## Example of Play

The following is a description of a single round of play. This is the ninth round of the game (so eight cards have already been played to the tableau) and The Angel is the current pilot.

1. The Angel reveals the next challenge card is **4♥**.
2. The Angel decides not to stand down. The Genius and The Animal object, and agree to spend a recall card to force her to step down.
3. The players cast their votes for which aspect should become the next pilot. Their votes are:

Aspect	Vote
The Animal	J♣
The Angel	Q♥
The Genius	J♠
The Student	J♦

That is, The Animal receives three votes and The Angel receives one vote. So, The Animal will be the next pilot.

4. The Animal decides to play **5♣**, which he adds face up to the middle row of the tableau. This yields the partially-completed tableau:
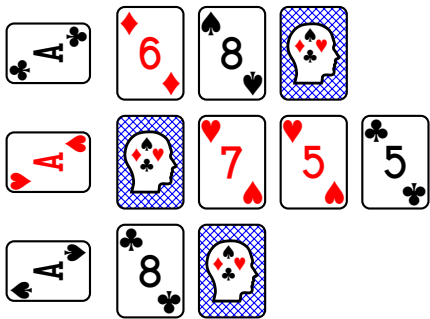
A partially-completed tableau.

After this round The Student and The Angel both have three points, The Animal has two points, and The Genius has one point.

Variants

There are several variants of the basic game that experienced players may want to explore. These variants add some additional complexity to the game and allow for more strategic play.

Multi-game Sessions

The players can agree to play several games in a single session and combine their scores in the individual games to compute a single overall *session score*.

Each player's session score is the sum of the player's scores in the individual games. The players with the highest session scores win.

Aspect Affinities

The players can agree to allow players to add two cards to the tableau when the suit of the challenge card matches that of the pilot.

If the sum of the ranks of the two cards meets or exceeds the rank of the challenge card, then Bobby succeeds. Otherwise, Bobby fails.

Acknowledgements

Design Tools
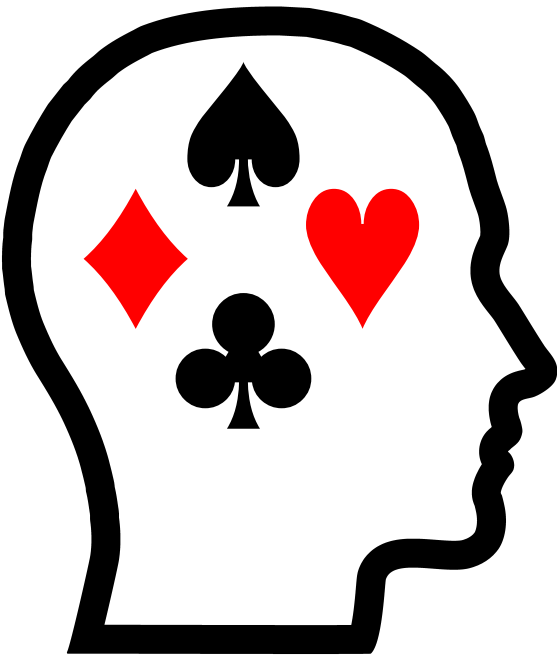
HEAD TRIP

A card game for four players

designed by Michael Purcell

Overview

Head Trip is a game for four players that is played with two decks of cards. During the game, each player will portray an *aspect* of the personality of a teenage boy named Bobby. They are:

J♣ (The Animal):   represents Bobby's physicality.
Q♥ (The Angel):   represents Bobby's compassion.
K♠ (The Genius):   represents Bobby's intellect.
A♦ (The Student): represents Bobby's curiosity.

During the game, Bobby will face a series of challenges. There are three types of challenges: ♣ (physical), ♥ (social), and ♠ (mental). Different aspects receive different rewards depending on the outcomes of the various types of challenges.

The player whose aspect receives the most rewards as result of Bobby's actions will win the game.

However, only one aspect can control Bobby's actions at any given time. This aspect is called the *pilot*. So, the aspects will have to compete for control to ensure that they Bobby does what they want and that they receive as many rewards as possible.

The Cards

The *persona deck* is a complete (54 cards) standard deck of playing cards. It consists of:

Action Cards (36): all 2 – 10 cards.
Voting Cards (16): all J, Q, K, A cards.
Recall Cards   (2): all ✪ (joker) cards.

The *auxiliary deck* is a subset (34 cards) of a standard deck of playing cards. It consists of:

Challenge Cards (27): 2 – 10 of ♣, ♥, ♠.
Aspect Cards   (4): J♣, Q♥, K♠, A♦.
Label Cards   (3): A♣, A♥, A♠.

It may be useful to use decks with different coloured backs or decks of different sizes to make it easier to see which cards belong to each deck.

The Tableau

The tableau represents Bobby's long-term memory. Each time Bobby faces a challenge, the pilot will add an action card to the tableau. The tableau consists of three rows of cards, one for each type of challenge.

At the beginning of the game, the tableau is empty. A label card is used to indicate the position of the start of each row as in the following diagram:
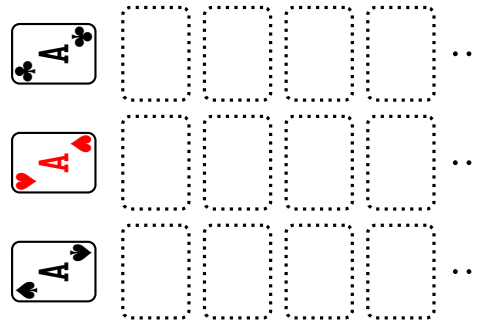
An empty tableau.

At the end of the game, the state of the tableau will be used to compute the players' scores.

Set Up

To prepare to play the game the players should:

1. Place the label cards face up in the middle of the play area to indicate the location of the tableau.
2. Shuffle the challenge cards and place them face down near the tableau.
3. Deal an aspect card to each player. The players should place their aspect cards face up in the play area in front of themselves.
4. Collect all of the voting cards of the same suit as their aspect cards. The players should place their voting cards face down near their aspect card.
5. Collect all of the action cards of the same suit as their aspect cards.
6. Place the recall cards face up near the tableau.

The Student is the starting pilot.

Game Play

The game takes place over a sequence of rounds. During each round:

1. The pilot must reveal the next challenge card.
2. The pilot may step down. If two or more players agree to do so, they may spend a recall card to force the pilot to step down.
3. If the pilot stepped down, then the players must elect a new pilot.
4. The pilot must play an action card.

The game ends when any player plays their last action card or after Bobby faces the last challenge.

Playing an Action Card

The pilot must add one action card to the tableau. If the rank of the pilot's card meets or exceeds the rank of the challenge card, then Bobby succeeds. Otherwise, Bobby fails.

The pilot's card is added to the tableau in the row corresponding to the suit of the challenge card. If Bobby succeeds, then the pilot's card is played face up. Otherwise, their card is played face down.

Electing a Pilot

Each player must vote for an aspect by turning their corresponding voting card face up. The aspect who receives the most votes wins the election.

In the case of a tie, The Student must decide which of the leading vote-getters wins the election.

The winner of the election must become the new pilot.

Scoring

The score for each player is given by:

The Animal: total physical successes.
The Angel: total social successes.
The Genius: total mental successes.
The Student: total failures.

The players with the highest scores win the game.