

Duel-Edged Sword (Coco rating: N/A) Learning: Moderate

Cooperation Panorama: Variable (Set the level of cooperation/competition and win points)

Interaction: Varies from Combative to Collaborative (4 players)

In this game, players either explicitly or implicitly determine the level of cooperation and try to win the most cards.

Description:

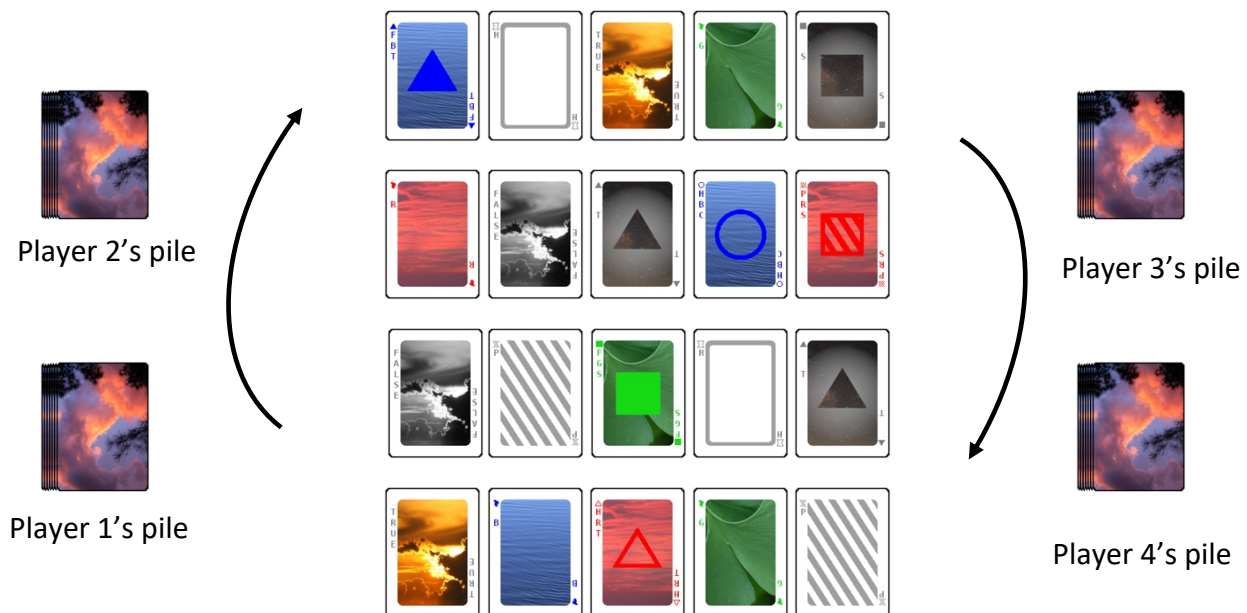
When players play this game, they can decide whether to play individually, fully cooperatively, or as two 2-player teams. Each player on their turn gets one card to play. They must play that card on a four-row tableau of cards, sometimes collecting cards from the row. The cards collected can be good, scoring points, or bad, possibly leading to a player being out of a round, or losing all their points. Depending on the type of cooperation, players can set each other up for scoring opportunities or try to prevent each other from gaining points.

Objective:

Whether playing individually, as competing teams, or as one collective group, the goal is to collect as many Complete cards as possible, without collecting 3 or more of any Singles or T/F cards.

Set-up:

This game uses all the cards in the Gnomon deck: 27 Completes, 36 Singles, and 20 T/Fs. All the cards are shuffled together in a single pile. Four rows of five cards (face-up) are dealt onto the table. These rows must not have any matching Singles or more than one T/F card per row. While dealing out the cards, if a matching Single, or a second T/F card comes up, skip it and continue dealing until there are 20 face-up on the table – four rows of five cards each.



Any cards skipped during the dealing are shuffled back into the deck. The remaining of the deck is deal out face-down to each of the four players. Their decks will contain 13 cards each and will be placed face-down in front of each player. There will be one card leftover. Flip that card over to determine which of four types of gameplay will be used for this round. If it is a Single card (43% of the time), the game is combative, with every player for themselves; if it is a Complete card (33% of the time), the game is collaborative, with all players working together to collect all remaining 26 Complete cards; if it is a True or False card (24% of the time), the game is played with two teams of two players. The teams are working against each other to collectively gain more cards than the other team. (Note: The players sit around the table at positions North, East, South, and West. If a True card comes up, the two teams are North-East vs. South-West. If a False card comes up the teams are North-West vs. South-East.

Collecting Rules:

Whenever a player collects cards from the rows, they fall into two categories: scoring cards and constraint cards.

Scoring cards: Each Complete cards collected score 1 point for the player or the team that collected it. There is no other way to score points.

Constraint cards: All other cards (Singles and T/F cards) collected, impede a player's ability to collect cards in the future. Once collected, these cards should be placed face up near the player who collected them so that all players can see all other player's constraints. Collecting one or two of a particular card has no impact. However, collecting a third card of one kind means that player can no longer participate in the current round. They still score any points they collected that round, but they do not participate in drawing cards, placing cards, or collecting anything until the next round (if there is one). If a player collects four cards of the same type, not only can they not participate in the current round, but they also cannot score any points this round. Any Complete cards already collected will not count toward their total.

There are three different flavors of this game. Individual (Combative), Working together (Collaborative), and Teamplay (two 2-player teams compete against each other, but work together within the team). The rules for all three variations are the same, except for the organization of the collected points. In every other way, the games play the same. In all three, the constraints are managed individually.

Individually (Combative):

Each player gets the points for the Complete cards that they collected.

Each player is individually constrained by the Singles and T/F cards that they collect

Working Together (Collaborative):

The entire group works together to collect all 26 Complete cards in the game. This challenge is independent of the scoring of the individual and team rounds.

Team Play (Pairs of players collaborate to combat the other team)

Unlike most typical card games with two teams of 2-players, the two players in this game sit adjacent to each instead of on opposite sides of the table. When a player finishes their turn, the player in the clockwise direction takes the next turn. When a teammate has the next turn, a player can try to set them up to score points. When an opponent goes next, the player tries to prevent them from taking any points.

Play continues in this fashion until the end of the game.

Game End:

The game ends when the last player plays the final card from their deck.

Scoring:

If a player did not bust (could not play a card on their turn) and they did not collect four of any card (including True and False), the player gets one point for **each Complete card** they collected. In teamplay, the team gets one point for each Complete card collected by either player. (If one of the players goes bust or collects 4 matching cards, the team only counts the points collected by the other player. If both players go bust or collect 4 matching cards, then that team scores no points for the round. The player or team with the most wins the round. (The collaborative version is a challenge to have the four players work together attempt to collect all Complete cards in the game. If they do, they win the challenge. The game can be played for a specific number of rounds, or until a player reaches a set amount. Note: For scoring purposes, the collaborative version of the game does not impact the scoring, it just presents a challenge during the course of play.