



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 determined.*

### 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 (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 circle. The game can begin once everyone is dealt their hand and 3 cards are face up between the players of each team. Each team has 3 columns of tasks. The columns are a crucial part of play and will be defined by the dealer. Once everyone is ready on both teams and the players*

### 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*



*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

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CARD/BOX/DOCUMENT DESIGN

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SCENE ILLUSTRATIONS

*Doantrang:*

LOGO DESIGN

*Logomoko:*