12GoC Game 5: Team Tableau Game

Designed by Ellie Dix

2-6 players | 15 minutes | Age 8+

Components:

- 40 playing cards: 1-8 in five suits (colours/icons)
- 2 score condition cards
- 4 terrain cards (these could double as the left/right cards etc)

Set up:

- Place the two score conditions one above the other to the side of the play area.
- Shuffle the four terrain cards and deal one to the left and right of each scoring card.
- Players split into two teams. Team 1 takes the left-most scoring conditions. Team 2 takes the right-most scoring conditions.
- Shuffle the playing cards. Halve the pack and give half to each team.
- Each team flips the top card in their deck and places it in the middle of one half of the table.

Aim:

Win the most points through your scoring conditions across the two tableau.

How to play:

- Two tableau are going to be created during the game. Teams will alternate in adding a card to each tableau. The two teams are always working on a different tableau.
- Every turn, both teams flip a card from their deck and place it on their current tableau to extend it. There are two placement conditions:
    a. The card placed must cover at least one number or symbol and ...
    b. The card must extend the area of the current tableau.
- Now teams swap tableau, flip a new card and continue.

End game and scoring:

The game ends when both teams have placed all their cards within the two tableaux. Then scoring takes place.

Teams score according to their own scoring conditions. The team with the most points wins.

Variations:

- Give each player an equal number of your team's cards. Take it in turns within your team to play a card.
- You must extend the tableau by at least 2 squares each time.