Game-On (v7.0)
augmented // real-time // party gaming
by Damien Lopez

ABOUT

Game-On is a unique and highly engaging tabletop game that offers players the opportunity to customize each experience when playing with friends, family, and fellow gamers. Play competitively and attempt to acquire more points than other players to win; work as a team to defeat the House in cooperative mode; scan your cards with your Aurasma (https://www.aurasma.com/) enabled smart device to access augmented reality (AR) modes. Any way you play will provide you and your fellow gamers with a fun and dynamic encounter you'll want to share again and again.

Communication and interactivity between players are key elements to the enjoyment of all variants. Both are highly encouraged from setup to conclusion as a result of the choices and actions presented to those playing throughout. Each Game-On variant follows an "order of play" with steps that guide players and promote dialogue between them in order to facilitate the game's progress. Synergy occurs among those playing, creating a fun and friendly environment for all.

Developed to be universally accessible and enjoyable for a wide audience of players, Game-On's design makes use of vividly colored shapes and symbols in order to create an inclusive space for gamers young and old; newb or pro. Platonic shapes are used as visually compelling elements for players to interact with, while the chevrons and triskele illustrated on either side of larger Game Cards present those playing with clearly designated objectives for each game. Each card makes use of the ColorADD: Color Identification System (http://www.coloradd.net/) developed by Miguel Neiva in order to allow gamers with varying degrees of color blindness to enjoy the Game-On experience as well!
Think of new and exciting ways to compete with your friends. Explore the variants available to play. Share the fun with everyone. GAME ON!

SETUP

1. **Choose a Game-On variant or game mode to play, and a method for competing with other players.**
2. **Shuffle the Game Deck and form the Play Area.**
3. **Choose a Player Deck to use while playing, shuffle, then draw your hand.**
4. **Follow the order of play as outlined in the chosen rules and GAME ON!**

AUGMENTED REALITY PLAY (AR Mode)

Game-On's AR integration provides players with a new way of experiencing tabletop gaming by utilizing exclusive features which incorporate the use of smart devices without detracting from the player interactivity of real-world gaming. Download the Aurasma app(https://www.aurasma.com/) on any smart device then follow the *GameOn2016* channel, and you're ready to unlock exciting AR game modes to play and share with your friends!
Scan the Back of any Game Card for available variants and rules. Scan the front of Game and Player Cards for features and abilities exclusive to each mode of play.
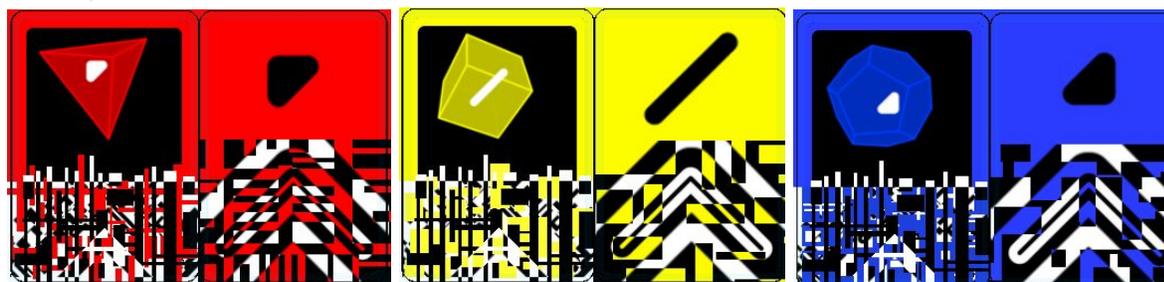
COMPONENTS (Base Deck)

30 Game Cards

Game Cards (24)

Black Game Cards (6)

36 Player Cards

Red cards (12)

Yellow cards (12)

Blue cards (12)

6 Guides

Players act independently, following the order of play, until ALL have no more cards to draw or actions they can perform.

Perform actions = Play up to your entire hand on Game Cards you do not control & discard triskele to convert your hand OR redraw your entire hand; perform no action until all opponents have replenished their hand.

Compete = Resolve challenges for control of Game Cards in the Play Area:

WIN = When you claim card, discard Player Cards used

Lose = Return Player Cards used to your hand

Resolve steals = You may defend OR compete with opponents attempting to steal Game Cards you control. Reveal a card from your hand with the same shape (any color) as your opponent to defend. Compete:

WIN = "Lock" card; it may not be stolen for duration of game. Opponent discards Player Card

Lose = Opponent claims card immediately and discards Player Card

Control, Cleanup, and Draw = Take control of Game Cards in which you matched all colored shapes shown and replace with a new card. Replenish your hand, repeat the order of play and continue until all players have exhausted their draw pile and can perform no further actions.

COMPETITIVE // STANDARD
ORDER OF PLAY

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COMPETITIVE // STANDARD

Controlling matches are placed above shapes

Omnis may use 1 of the colored shapes shown

Discard triskele you control to convert your hand to the color shown, before performing action

Compete with opponents attempting to control the same card at the same time

1 point each

Black shapes are "wild" and may be matched with the same shape, any color

Black Cards may be shuffled into deck as a timer. Discard and replace immediately when drawn

Opponents may remain on the same card until one or more make a controlling match

Return Player Cards to your hand when opponent takes control of Game Card

First matches are placed below shapes

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Competitive (3)

Players work together, following the order of play, to acuire the target number of victory points (10 points per player) before the House.

Perform actions = Play up to your entire hand on Game Cards you do not control, Scuttle cards in the Play Area, Steal cards controlled by the House, OR redraw your entire hand; perform no action until a new Game Card is placed on track.

Control, Cleanup, and Draw = 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) it may be claimed by the players if your team completed the set of colored shapes on it OR the House if your team has not completed the set at this time.

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

COOPERATIVE // STANDARD
ORDER OF PLAY

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COOPERATIVE // STANDARD

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

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Cooperative (3)