

By TensorToads

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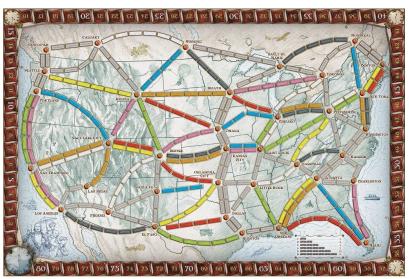
What is the original game?

Goal:

- The person with the most point win!
- Connect cities togheter

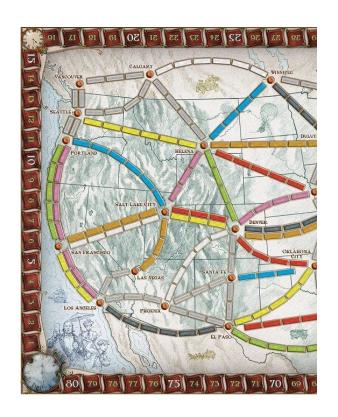
Gameplay:

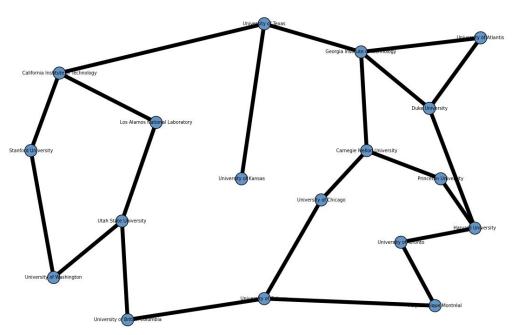
- Collect train card
- Try to create links between adjacent cities
- Collect destination card to get bonus goal



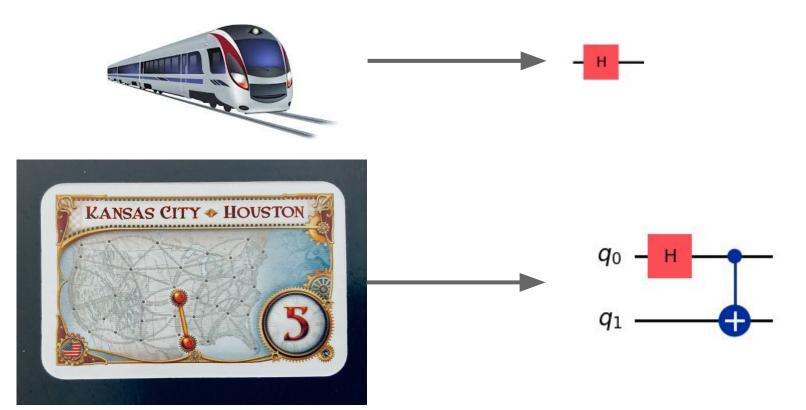


Our quantum skin





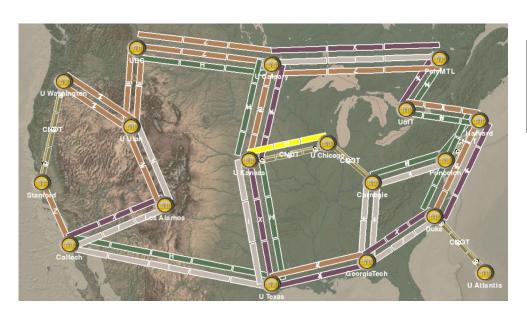
Mission cards



Artistic choices:



The cities are now universities with a new map, cards and missions to complete!





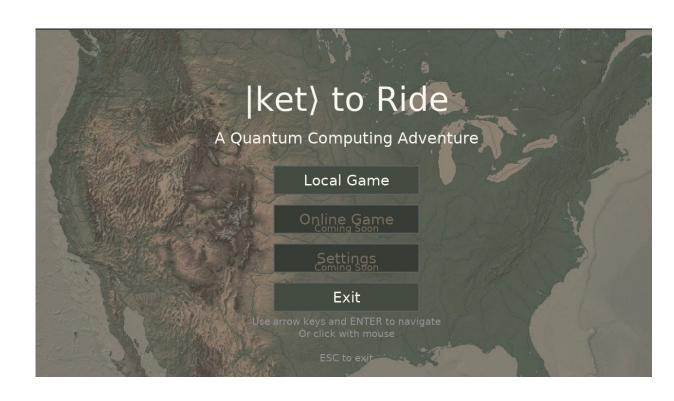
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UofT
|0⟩ → U Texas |+⟩
Points: 30
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Rules of the game :

<u>Goal</u>: Claim routes between universities to deliver quantum states from one to the other

- Build quantum gates between universities using cards
- When both target cities are connected,
 score points if the qubit pair which starts
 in |0> ends in the right state
- Entangle two qubits starting in different cities joining together using CNOT gates

Welcome aboard!



Possibles additions

- Entanglement of multiple players, starting from the same city
- Quantum measurements as objectives, giving points based on the collapsed state in the end city (which measures according to a predetermined orientation)
 - Could allow multiple states to score points, but with a higher chance with better states
- More gates (might require bigger maps and looser objectives to allow for multiple solutions)
- Quantum teleportation!
- Your suggestions, dear audience!