## Con Game

## Overview

Con Game is a negotiation game for five or more players which can be played in about one hour.

Each player will need a copy of these rules and a pencil. You will need one 20-sided die to share.

Each round, one player should roll the die. The symbols next to the die result on the table below indicate which *resources* will be available this round. Each player should mark the corresponding tick boxes on their player sheet.

Die	Icons	Die	Icons
1	ΟΧΔ	11	<b>*</b>
2	0 X <b>♦</b>	12	$\triangle \bigstar \blacksquare$
3	o×★	13	$\triangle \blacklozenge \blacksquare$
4	0 X •	14	$\triangle \diamondsuit \bigstar$
5	ΟΔ ♦	15	×★●
6	0Δ★	16	×♦●
7	οΔ ●	17	×◆★
8	0 ♦ ★	18	×Δ●
9	○ ♦ ●	19	X∆★
10	0★●	20	×△◆

Contact: ttkttkt@gmail.com

Pound	Resources Available					Dontoon	Resources Acquired						
Round	0	×	Δ	<b>♦</b>	*	•	Partner	0	×	Δ	<b>♦</b>	*	
1.													
2.													
3.													
4.													
5.													
6.													
7.													
8.													
9.													
10.													
11.													
12.													
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## Gameplay

You will work with other players to acquire resources.

Each round, you will need to split the available resources for that round with someone.

To do so, find a partner and agree on who will get what. Usually, this will mean one partner will get two resources while the other will get the remaining resource.

If your partner will receive more resources than you as part of a deal, then you will receive one coin as compensation.

Mark the tick boxes that correspond to the resources and coins that you will receive. Then, show your partner your sheet so that they can check your work.

**Note:** You may participate in at most one partnership per round.

The game ends at the end of the round after anyone has acquired seven coins or five of any one resource. You win if you accomplish either of the two possible game-end conditions.

Designed by Michael Purcell

Player Name: