

# The Mirror

## Objective:

To gain points by fulfilling the scoring conditions and avoiding negative scoring conditions.

## Components:

- 6 x 6 grid - with blue and red lines and central 4 squares shaded
- 40 discs - 10 red, 10 yellow, 10 green, 10 blue
- 4 score cards
- 6 scoring conditions cards
- 2 bonus scoring cards
- 3 super power cards

## Set up:

- Place the four score cards where all players can see them.
- Shuffle the scoring condition cards and place four out on top of the four score cards.
- Take 4 discs, one of each colour and allocate each scoring condition card a colour at random. One card requires a second colour to be used in comparison - draw a second disc at random.
- Place 4 discs of each colour on either side of the grid - to the left and to the right. On each side, the discs should be 'shuffled' and placed at random in a single long line.
- Split the players into two teams. One team works with the discs on the left of the board, the other with those on the right.

## How to play:

The first player in each team takes the first disc in their own line. The two active players negotiate with one another to decide where to put the discs. The left team must place their disc in the left half of the grid. The right team must place their disc in the right half of the grid. In addition, the position of the discs must mirror each other across the central line.

The second player in each team then takes the next disc from their own line and places it in the same way - negotiating with and mirroring the position of the other team. The other discs are placed in the same way.

Three times during the game, the team may use a super power. Each super power may only be used once. When the super power is used the super power card is placed face down, indicating it is no longer available.

## End game and scoring

The game ends after 20 minutes or after the 16th round (when both lines of discs are empty), whichever is first.

Players look at each scoring condition in turn - calculating and totalling scores as they go. One scoring condition will score negative points.

In addition to the variable scoring conditions players always get a point for each disc on the top half of the board that mirrors the disc in the same (mirrored) position on the bottom half (same colour).

Players also get 1 point for each super power they haven't used.

## Notes on Physical Movement

The team members will move between their line of discs and their half of the board. They will be picking up discs and placing them on the board.

Team 1's line of discs

Team 2's line of discs

