid gets close to being empty, it is extremely important to prepare for the last few plays as options become limited

Scoring:

0 pts:	Perfect!		
-1 or -2 pts:	Excellent	-7 or -8 pts:	Room for Improvement
-3 or -4 pts:	Good	-9 or -10 pts:	Tough luck, try again!
-5 or -6 pts:	Okay	More than -10 pts:	Crushed

If the players fail to clear the board twice, they lose the game and do not earn a score.