

## Cooperation Panorama: Contentious (Rummy-like scoring game over several rounds)

### Interaction: Contentious (3 players)

In this game, the players are all competing against each other trying to score the most points.

#### Set-up:

Use all the TriCards, all the Chards, but no T/F cards. Shuffle the TriCards and Chards separately. Deal three TriCards to each player and put the rest in the center in a facedown pile. Deal out all the Chards to the players, each will get 12 Chards. The players make a hand of all 15 cards, keeping them hidden. Note: The Chards a player has changes during the game, but they will always have 12 in their hand.

#### Objective:

Players attempt to collect four-of-a-kind sets of Chards that match at least one characteristic of at least one of their TriCards. Each such set scores points, the first player to 10 points wins. If there is a tie, continue playing until there is a player with the highest score. They win.

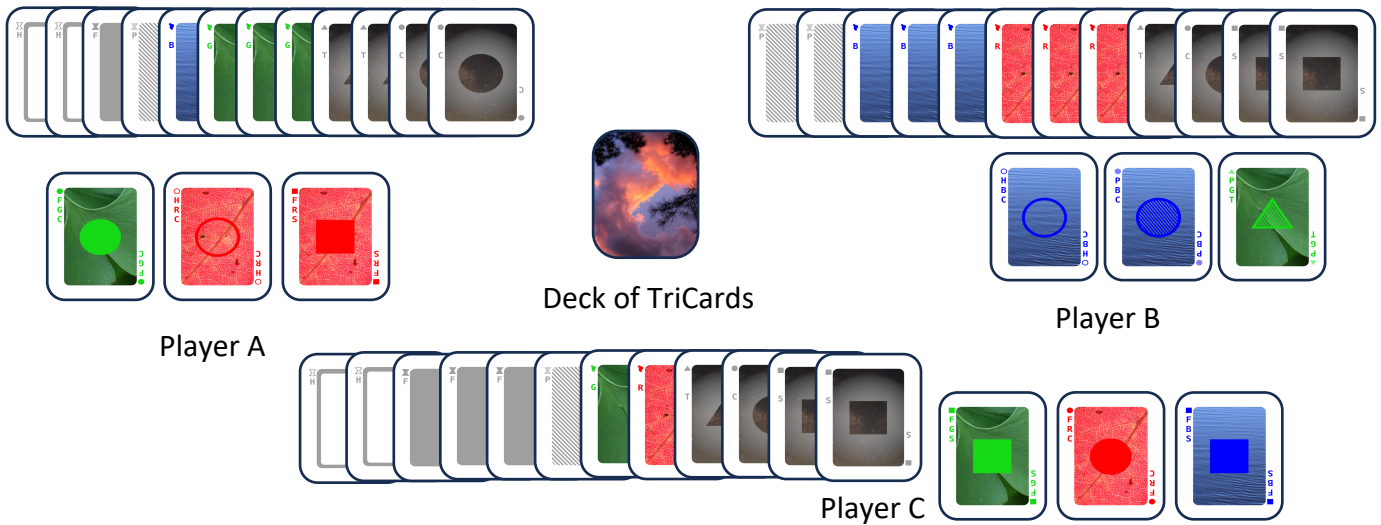
#### Gameplay:

One player (A) starts the round by taking the top three TriCards from the deck and selects one to play face-up on the table. The other two TriCards are placed face down at the bottom of the deck. Then player A must play a Chard from their hand, face down. The Chard must match one of the characteristics of the TriCard played. The other two players must also play a Chard from their hand face down on the table, these must also match a characteristic from the played TriCard. (See below if they cannot play a matching Chard). Player A, then picks up the three played Chards. Player A must take at least one but can take up to all three trying to collect the 4-of-a-kind sets. Regardless of how many Chards they keep, player A must send two Chards to the player on their left (B) – these can be from the played Chards, or from player A's hand. Player B has a similar option, keeping one or both of the Chards passed. Then they must send one Chard to the third player (C) – either the remaining played Chards or from player B's hand. Once the round is complete, the player to left goes, repeating the process until the game ends.

If a player cannot play a Chard that matches the TriCard led, they must discard one of their TriCards from their hand. If they have no more TriCards, they bust for the round and their score reverts to 0. Note: If a player discards a TriCard, they do not collect any Chards that round.

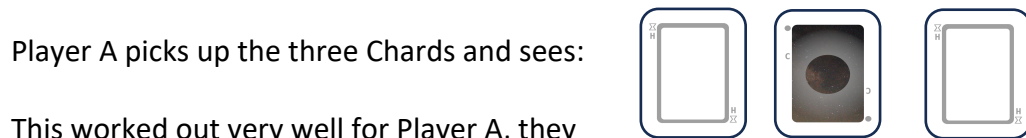
#### Game End:

The game can end two ways. On their turn, a player with at least one 4-of-a-kind says "Score." Then all players reveal their TriCards and scores 1 point for each 4-of-a-kind set that matches a characteristic of at least one of their TriCards. These sets can earn up to 3 points for each set if they match more than one TriCard. The points are tallied for the round and added to their previous scores. If any single player has reached 10 points, they win. If multiple players have reached 10 points, the player with the most points wins. If there is a tie, continue playing until the tie is broken. Alternatively, the game ends immediately if any player gets 3 four-of-a-kind sets that match all three of the characteristics of one of their TriCards. That player is the winner regardless of the score.



Player A's hand is not well suited to their TriCards, their best option is for four Circle Chards that would be worth 2 points. Player B's hand has 3 reds, but it would be a waste to try for a fourth, as none of their TriCards has the characteristic Red. Getting the fourth Blue Chard would be worth 2 points. Player C's hand has 3 Filled Chards, getting the fourth would be worth 3 points, getting two additional Square Chards would be worth 2 points.

On the first turn, player A takes the top 3 TriCards from the deck and plays a Hollow-Green-Circle in hopes of getting more Circles or perhaps a Green or Hollow Chard. Player A plays a Hollow Chard face down. Player B has no Hollow or Green Chards, so they must play their GreenCircle Chard. Player C has no use for Hollow Chards, so they play one of those, face down.



This worked out very well for Player A, they got three Chards that they wanted and made a 4-of-a-kind with Hollow Chards. Player A chooses to keep all three Chards, so must pass two Chards from their hand to player B. They chose to send a Patterned and a Triangle Chard. Player B keeps the Patterned Chard, and sends the Triangle Chard to Player C. Player C is not interested in that Chard, but must take it, nonetheless. On their next turn Player A can, say "Score" and tally up their points.



On Player B's turn, they get the top three TriCards from the deck and decide to play the Patterned-Red-Square. Player C plays the Patterned Chard, but, unfortunately for Player A, they have no matching Chards, so they MUST discard a TriCard from their hand, they already have potential points for the Hollow-Red-Circle, and they might get the last Green Chard for another point, but the Filled-Red-Square is unlikely to produce points, so they discard it. On Player A's next turn, deciding that getting the last Green will prolong the game, says "Score". Player A scores 1 point for the Hollow 4-of-a-kind that matches their Hollow-Red-Circle. Player B did not get any 4-of-a-kinds, do they get 0 points. And since Player C managed to get the 4<sup>th</sup> Filled Chard on their turn (not shown), they score 3 points because it matches all of their TriCards.