

Heroes and Villains


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Art Games, Physical Game #1

Cross walk Cat V (A)

You lost your precious cat after he jaywalked. Now, you only walk on crosswalks, taking vengeance on every car in town.

Your perfect team is:
- Homework Man
+ ~~Sleeping Sleeper~~ The Caped Cucumber



Trickster. (A)

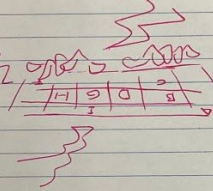
Your goal is to make sure no team meets up. You can pretend to be:

- Homework Man
-

Typing Tom S (A)

You've spent your whole life typing. You're the fastest typer right? No, but you never mess up.


Your perfect team is:
- Reading Rita
- Famished Beaver



Reading Rita S (A)

You've read everybody known to man twice. Now, you can quote the Torah while performing as Dorian Gray.


Your perfect team is:
- Typing Tom
+ Tired Bunny



Homework Man V (A)

After years of grading your student's papers you went mad and now assign everyone you meet homework.

Your perfect team is:
- Cross walk Cat
+ Hairy Harry



Objective

To get people to work together to find their teams with limited information.

How to Play

Each person picks a card. Each card describes your character and lists two of your teammates. Each person will either be a superhero, a villain, or a trickster. The game masters will give instructions to the players to help them find their team. Players are not to talk when the Game Masters are giving instructions. Players are not to reveal what character they are to anyone except the Game Masters.

Goals

The goal of the superheroes is to find their whole team before the villains.

The goal of the villains is to find their whole team before the superheroes.

The goal of the tricksters is to have neither team find each other.

Game Masters

Game Masters will give the instructions to the players as to how they are supposed to find their teams. Players are not to reveal who they are to anyone except the game masters.

Play

Round One

- a. Players get 10 seconds to say one word to describe themselves. After they describe themselves then they match up with someone they think is on their team.
- b. The Game Masters will then look at the players' cards to determine if they are on the same team. They will not tell the pairs, but will tell the group as a whole how many pairs were correct.

Round Two

- a. Players get 10 seconds to act out their character with no speaking or noises. After they act out their character they match up with someone they think is on their team. It can be the same person or a different person.
- b. The Game Masters will then look at the players' cards to determine if they are on the same team. They will not tell the pairs, but will tell the group as a whole how many pairs were correct.
- c. Once that has happened everyone gets 1 minute to agree on who they think is a trickster. The vote **must be unanimous** in order to ask the selected player if they are the trickster. If there cannot be an unanimous vote, then no player will be selected to reveal themselves. Once the selected player is unanimously voted on, the Game Masters will look at the player's card. If they are a trickster then they are out of the game! If they are not a trickster, no one leaves the game and the game continues.

Round Three

- a. The players have 3 seconds to draw their character. After they draw their character they can show the other players for 1 minute and then will have to pick someone they think is on their team. It can be the same person or a different person.
- b. The Game Masters will then look at the players' cards to determine if they are on the same team. They will not tell the pairs, but will tell the group as a whole how many pairs were correct.
- c. The players now have 1 minute to organize into what they think is their team. Players can be kicked out of teams if they are suspected of being a trickster. Once there are two teams clearly organized the Game Masters will determine if a team is complete. If they are then that team wins! If no team is complete, then the game will continue.

Round Four

- a. The players have 10 seconds to make the noise of a player they are looking for. (e.g. if they are still missing their "Jacked Mouse" partner then they will say "squeak squeak") They are not revealing who THEY ARE but who they are LOOKING FOR.

- b. The Game Masters will then look at the players' cards to determine if they are on the same team. They will not tell the pairs, but will tell the group as a whole how many pairs were correct.
- c. Once that has happened everyone gets 1 minute to agree on who they think is a trickster. The vote **must be unanimous** in order to ask the selected player if they are the trickster. If there cannot be an unanimous vote, then no player will be selected to reveal themselves. Once the selected player is unanimously voted on, the Game Masters will look at the player's card. If they are a trickster then they are out of the game! If they are not a trickster, no one leaves the game and the game continues.
- d. The players now have 1 minute to organize into what they think is their team. Players can be kicked out of teams if they are suspected of being a trickster. Once there are two teams clearly organized the Game Masters will determine if a team is complete. If they are then that team wins! If no team is complete, then the game will continue.

The game continues!

If the teams are not complete by round 4 then they have two more opportunities to win. Round 1 and Round 2 step A can be repeated. Once they complete step A then the following happens:

- a. Step A from Round 1 or 2
- b. The Game Masters will then look at the players' cards to determine if they are on the same team. They will not tell the pairs, but will tell the group as a whole how many pairs were correct.
- c. Once that has happened everyone gets 1 minute to agree on who they think is a trickster. The vote **must be unanimous** in order to ask the selected player if they are the trickster. If there cannot be an unanimous vote, then no player will be selected to reveal themselves. Once the selected player is unanimously voted on, the Game Masters will look at the player's card. If they are a trickster then they are out of the game! If they are not a trickster, no one leaves the game and the game continues.
- d. The players now have 1 minute to organize into what they think is their team. Players can be kicked out of teams if they are suspected of being a trickster. Once there are two teams clearly organized the Game Masters will determine if a team is complete. If they are then that team wins! If no team is complete, then the game will continue.


If the teams are not complete by the end of the 6 rounds, then the tricksters win!

Critiques

During our game play, the players failed to listen to direction properly which resulted in a skewed critique. Players who were the tricksters found it to be fun if they lasted. If they were discovered quickly, then they did not have any interest in the game. Players who were not tricksters were confused and continued to keep talking and revealing their characters to each other. There were issues with the game in concerns to the amount of players needed for the game to run smoothly. This game required a certain number of people which would be the first thing to eliminate if redone. Players also brought up that there were symbols on the cards that were not done intentionally, and when discovered it was announced what they meant. Many players failed to pay attention and would ask while playing the game, resulting in confusion. Overall, we did not get the constructive critiques we were looking for which we believe we could have found if the players listened to the Game Masters during play.

Bubblewrap Porcupine S ①


There's no stopping someone who's both sharp and bubbly. Shubbly? Barp?



Your perfect team is:
- Jacked Mouse
+ Famished Beaver

Jacked Mouse S ②


Mouse traps can't stop you! You've been training for this day. Nothing can stop you! Except, maybe a boot.



Your perfect team is:
- Bubblewrap Porcupine
+ Leisurely Snail

Silent But Deadly V ①

It's as if sounds... and smells. You can't talk and furl at the same time, but you can knock out a whole room.



Your perfect team is:
- The Zesty Zig Zagger
+ Mysterious Meat Man


Trickster! ②

Your goal is to make sure no team meets up. You can pretend to be:

- Silent But Deadly
- Jacked Mouse

The Zesty Zig Zagger V ②

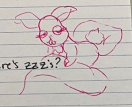
Ever since the accident you haven't been able to run in a straight line. Now, you are unable to be caught by the police.



Your perfect team is:
- Silent But Deadly
+ The Sneaking Sneaker

Tired Bunny S ①


You've ran so much in your life that a nap just sounds good. Who needs to fight danger when there's zzz's?



Your perfect team is:
- Leisurely Snail
+ Jacked Mouse

Mysterious Meat Man V ①


Your family has always been cursed with the ability to produce meat out of thin air. Now, you terrorize the local vegans.



Your perfect team is:
- The Caped Cucumber
+ ~~Reading Rita~~ Crosswalk Cat

The Caped Cucumber ①

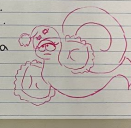
Your lab had an accident which turned you into a cucumber. Now you wreak havoc on the town by making people's stomachs hurt.



Your perfect team is:
- Mysterious Meat Man
+ Zesty Zig Zagger

Leisurely Snail S ②

Snails.... don't.... rush.... danger.... can.... wait.... for... you.... for... a... minute....



Perfect Partner:
- Tired Bunny
+ Typing Tom


Trickster! ②

Your goal is to make sure no team meets up. You can pretend to be:

- Mysterious Meat Man
- Leisurely Snail

Gibbering Jerry S ③


You like to talk a lot because who doesn't like to talk a lot? Your power is that you can talk people to death. Why won't they listen to you? You just won't talk.



Your perfect team is:
- Famished Beaver
+ Bubblewrap Porcupine

Hairy Harry V ③


As a cosmetologist, you're looking for the right serum to make hair grow overnight. Now, you're just a ball of hair.



Your perfect team is:
- The Sneaking Sneaker
+ Crosswalk Cat

The Sneaking Sneaker V ②


After collecting so many sneakers you became obsessed with them. You made a pair to allow you to disappear and steal more.



Your perfect team is:
- Hairy Harry
+ Silent But Deadly

Famished Beaver S ③

There's so much to eat and so little time. Villains beware because you'll eat their plans.



Your perfect team is:
- Gibbering Jerry
+ Reading Rita

Trickster! ③

Your goal is to make sure no team meets up. You can pretend to be:

- The Sneaking Sneaker