12GoC Game 10: Tableau Deconstruction Game

Designed by Ellie Dix

1-5 players | 20-30 minutes | Age 6+

Components:

- 64 playing cards

Set up:

Shuffle the cards and then lay them out in a grid. The grid can be any size but 8x8 is a good size to start with.

Aim:

Work together as a team to deconstruct as much of the tableau as possible by collating sets of three cards of the same type.

How to play:

On your turn, you may swap two orthogonally adjacent cards with each other. Your aim is to get at least three cards of the same suit (colour/animal) adjacent to each other.

Now you must remove one of the cards from a cluster of three cards of the same type. If this leaves just two cards of that suit on the tableau, these may also be removed.

Now shunt cards in the rows or columns up to close any gaps created when you removed the cards. The tableau shrinks.

Play passes to the next player.

End game:

If at any time, after swapping two cards there are no clusters of three cards, the game ends immediately.

The players win the game if there are no cards remaining on the table. They lose the game if any cards are left. In the case of a loss, players should count the number of cards remaining on the table and aim to better their score (have fewer cards remaining) next time they play.