

Exit Stage Right (Coco rating: 3.0)(Learning: easy)

Cooperation Panorama: Coordinate (1-6 player right-left “juggling” game)

Interaction: 2 to 6 player collaborating game with a solitaire variant

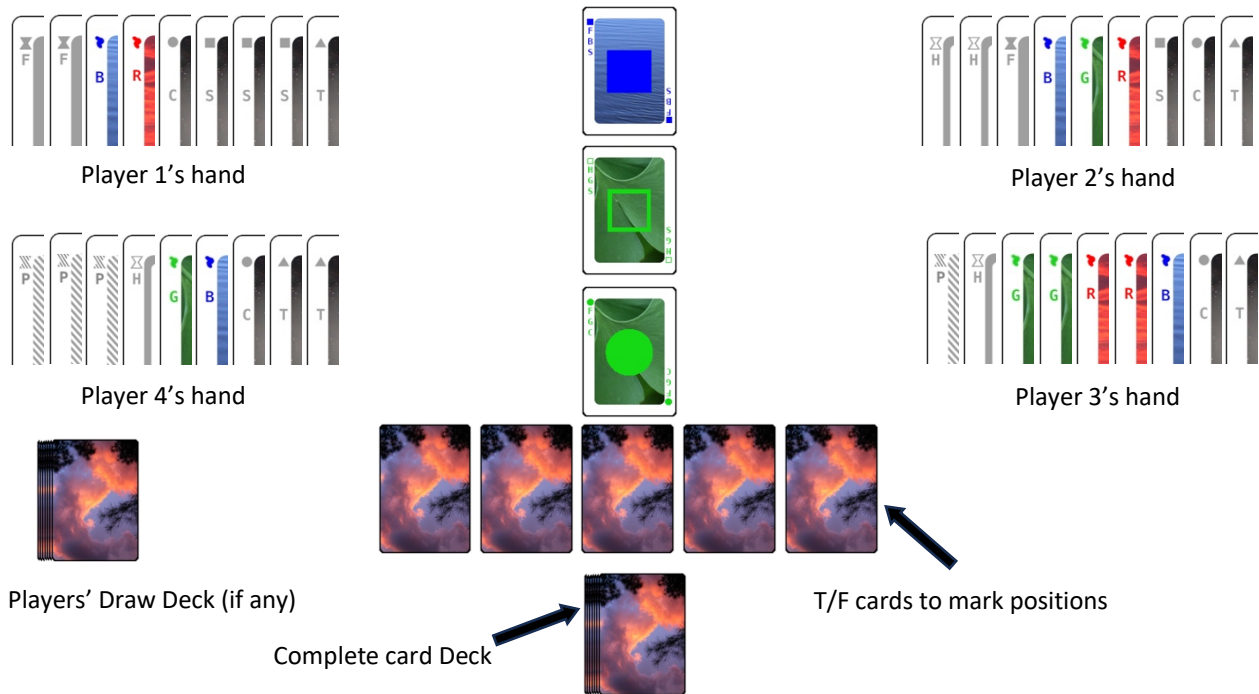
In this game, players work together to get as many Complete cards moved all the way to right, trying to prevent them from moving to the left.

Objective:

Players coordinate actions to win more Complete cards by sending them right, than they lose letting them go left. All players win or lose together.

Set-up:

This game uses all the Singles and all the Completes, plus 5 face-down T/F cards. Separate the Singles and Completes and shuffle them into two separate piles. Place the 5 T/F cards face-down in a row. Their only purpose is to keep track of the positions of the Complete cards on the grid. The Singles are dealt to the players according to the table below, and the pile of Completes is put face-down on the table below the center T/F card. Finally, the top three cards on the Complete pile are revealed and place in three positions above the center T/F card – as shown. Game difficulty can be adjusted by reducing the number of cards dealt. (See table below).



# Players	Cards Initially Dealt to each player	Size of the Draw Deck
1	5(very difficult) to 9 (easier)	27-31
2	5-9	18-26
3	5-9	9-21
4	5-9	0-16
5	5-7	1-11
6	5-6	0-6

Table of number of players and the number of cards that they are dealt.

Gameplay:

Choose one player to go first, then turns progress clockwise. Every turn, a player takes one of three actions.

The three moves that a player can take are:

- 1.) Play a Single from their hand face-up. Every Complete on the grid that matches shifts to the right. Every card that does not match, shifts to the left.
- 2.) Play a Single from their hand face-down. Select a row with more than one card, all the cards in that row shifts to the right. All Completes in the other rows shift to the left.
- 3.) Play up to three Completes from the Complete deck into the center column. You can only play as many Completes as there are empty spaces in the center column. Then all cards not in the center column shift left.

All cards that not shifted right on a turn, are shifted left. Cards that are shifted right off the grid (3 right shifts from center) go into the players' pile. Cards that are shifted off the grid to the left go into the losing pile.

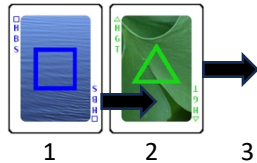
In the example above, if a Filled Single is played, the Filled-Blue-Square and the Filled-Green-Circle would move one position to the right and the Hollow-Green-Square would move one position to the left. Always move the matching Completes to the right first, then move the non-matching Completes to the left. (See note below on moving multiple cards in the same row). If a Square Single is played, then the Filled-Blue-Square and the Hollow-Green-Square are both shifted to the right and the Filled-Green-Circle is shifted to the left. If a Blue is played, only the Filled-Blue-Square moves right, the other two cards shift left. And, if because of a lack of options, a Red Single is played, both cards would shift one location to the left. The game continues in this manner until the end.

Examples of Moving Multiple Cards in a Row:

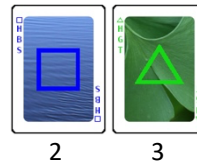
When two cards in the same row both match the played card, they both shift one position to the right:

In call the cases below, the card played was a Hollow Single:

Before:



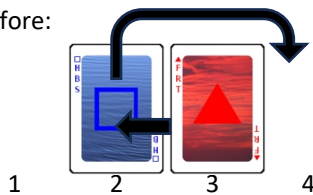
After:



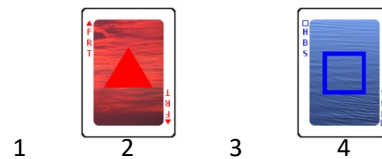
When one card matches the played card, and another card in the same row does not, then the outcome depends on the positions of the cards before the shift.

Again, the card played was a Hollow Single:

Before:

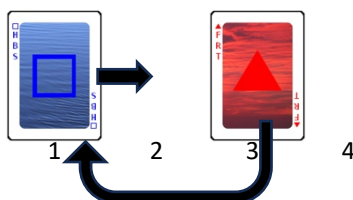


After:

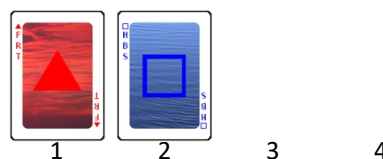


Since we move the matching cards first, the Hollow-Blue-Square "jumps" over the Filled-Red-Triangle into the location to the right. The Filled-Red-Triangle then moves one location to the left because it does not match the Hollow Single that was played. Alternatively, if the arrangement is as shown below, the outcome is different:

Before:



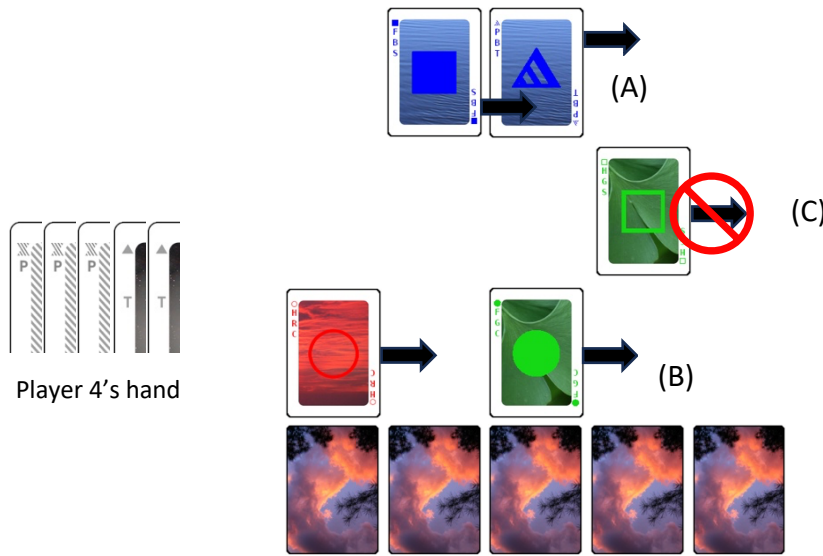
After:



Since we move the matching cards first, the Hollow-Blue-Square “slides” to the right and then the Filled-Red-Triangle “jumps” over it to the left.

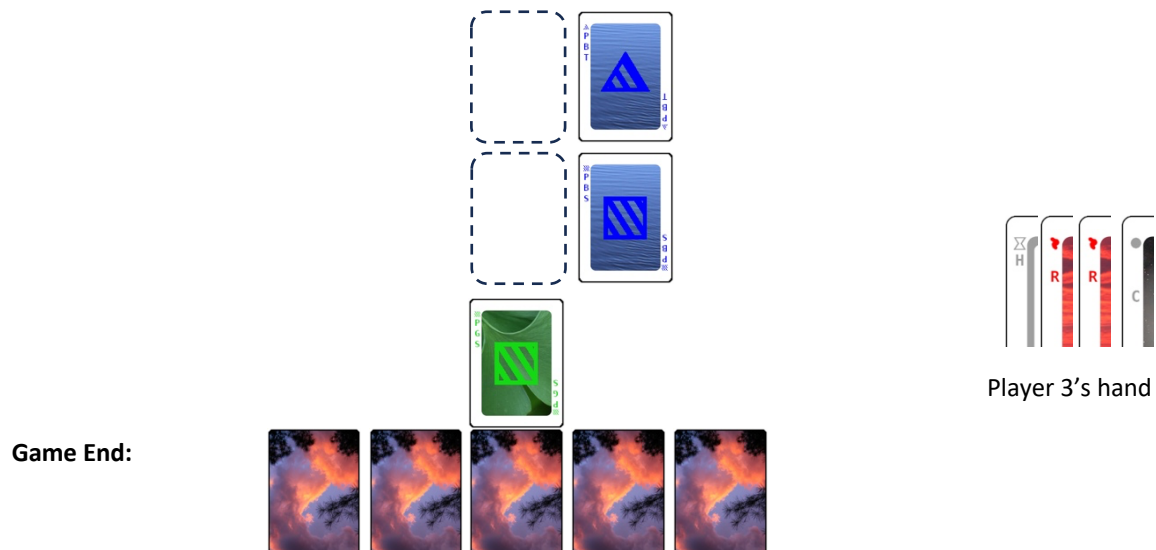
Examples of playing a Single face-down:

Suppose at some later point in the game, Player 4’s hand consists of only 3 Partial and 2 Triangles. Playing any of these five Singles would result in one card, the Partial-Blue-Triangle moving one position to the right and the other four cards moving one position to the left – a net loss of 3 positions for the player. Instead, they could play a Partial (or Triangle) face-down and select either the top row(A) or the bottom row(B). (They cannot select the middle row(C) as there is only one card in it.) Both cards in the top or bottom row would move one position right. The other three cards will move one position left. It is still a loss for the player, but only one net position.



Examples of refilling the center column from the Complete deck:

Suppose at some later point in the game, Player 3’s hand consists of only a Hollow, two Reds, and a Circle. Playing any of these three Singles would have no positive benefit for the players – all cards would move left. There are no rows with more than one card, so playing a Single face-down is not an option. Instead, the player could take the third action and replenish the center column with cards from the Complete deck. In this case, since there are two empty spaces in the center column. The player would take the two cards from the top of the Complete deck and place them in the center column, in the top and middle positions. Their hand would remain unchanged, the two Singles added to the center column would remain there, but the original three other cards would move left. The Partial-Blue-Triangle and the Partial-Blue-Square would jump over the new cards in the center column, moving two positions to the left. The Filled-Green-Square would go one position to the left.



The game ends when all players have played all their cards. Any Complete cards still on the grid are removed from the game. If the number of Completes won by the players is strictly larger than the number of Completes in the losing pile, then all the players win. If not, all the players lose. (Ties are losses).

Strategies:

There are two schools of thought on how to play:

- 1.) Don't add cards to the center column until there are no other cards on the grid, this eliminates the "move left" penalty for selecting the replenish action.
- 2.) Get lots of Completes onto the grid to make playing a Single as effective as possible. This works well if there is a lot of overlap between the Completes, but it has the potential to be costly if there is little or no useful overlap between their characteristics.

Realistically, the best strategy is a beneficial mix of these two approaches.