

GAME INSTRUCTIONS

NAHMAD - BHOOSHAN STUDIO

CESAR FRAGACHAN
MELIS KUCUKTUNC
TAIZHONG CHEN
JIANFEI CHU

GAME #1

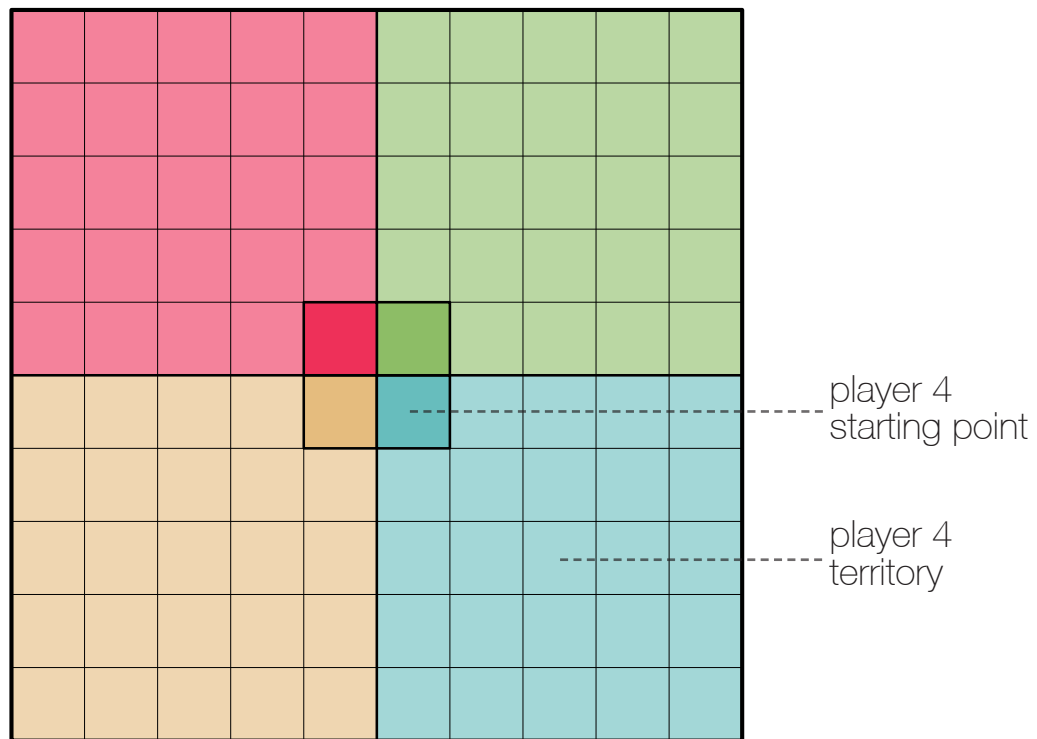
Game Theory: Prisoner's Dilemma

1. The Goal

Getting the most points by occupying more space.

2. How to start

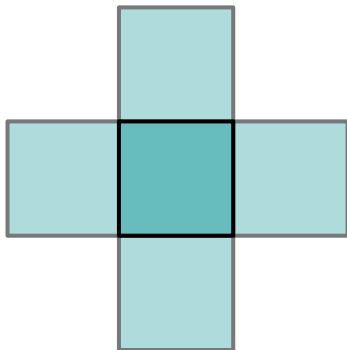
4 players, each represented by a color.



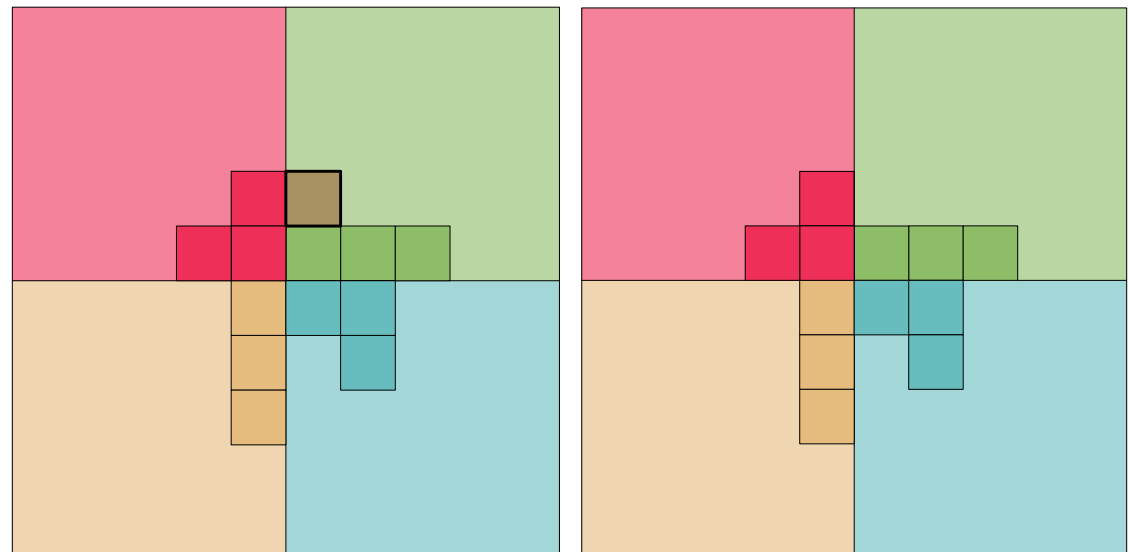
The board

3. How to play

Each player plays at the same time. They choose the space they want to conquer.



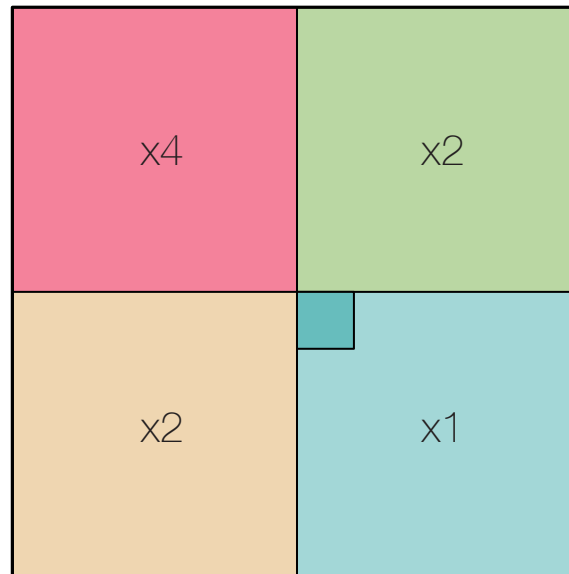
Players can conquer the space either their left, right, up or down.



If the players try to conquer the same space at the same time, they both lose the space. They can try again later!

3. How to play

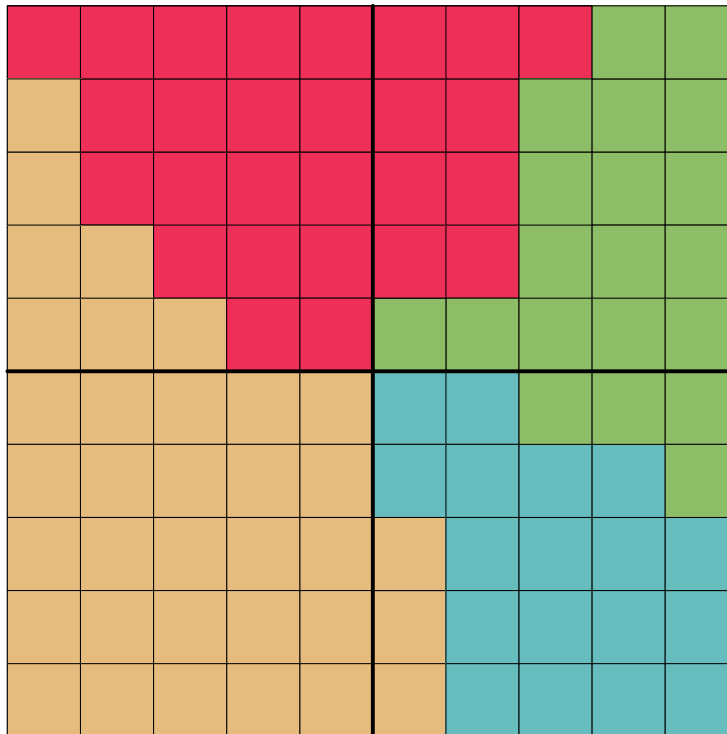
The other players' territories value more to each player. They get points by the unit they conquered in each territory.



The value of the territories
for the blue player

4. How to win

Game finishes when all the area is conquered.
The player who conquered the most valuable area in total, wins.



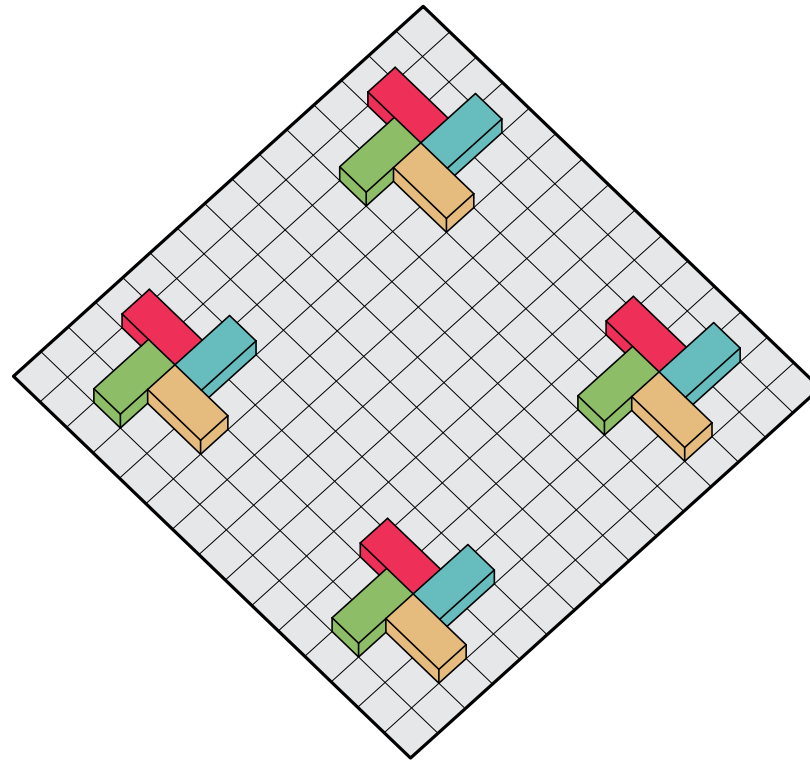
GAME #2

Lego Game

1. The Goal

Complete the loop, connect all your tiles.

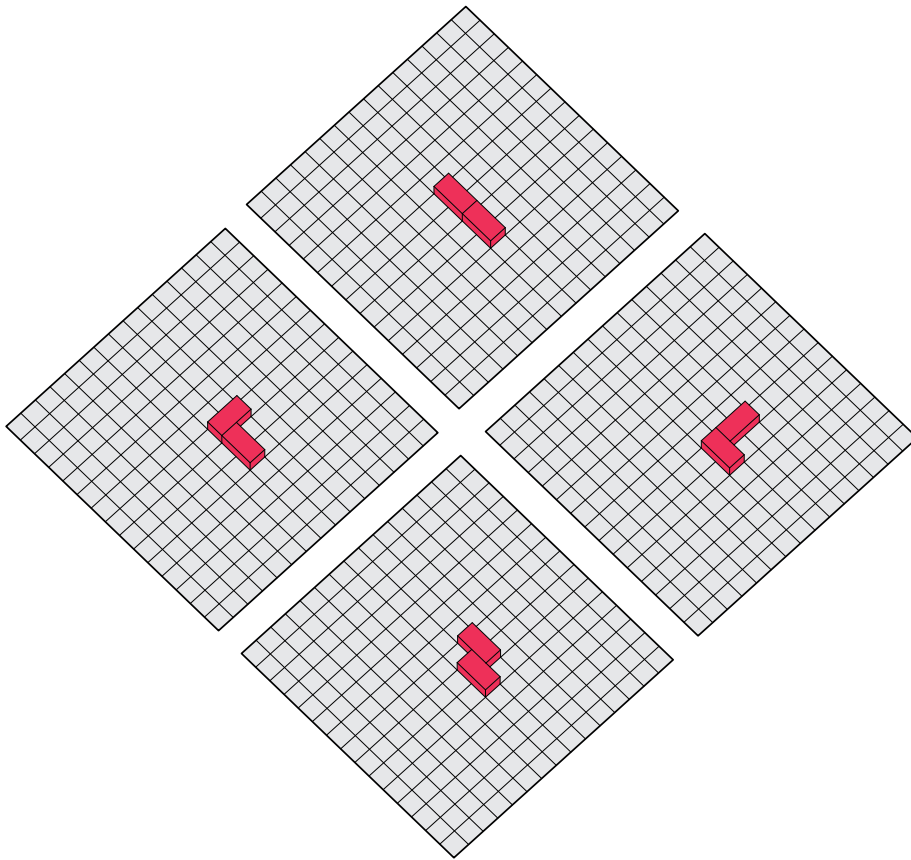
2. How to start



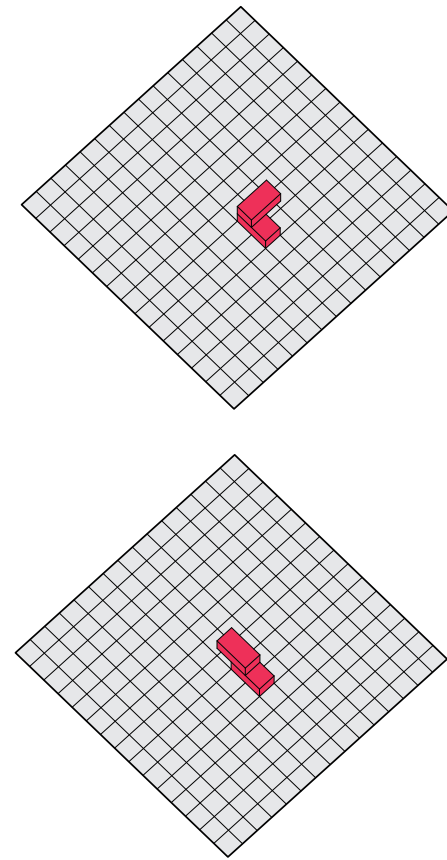
Game starts with a simple set-up.
Each player is represented by a color.
The goal is to connect all your initial tiles.

3. How to play

Turn by turn each player locates a new tile with two simple rules:

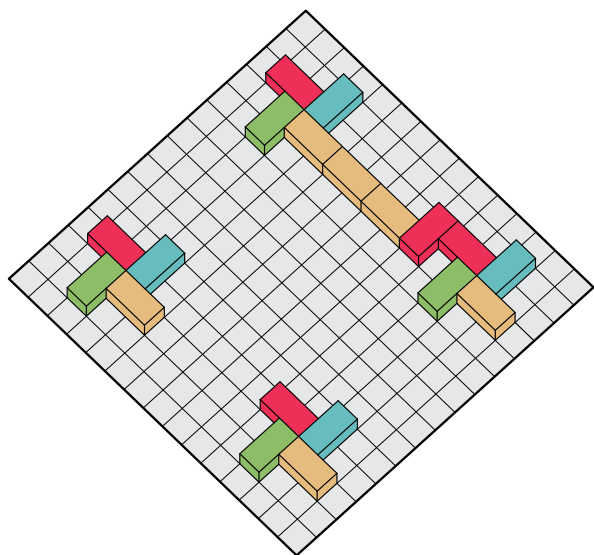


that shares at least one edge with another on the ground level

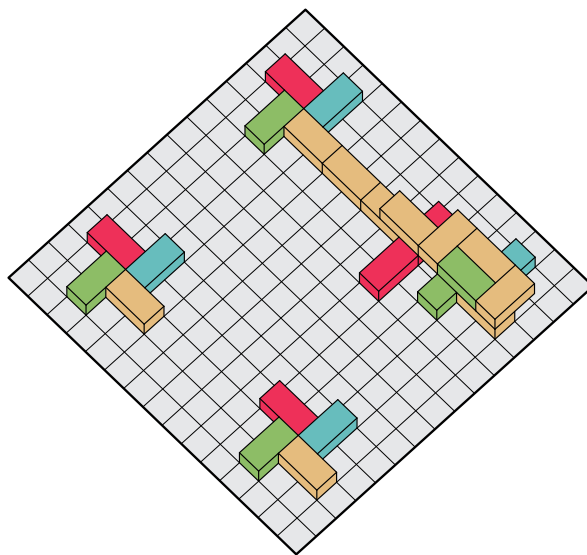


or goes to upper level

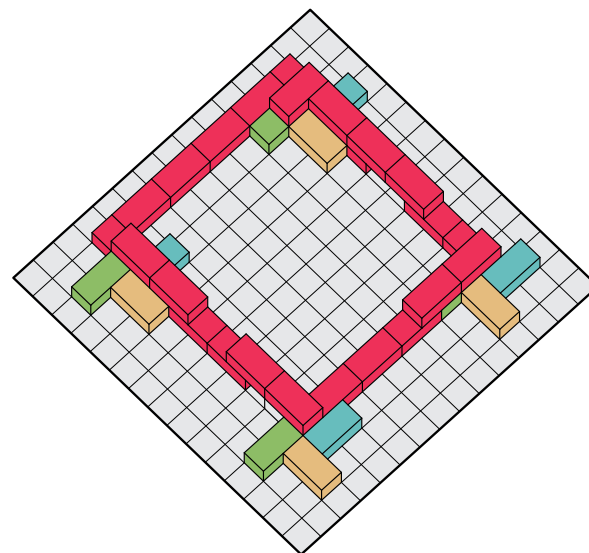
3. How to play



Your opponents may block your way.



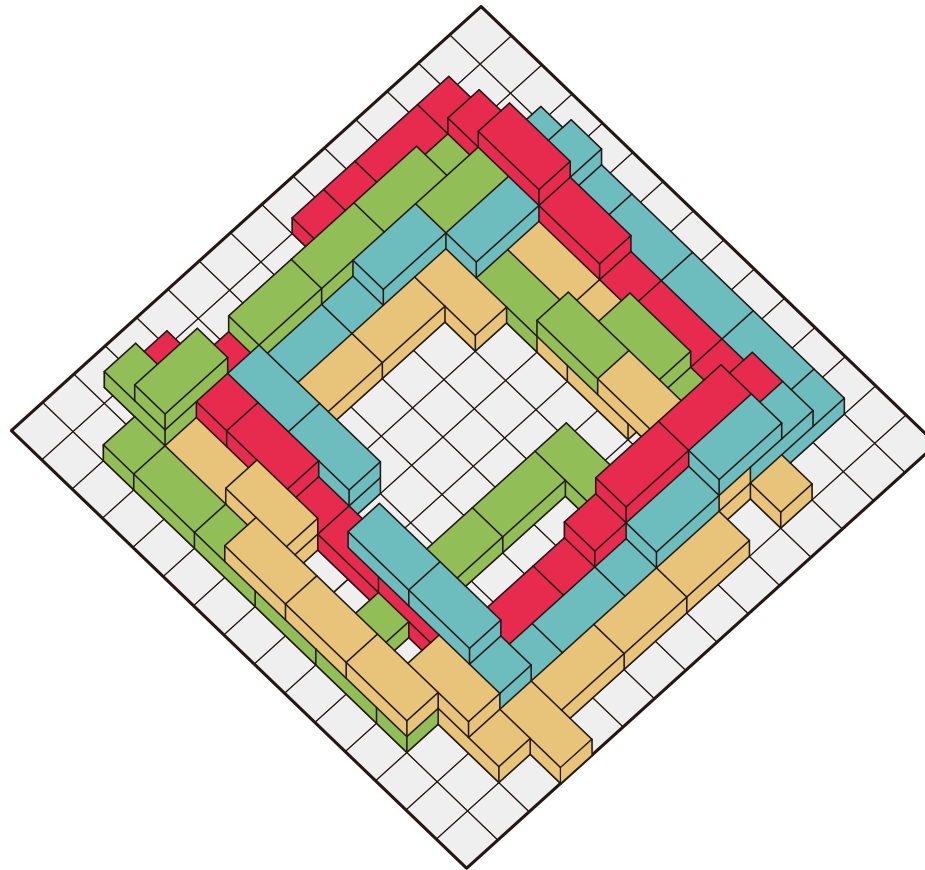
Go to upper level or go around.



Complete the loop.

4. How to win

The first player who completes the loop wins!



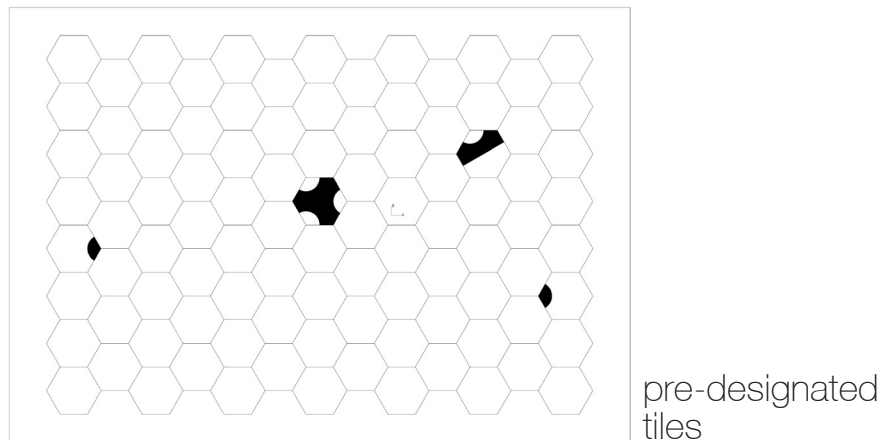
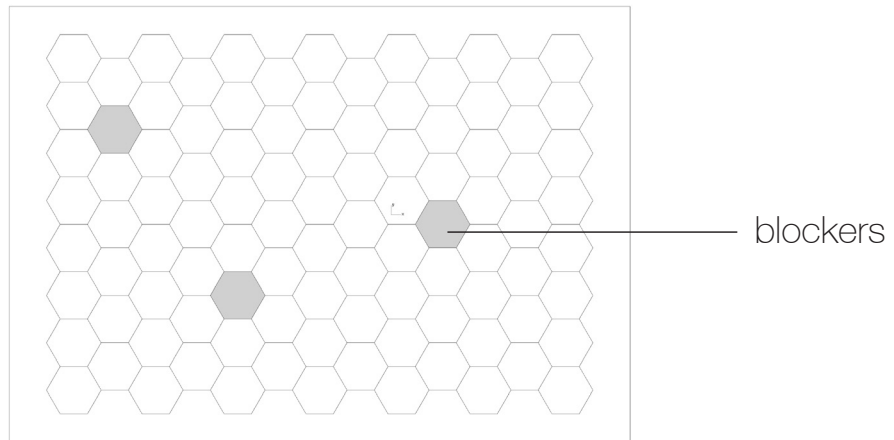
GAME #3

Palagonia Game

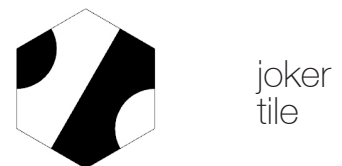
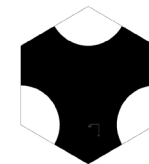
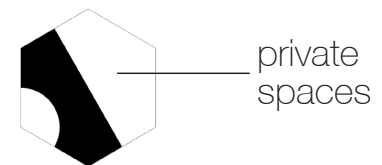
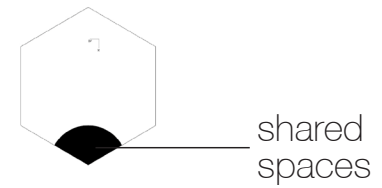
1. The Goal

Use all your tiles, create continuous shapes.

2. How to start



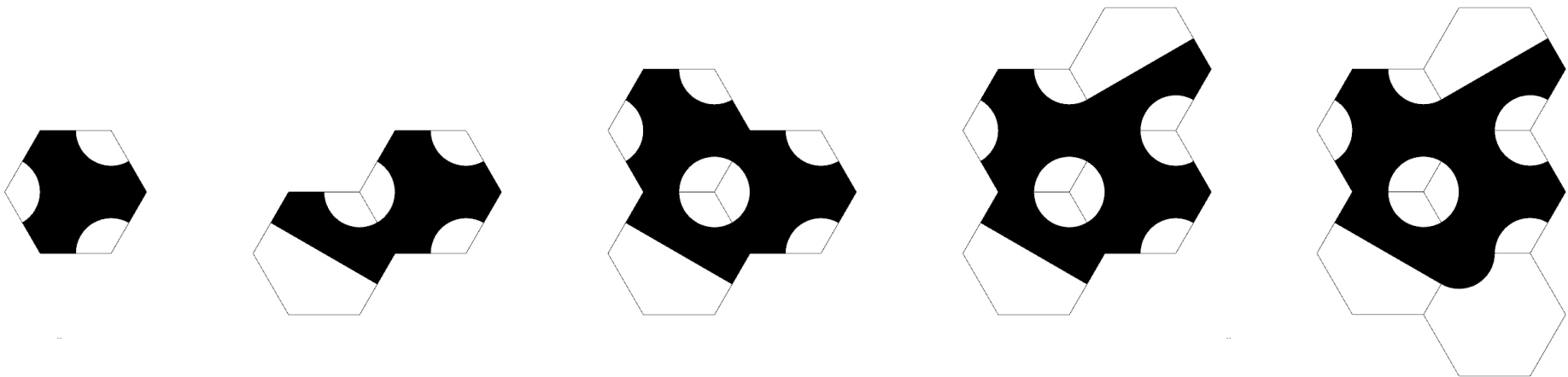
The board



Tiles

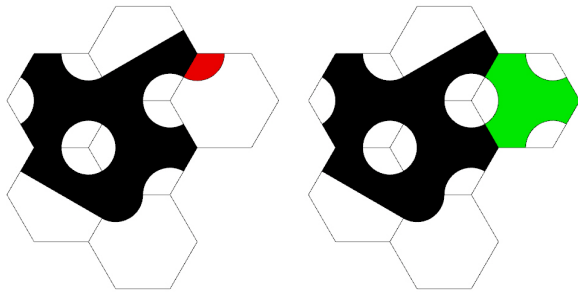
3. How to play

Turn by turn, players must locate one of their tiles in preferred rotation to create continuous shape.

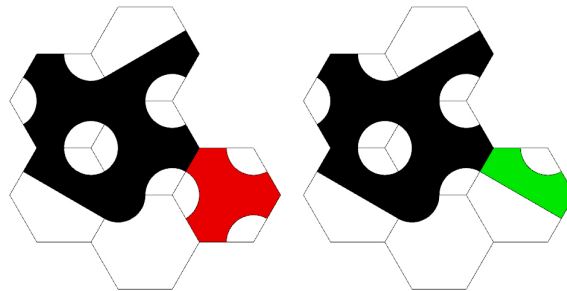


3. How to play

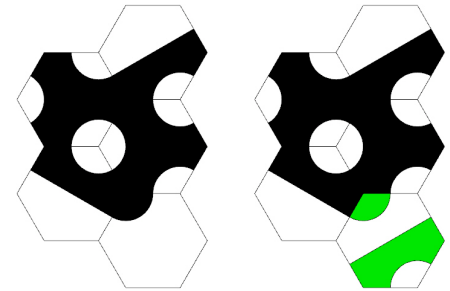
Players should follow three simple rules:



New tile should match with the neighbouring shared edges.



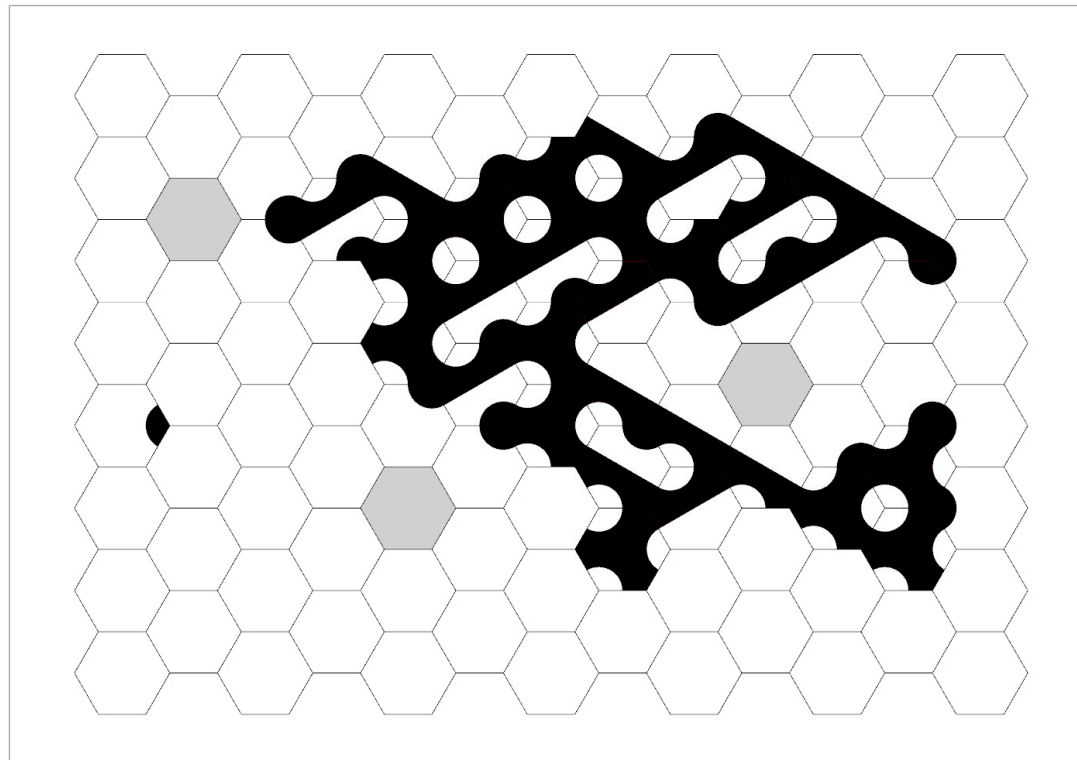
and not contradict with the existing neighbours.



Joker tiles can be used to generate new shapes

3. How to win

The player who could locate the most number of tiles, -ideally the one who finishes all- wins.



GAME #4

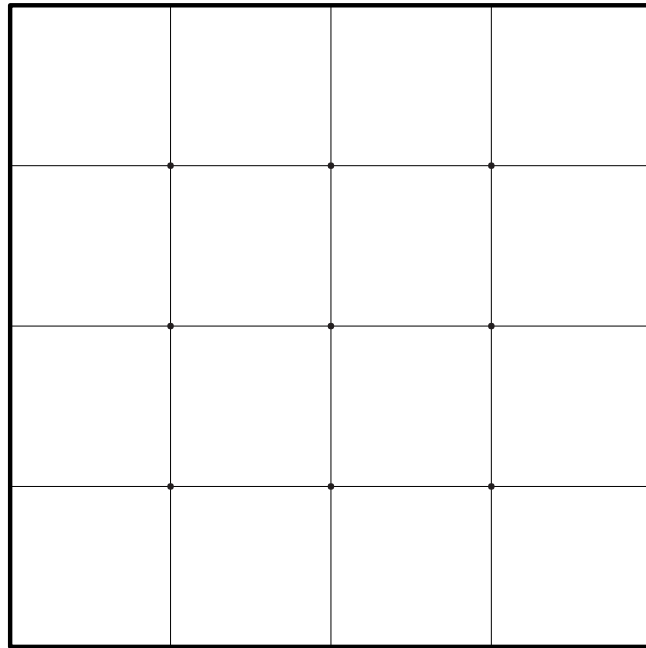
Conquering Space

1. The Goal

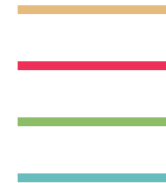
Conquering the biggest space.

2. How to start

The game starts with an empty grid. Each player is represented by a color.

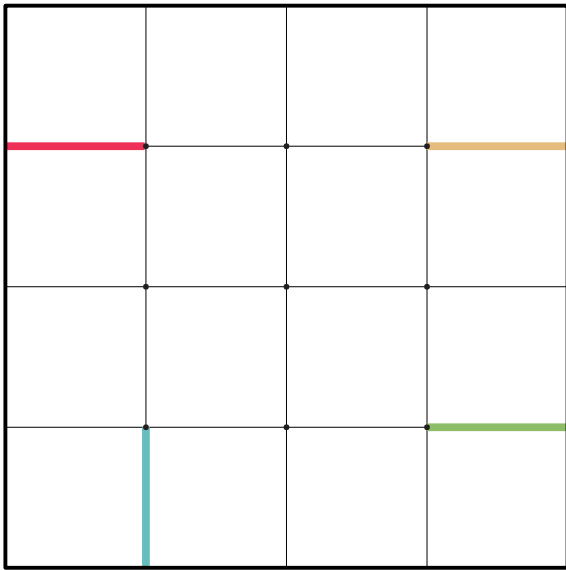


The board

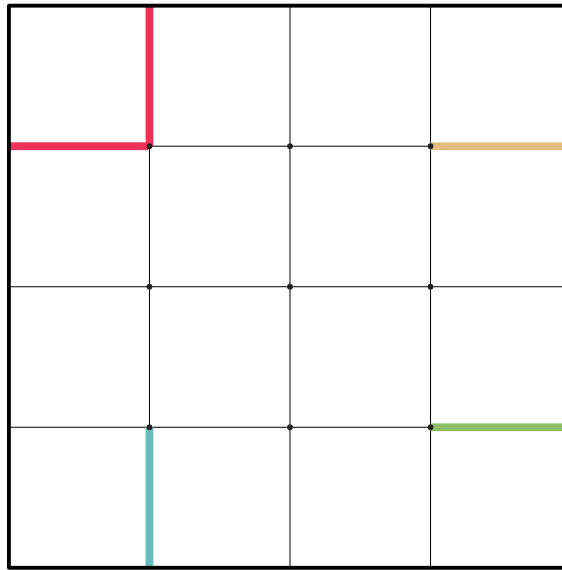


Players

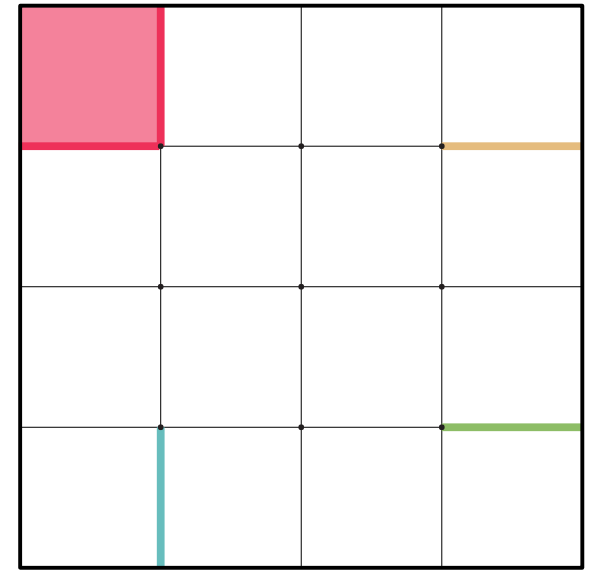
3. How to play



Turn by turn, players locate their lines, starting from the corner unit.



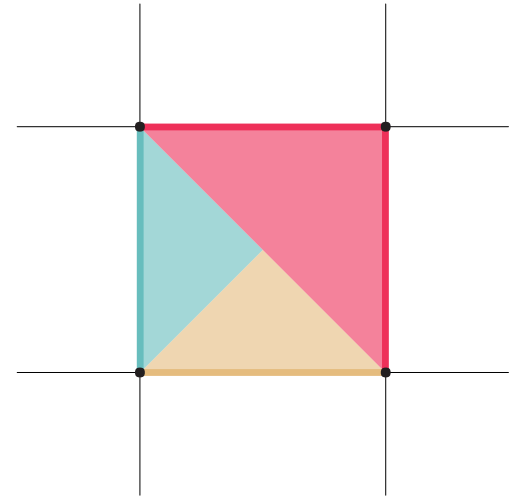
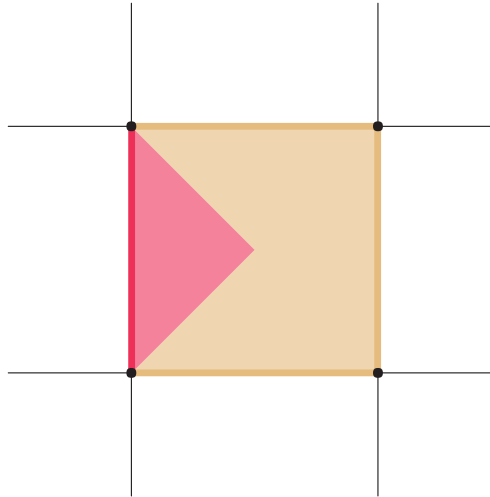
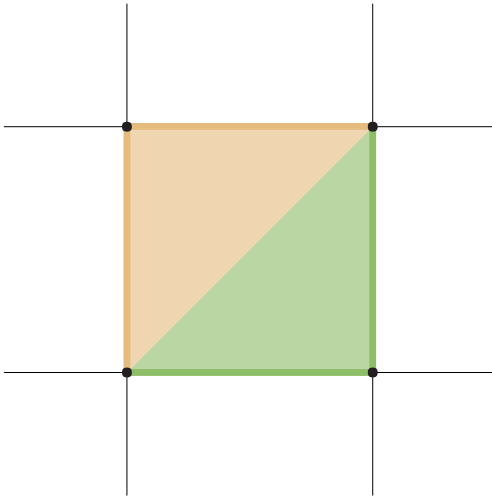
After the first round, they can locate anywhere in the grid.



If a unit closed by the same color, it's their private space.

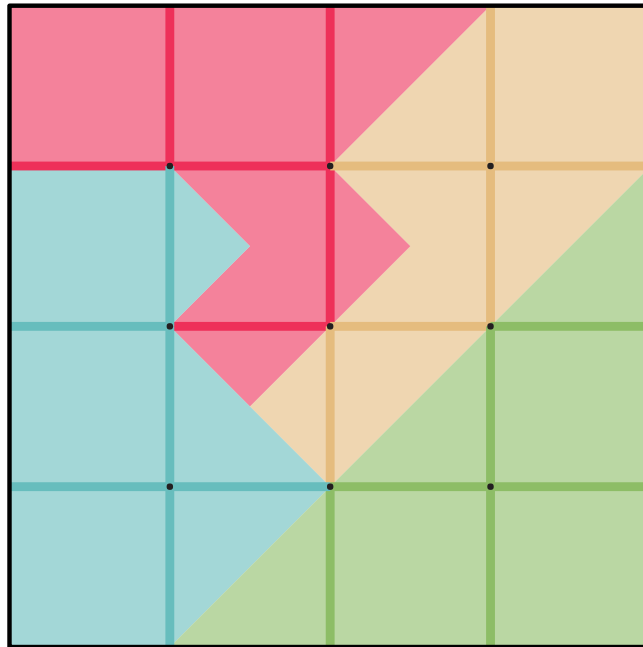
3. How to play

Similarly, if the unit is closed by different players, they share the space.



4. How to win

The player who conquers the biggest area, including private and shared spaces, wins!



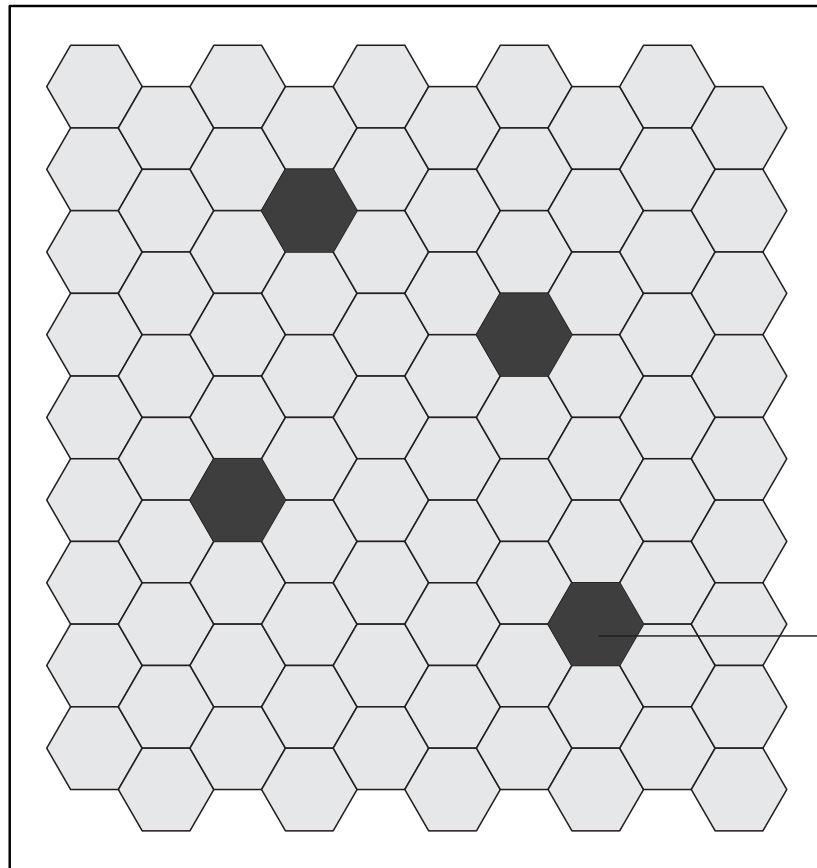
GAME #5

The Game

1. The Goal

Create the maximum number of shared spaces.

2. How to start



The board

public
spaces



shared
spaces

private
spaces

Tiles

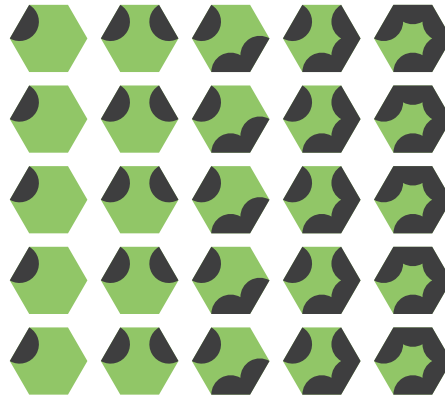
2. How to start

Each player is represented by a color.
Each player starts the game with same amount of tiles.

PLAYER 1



PLAYER 2



PLAYER 3

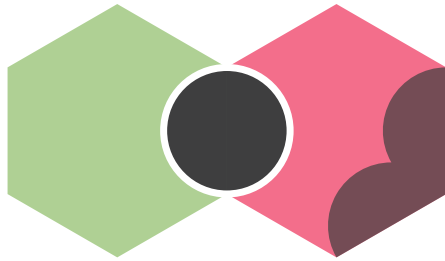


PLAYER 4

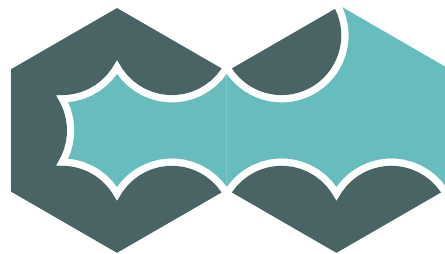


3. How to play

Turn by turn, players must locate one of their tiles in preferred rotation, by following three simple rules:



shared space + shared space



private space +
same players' private space



shared space + public space

3. How to play



For every closed shared space, players get points for each space they've contributed.
If the shape is left unfinished, players will not get any points.

3. How to win

The player who gains the most point wins.

