



cabel

body

beam

PROJECT MANAGEMENT

STEAMPUNK PROJECT MANAGEMENT

In this fast-paced game of head-to-head competition, two (or virtually!), compete to use up all the cards in their deck. Each team is defined by its deck color - red or blue. There is no cross-team play. This is a fast-moving game where all players play at the same time.

OBJECTIVE

The game ends when each player of a team has used all the cards in their deck. Once the game is done, points are tallied and the winning team is declared.

EQUIPMENT

There are 2 teams situated in 2 separate circles adjacent to each other (or virtually!). The 2 teams are competing against each other - the red team and the blue team. There is no cross-team play.

Each team has their own deck of 40 cards that are used for the game. This deck is called the team's "Caseload". There is a blue Caseload (blue deck), and Caseload for the red team (red deck). One card is dealt (5) cards to each player on their team face down to set up the game. These cards cannot be viewed by anyone until the game begins.

The cards in each player's hands are called "tasks".

The dealer of each team must then place 3 cards face up in the center of the team's circle.

The game can begin once everyone is dealt their hand and 3 cards are face up between the players of each team. Each player then chooses a task to play.

The columns are a crucial part of play and will be defined by the game rules.

Once everyone is ready on both teams and the players are ready to play, the game begins.

PLAY

This is a fast-paced game. All at the same time. One player plays a task in their hand.

When combining multiple tasks from teammates hands a
1 kind of operation can be used to satisfy one defined

If no player from a team can complete any tasks, the team

DEFINED CRITERIA

When players play tasks from their hands, they must do so
The criteria are listed below.

The task must have a value equal to a card on the board

The task or combined tasks must have a value equal to a
(as mentioned earlier, only one operation at a time)

Players can use multiple tasks in their hand to satisfy the
(only one operation can be used at a time, addition "+", or
"-").

Players can also combine their tasks with a teammate to

When one of the above criteria is met, the cards on the
(completed tasks pile) and the cards that meet that criteria

(Ex- There is a 9 face up on the board, meaning that the
1 card in it. Let's say the players can come up with a 3 task
 $3+3+3$ to equal the 9 on the board. The 9 card would be
3 cards would be placed on the board in place of the 9,
3 cards.)

Please observe diagram cards for more examples.

COLUMNS

There must be a row three cards which, once can become 3

HAZARD TASKS

When removed from a column, The card is passed to the
That team must decide which column the hazard goes in
This card never enters any team's completed task pile. At
Hazard card in their teams column gets -2 points per
Hazard card.

EUREKA TASKS

When this task is completed, each player on the opposing

ENDING

The game ends when all of one team's players have no
Once done, both teams count the number of cards in their
The final score for each team is the number of cards in their
(-2) points for each hazard card in their teams columns.
The team with the most points wins!

MODES OF PLAY

Although this game can be played with 2 teams of 2-4
Some examples are included below, more may exist, be

REMOTE TEAM RACE

If there are multiple teams that are connected through a
Skype or Zoom, this game can be played as a Race between
Each team would need to be local and share a platform
(recommended 2-4 players per platform caller). Any
Hazard card effects would have to be avoided for play. The

THE DECK

This mode can be with recommended 1-3 at a time. Instead

If there is only one player, once 3 cases go sideways the
For each player added to the team to go against the deck,
1 max number of acceptable sideways cases before the team
Below is the number of allowed sideways cases before the

1 Players: 3 Sideways cases before failure;
Players: 2 Sideways cases before failure;
3 Players: 1 Sideways case before failure.

SPECIAL THANKS

Many people helped make this project a reality. Without the

CARD/BOX/DOCUMENT DESIGN

Apex Infinity Games:

SCENE ILLUSTRATIONS

Doantrang:

LOGO DESIGN

Logomoko: