**Rules and How to Play**

Guesscade is a fast paced guessing game where players take turns deducing their video game character they drew. Based on category-specific questions. The goal is to correctly identify as many characters as possible.

The game is best played with 3 to 6 players. While there is no strict player limit, having too many players will significantly slow down the pace of the game. Multiple dice allows players to split into smaller groups and split the card deck.

**Space and Preparation**

* **Space needed:** A table or flat surface where players can sit or stand facing each other.

**Setup Instructions**

* 3 - 6 Players recommended. More can be played, but the game will be slower.
* Select the character cards that you want to play with.
* Shuffle the character cards thoroughly.
* Each player then draws a character card from the stack without looking at it.
* Place the category dice within reach.
* The oldest player starts the game by taking their turn. The game is played counterclockwise.

**Turn Structure**

1. **Draw (if needed)**: Draw a new character card if you don’t already have one.
2. **Roll**: Roll the dice to determine the question category, only one roll per turn.
3. **Ask**: Hold out your character card facing the other players and ask a question based on the rolled category
4. **Answer**: The other players answer truthfully based on their knowledge.

**Making a guess:** After rolling the dice, you can choose to guess your character, or wait for your next turn to roll the dice again for more hints

If you make a guess:

* + **Correct Guess:** Keep the character card and you gain one point
  + **Incorrect Guess:** Discard the card, no point gained and draw a new one

**Winning and Losing Conditions**

The game ends when either:

* All character cards have been guessed or discarded
* All players agree to end the game early
* Predetermined points or rounds have been reached.

Players count their correctly guessed cards (points). The cards represent your points. The winner is the player with the most points.

**Optional tie-breaker:** In case of a tie, players may draw one more card and take turns guessing it within a limited number of rounds.

**Special Rules, Mechanics and Notes**

* **Player Participation:** All players must participate by answering during others’ turns.
* **Strategy:** Players must track answers and think deductively. Early guesses may win points faster, but also carry greater risks.
* **Honestly:** Player must answer questions truthfully, though not necessarily trying to be helpful.

**Dice categories**

You can ask a ‘yes or no’ or a single answer question.

**Red:** Genre / Game release

Questions about your character’s game release information and genre

Example: “Was the game I’m from available on Playstation 2?”

**Blue:** Movement

Questions about your character’s movements

Example: “Can I fly?”

**Green:** Game world / universe

Questions about your character’s universe

Example: “Am I from the Sonic universe?”

**Purple:** Abilities / Equipment

Questions about your character’s abilities or equipment

Example: “Do I use a machete?”

**Pink:** Appearance

Questions about your character’s appearance

Example: “Do I have green hair?”

**Tricolor:** Wildcard

Choose any of the other categories

**Sources**

* *High Score* (Netflix documentary), Covers the history of video games and iconic characters. - recognizing characters, understanding and appreciating game characters and their early history. Diverse game genres and themes connected with early game history.
* *Understanding Video Games: The Essential Introduction*, Provides an academic perspective on video game history and character development. - how characters have been designed to be memorable and engaging on more of the academic side. Academic and structured categorization.
* *The art of game design : a book of lenses*, #87 Lens of Character Traits - Character traits are the main way to figure out which character the player has, recognizing the character traits are vital to be able to play.

**Group Members - Analog Game Contributions**

**Ariana(Ari) Roxana Dragota:**

* Made list of Characters
* Made Adobe file of characters for printout
* Cut and glued Characters on card
* Worked on Game box

**Inga Sigurros Thorisdottir:**

* Painted the back of the character cards
* Adjusted Rules and Categories for instructions
* Cut and glued Characters on the card
* Worked on Game box
* Painted Dice

**Ivar Kleive Bredeli:**

* Made Adobe file of characters for printout
* Cut and glued Characters on the card
* Came up with the main idea
* Came up with most of the Sources

**Rares(Sid) Isari:**

* Cut and glued Characters on the card
* Printed out Characters
* Expanded on Player actions and considerations

**Benjamin Bruaset:**

* Cut and glued Characters on the card
* Adjusted Player actions and considerations slightly
* Found the last source and expanded on Sources and themes