

Game-On Competitive(v7.0)**By Damien Lopez**Contributors: Guy Moore
Dan Lehman**VARIANT:** Cooperative Game-On**MODE:** Standard**PLAY TIME:** 5 - 20 min**PLAYERS:** 2+**AGE:** 4+

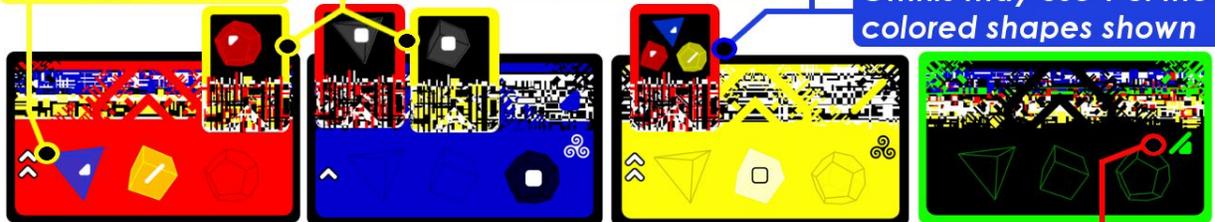
A.) PLAY: Work with your teammate(s), using the colored shapes present on the top half of each mini Player Card from your decks to complete sets of colored shapes on the bottom half of larger Game Cards (sets include 1 of each shape and color OR one color for each shape; eg. red square, yellow circle and blue triangle, OR red square, red circle, red triangle). **Complete a set of colored shapes present on a Game Card in order to take control of it. Control Game Cards with Card Types () that match those on decks used by your team in order to acquire that card's point value ().** As a team, compete against the House to control 20 points (2 players), 30 points (3 players; add 10 points per player with expansions).

1, 2, or 3 points IF Game Card's Type matches a Player's Deck Type

Complete sets to control Game Cards. Sets include:
- One of each shape and color
- One of each shape, same color

If House takes control of Game Card, then place Player Card in discard pile

Omnis may use 1 of the colored shapes shown



Black Cards wipe the Play Area when drawn. Game Cards are immediately claimed by players if they've completed the set shown, OR the House if they have not. Draw a new Game Card to start the track again and resume normal play

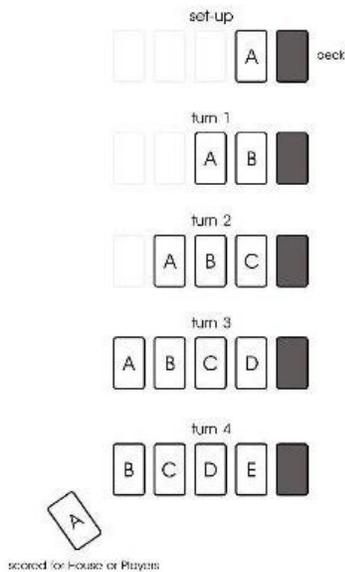


If all players have the same colored shape in their hand they may use them all to:
- Match with one colored shape and SCUTTLE a Game Card in the Play Area
- Match with one colored shape and STEAL a Game Card controlled by the House

B.) ENDGAME: When your team OR the House acquires the target number of points first (20 points, 30 points, so on...) the game is over, and whichever team ended the game WINS!

C.) SETUP: 1. **Shuffle the deck of Game Cards, then draw 1 card and place, face up, within reach of all players in order to start the Play Area track (see "Conveyor Belt" diagram).** The remainder of the deck should be placed, face-down (so the *Game-On* logo is visible) to one side of the Play Area. Draw a new card after each player has completed the order of play for the round until 4 have been drawn. Each time a fifth card is added, the oldest Game Card still in play is removed from the track, and claimed by either the House or the Players.

Strategic // Cooperative • "Conveyor belt" Play Area



2. Players choose one deck of Player Cards to use during the game (identified by the Card Type shown on the back of each card). **Shuffle your deck, draw a hand of 2 cards, and set those remaining to your side; this will be your draw pile for the duration of the game.**

*Redraw cards from your discard pile when your draw pile is exhausted.

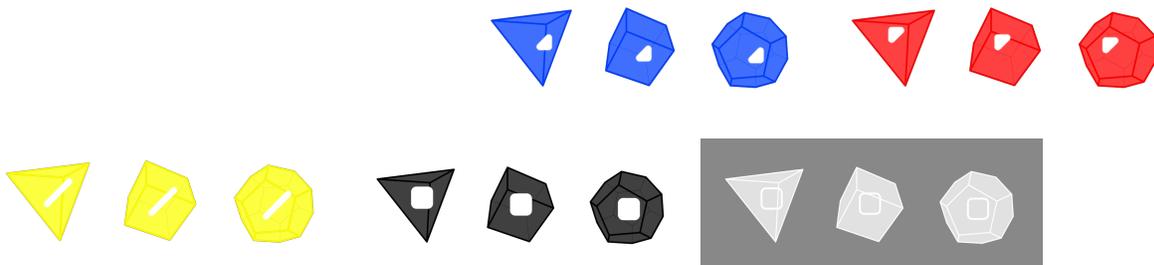
D.) RULES: Players work together, each following the order of play as outlined below, until they or the House earn the targeted point total.

ORDER OF PLAY

- Take action with Player Cards
- Take control, cleanup and draw

TAKE ACTION

Players may play up to their entire hand on Game Cards they do not already control in the Play Area, completing sets of colored shapes shown, OR use the special abilities described below.



If you and your team (all) have the same colored shape showing on a Player Card in your hands, you may use them (all) to Steal a Game Card controlled by the House with the identical colored shape showing. Players performing a Steal must do so THIS round only.

Player Cards used in a Steal are placed in each player's discard pile, as appropriate.

*Steal is automatic (House can not defend).

If you and your team (all) have the same colored shape showing on a Player Card in your hands and can match them to one of the colored shapes shown on a Game Card in the Play Area, you may use them all to Scuttle that card rather than match or allow the House to control it. Flip target card over, so its' back is showing. The card remains on the track as normal. A Scuttle must happen this round only, and may not be committed over the course of several rounds

Player Cards used in a Scuttle are placed in each player's discard pile, as appropriate.

Alternatively, a player can redraw their ENTIRE hand. They do this by discarding their current hand, and drawing a new hand from their draw pile. The player can take no further actions until a new Game Card is added to the Play Area.

TAKE CONTROL, CLEANUP AND DRAW

When all players have performed their actions a new Game Card is drawn, moving the Play Area track along. When a Game Card has reached the end of the track ("fifth" position in the Play Area) it may be claimed by either the players or the House. **If your team completed the set of colored shapes on it, take control of the card; the Game Card is placed in front of your team, and any Player Cards used to control that card are put into each player's respective discard pile.** Control Game Cards with Card

Types (

If your team has not completed the set at this time, then it is claimed by the House; any Player Cards present are placed in the respective player's discard pile.

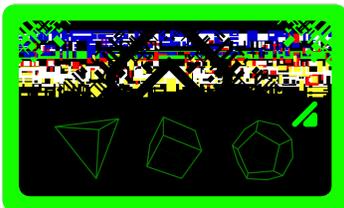
***ALL cards controlled by the House add to its' target victory point total.**

After a new Game Card is drawn, and controlling actions have been resolved, all players draw Player Cards up to their hand limit, 2. Repeat the order of play until the game has ended.



SPECIAL RULES: 1. **OMNIS** are Player Cards that show multiple colored shapes, and may be used as 1 of the 3 colored shapes shown on that card. Omnis remain the chosen colored shape until the card is returned to the player's hand or discarded. Once a player has chosen the colored shape of their OMNI, all players should treat it as such until it is removed from play.

*Omnis may NOT be used to match with any Player Cards in order to use a special ability.



2. **Black Game Cards** are added to the Game Deck before playing. Shuffle 1 per player into the deck. When a Black Card is drawn the Play Area track is wiped. Cards are awarded immediately to your team (completed sets) OR the House (incomplete sets), adding their point value to each team's total.

Any Player cards present are placed in each respective player's discard pile.

***Black Cards are added to the point total for the House in the event of a tie result (+1 per Black Card), giving them the win.**

***If you do NOT wish to include the Black Cards you may set them apart and aside from the Game Deck while playing.**