

Score! (Coco rating: -2) Learning: Easy

Cooperation Panorama: Contentious (Hand management, push your luck, rummy-style game)

Interaction: Individuals compete to acquire cards from their opponents and score the most points (3 players)

Description:

This is a rummy-like game that is based on scoring in multiple rounds. Players play cards to force their opponents to put cards in play that the other players can steal. Each round a different player specifies the cards to make available and has first dibs on which ones to keep. Once your hand reaches some level of scoring potential, players must decide whether to collect some points now or try for more points later. If you wait, you may end up losing some of the points you could have had, but a big hand can turn the fortunes of the game.

Objective:

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

Set-up:

It uses all the Completes, all the Singles, but no T/F cards. Shuffle the Completes and Singles separately. Deal three Complete cards to each player and put the rest in the center in a facedown pile. Deal out all the Singles to the players, each will get 12. The players make a hand of all 15 cards, keeping them hidden. The goal is to be the first player to reach 10 points. Points are earned by collecting 4-of-a-kind sets of a Single that matches the characteristics of one (or more) of their Complete cards.

Gameplay:

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

If a player cannot play a Single that matches the Complete led, they must discard one of their Completes from their hand. (This reduces their ability to score points). If they have no more Completes, they bust for the round and their score reverts to 0. Note: If a player discards a Complete, they are out of the round and do not collect any Singles this round.

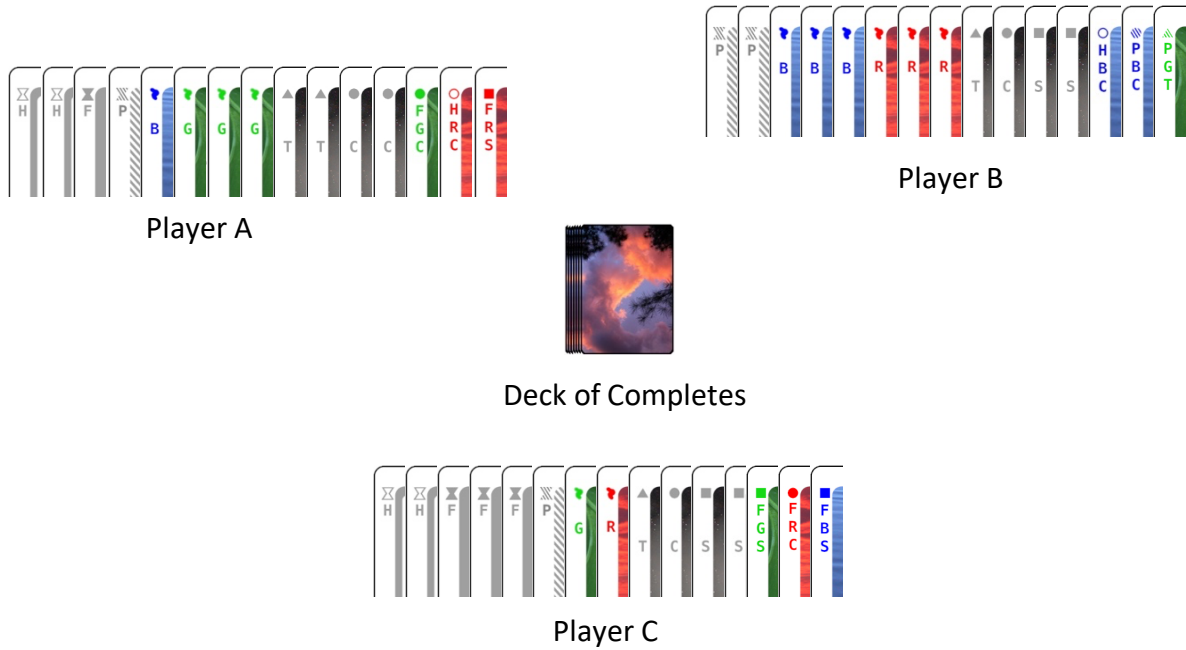
Turns continue in this manner until one of two things happen to end the round.

- 1.) On their turn, a player says "Score" and reveals their Complete cards and all sets of 4-of-a-kind that matches a characteristic of at least one of their Completes (they must have at least one, or they cannot call "score!") They score one point for each such 4-of-a-kind. These sets can earn up to 3 points if they match more than one Complete card. Both other players also reveal their Complete cards and any matching 4-of-a-kinds in their hands, they also score 1-point for each matching set.

-OR-

- 2.) At any time during the game if a player gets three 4-of-a-kinds that match all three characteristics of ONE of their Complete cards, they immediately lay down their Complete and the matching sets. They score 5 points, the round ends immediately, and the other players do not score any points.

Some example game play with explanations:



Player A's hand is not well suited to their Completes, their best option is to collect two more Circle Singles. That would make a set of four that would be worth 2 points because it matches two of their Complete cards. Player B's hand has 3 reds, but it would be a waste to try for a fourth, as none of their Completes has the characteristic Red. But getting the fourth Blue Single would be worth 2 points because it matches the two Blue Completes Player B's hand. Player C's hand has 3 Filled Singles, getting the fourth would be worth 3 points (all three of their Completes have the Filled characteristic), getting two additional Square Singles would be worth 2 points.

On the first turn, player A takes the top 3 Complete cards (see below) from the deck and must choose one of them to play. Player A has no Red and no Square Singles, so they reject the Filled-Red-Square. They do have a Blue and a Partial Single, but again, no Square – so they reject the Partial-Blue-Square.



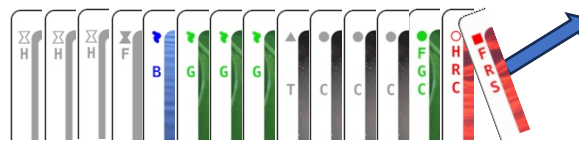
They choose to play a Hollow-Green-Circle in hopes of getting more Circles or perhaps a Green or Hollow Single. This card is placed face-up on the table. Now player A plays a Hollow Single face down. Player B has no Hollow or Green Singles, so they must play their Circle Single. Player C has no use for Hollow Singles, so they play one of those, face down.

Player A picks up the three Singles and sees:



This worked out very well for Player A, they got three Singles that they wanted and made two 3-of-a-kinds with Hollows and Circles. Player A chooses to keep all three Singles, so must pass two Singles from their hand to player B. They send a Partial and a Triangle. Player B keeps the Partial Single and sends the Triangle to Player C. Player C is not interested in the Triangle, but must take it, nonetheless. On their next turn Player A can, if they choose to, say "Score" and tally up their 1 point. They might consider doing this early to prevent their opponents from building up their scoring potential.

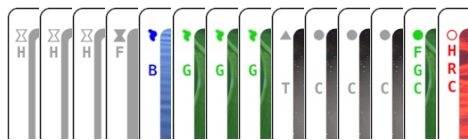
On Player B's turn, they get the top three Completes from the deck and decide to play the Partial-Red-Square. They play a Partial Single and Player C plays also plays a Partial Single, but, unfortunately for Player A, who has no Partials, Reds, or Squares, they MUST discard a Complete from their hand. They already have potential points for the Hollow-Red-Circle, and they might get the last Green Single to score a point with the Filled-Green-Circle, but the Filled-Red-Square is unlikely to produce points, so they discard it. This means that they are excluded from the collection set this round.



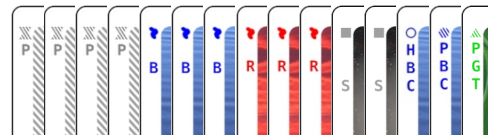
Player A's current hand configuration

As a result, Player B only gets to look at 2 cards this round. They are both Partials, so Player B takes both to give themselves a 4-card set with Partials. They then pass a lonely Triangle to Player C, who doesn't want it (because none of their Complete cards have a Triangle characteristic but must accept it).

The hands now look like this:



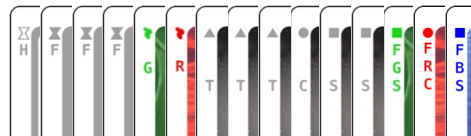
Player A



Player B



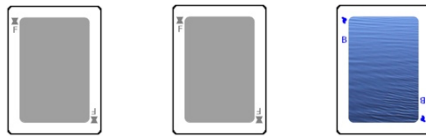
Deck of Completes



Player C

On Player C's turn, they choose a Filled-Blue-Triangle to play. Player C and Player A both drop Filled Singles. Player B has no Filled or Triangle Singles, so they either have to break up the three Blue Singles they have or discard a Complete card. They play one of their Blue cards, hoping to get it back. It seems unlikely that someone else would collect them since Player B already has 3 of them.

Player C picks up the three cards and sees:



Player C is quite pleased with this haul and keeps the two Filled Singles, forming a set of 4. Player C has no use for the Blue, so they pass that to Player A, along with their Red card. Player has no real use for either card, but there is a slight chance that the Red card could be beneficial, whereas there is zero chance that the Blue card will be. So, they keep the Red card and pass the Blue card back to Player B, just as B had hoped.

On Player A's next turn, since they do not have a set of 4 yet, that cannot say "score!", so they must play another Complete card. It turns out to be a Hollow-Blue-Square. Player A puts their lone Blue on the pile, Player B puts a Square, and Player C puts a Hollow – what Player A was hoping for. Player A collects the Hollow card and passes the other two to Player B, who takes the Square making another 4 set. Then Player B passes the Square to Player C.

Player B decides to end the round by saying "score!". The players reveal their Complete cards and the rest of the hands for scoring. Player B gets 4 points. Their 4-set of Partials matches two of their Complete cards (Partial-Blue-Circle and Partial-Green-Triangle). Also, their 4-set of Blues matches both their Hollow-Blue-Circle and their Partial-Blue-Circle. Player B did well. Player C was only able to make one four-set (Filled Singles), but it matches all three of their Complete cards, earning 3 points. Player A also only made one 4-set (Hollow Singles), but it only matches one of their remaining Complete cards, earning them 1 point this round. Player B also gets a 1 point bonus for being the lone winner of the round. (If there are ties, the bonus is not given out).

If no one has won, all the cards are turned in, the two decks are shuffled, and the next hand is dealt – 12 Singles and 3 Completes to each player. The next round is played identically to the previous round.

Game End:

The game ends when any player has reached 20 points, then they win. If multiple players have reached 20 points during the same round, then player with the most points wins. If there is a tie, play continues until the tie is broken.