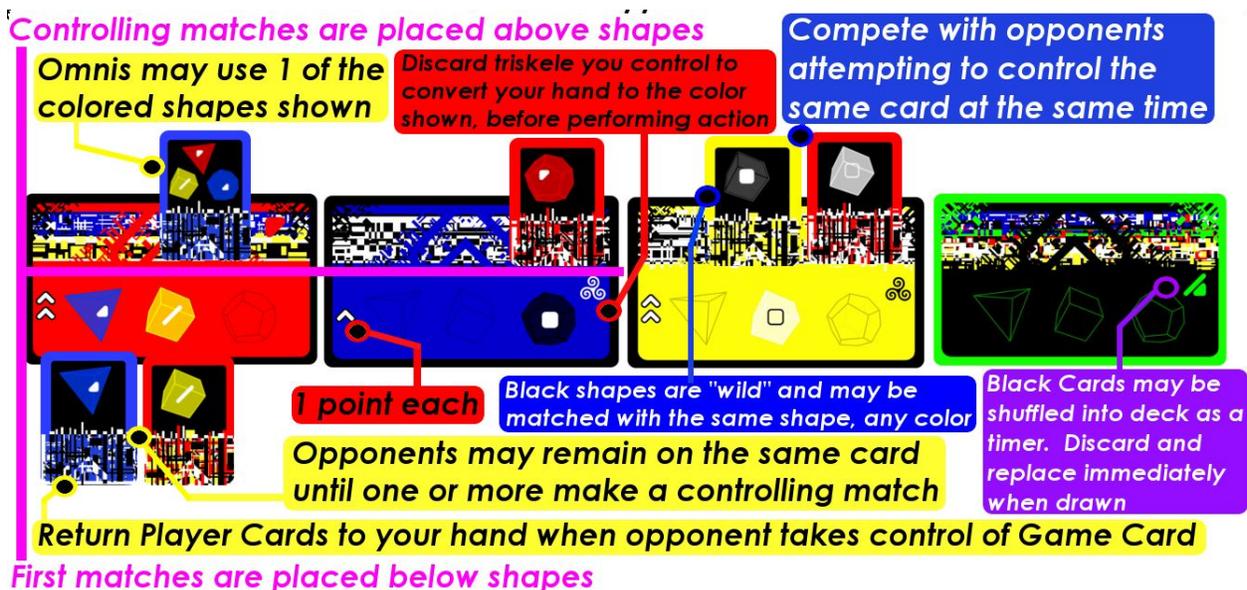


Game-On Competitive(v7.0)**By Damien Lopez**Contributors: Guy Moore
Dan Lehman**VARIANT:** Competitive Game-On**MODE:** Standard**PLAY TIME:** 20 - 45 min**PLAYERS:** 2+**AGE:** 4+

A.) PLAY: Match the colored shape present on the top half of each mini Player Card from your deck to the same colored shape on the bottom half of larger Game Cards (eg. red square to red square, yellow circle to yellow circle, white triangle to white triangle, etc...). **Match all colored shapes present on a Game Card in order to take control of it and its' point value.** Retain control of Game Cards you collect until the end of the game when all players total the point values of their cards in order to determine a winner. **The player with the most points WINS!**



B.) ENDGAME: When all players have no more cards to draw and they can perform no further actions within the **order of play**, the game is over. **-1** point from your total score for each Player Card remaining in your hand. **+1** point for each white chevron () showing on the left side of any Game Cards you control at the end of the game.

*If there is a tie for highest point value, then, out of those with a tying score, the player who controls the most Game Cards with a Card Type () that matches their Player Deck's Type (back of cards) WINS.

C.) SETUP: 1. **Shuffle the deck of Game Cards, then draw 4 cards and place, face up, within reach of all players in order to form the Play Area.** 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 new cards from this deck to replace any Game Cards that are removed from the Play Area during the game.

2. Players agree upon a method of resolving competition for control of a Game Card during play. **Methods of competition can include die roll; hand roll (eg. rock/paper/scissors, etc...); trivia question from an impartial observer; or any other fair method agreed to by all players.**

*Ideally, the method of competition should not change during the game, but can do so if all players agree.

***Play responsibly and with consideration for all participating when engaging in competitions.**

3. 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 and draw a hand of 3 cards.** Keep your hand hidden from other players and set the remaining cards to your side; this will be your draw pile for the duration of the game.

Any Player Cards you discard during the game may not be recovered.

D.) RULES: Each player acts independently and at their own pace, following the order of play as outlined below, until all players have exhausted both their draw pile and any actions they may perform.

ORDER OF PLAY

- Take action with Player Cards
- Compete
- Resolve steals (either compete or defend)
- Take control, cleanup and draw

TAKE ACTION

Players may play up to their entire hand on Game Cards they do not already control, either in the Play Area or controlled by another player (steal).

If able, a player can also discard a Game Card they already control with one of these symbols,



, in order to convert the shapes in their hand to the color shown before playing any cards. Game Cards used in this way may not be recovered and do not count toward your total at the game's conclusion.

Alternatively, a player can redraw their ENTIRE hand. They do this by placing their current hand at the bottom of their draw pile, drawing a new hand from the top, then shuffling the draw pile. They can take no further actions until all opponents have replenished their hand once.

COMPETE

If multiple players have made matches with all colored shapes on a Game Card in the Play Area and are about to take control of the same card they resolve who may claim it by competing, using the agreed upon method. The winner takes control of the Game Card and discards the Player Cards involved in the competition. Defeated opponent Player Cards in this competition are returned to that player's hand respectively.

Win competition = Take control of targeted Game Card and discard the Player Card(s) used.

Lose competition = Return Player Card(s) to your hand.

***Whenever multiple players are engaged in the same competition, or several competitions occur at the same time, players are encouraged to communicate with each other to organize the contests in order to ensure fun and fair results for all playing.**

*If you have a Player Card placed on a Game Card where a competition is occurring and you have not matched ALL shapes present, you are not in competition for this card and your Player Card is returned to your hand.

RESOLVE STEALS

If you played a card on a Game Card already controlled by another player, you are attempting to steal that player's card. The player controlling the targeted Game Card can either defend or compete.

A player may defend against a steal if they are able to reveal a card from their hand that matches the same shape (any color) as that being used by opponent to steal. The defending Player Card is placed at the bottom of that player's draw pile, and the opponent's card is moved to their discard pile.

If the targeted player does not defend against your steal attempt they must compete with you for control of the card:

Win steal competition = Take control of Game Card and discard the Player Card used to steal.

Lose steal competition = Discard your Player Card. Defending player flips targeted Game Card over so its' back is showing. This card is now "locked" and may not be stolen for the duration of the game.

***It is only necessary to match with ONE of the colored shapes shown on a Game Card in order to attempt a steal.**

*If multiple players move to steal the same Game Card at the same time they must compete with each other before the winner of that contest may challenge the opponent currently in control of the card. Players defeated in the first round of competition to steal an opponent's card may return the Player Card used to their hand, and may not target the same Game Card again. The controlling player may then defend or compete against the remaining opponent.

*If multiple players attempt to steal the same Game Card by matching to different shapes present on the card, they must still compete with each other before one may challenge the defender. The controlling player may then defend or compete against the remaining opponent.

TAKE CONTROL, CLEANUP AND DRAW

If a player has completed matching all colored shapes on a Game Card in the Play Area, they take control of that card. The Game Card is placed in front of the player and any of their Player Cards used to control that card are put into the player's discard pile. Opponent cards present and unable to compete for the Game Card are returned to the respective player's hand.

After resolving any controlling actions new Game Cards are drawn to replace any that were taken, and all players draw Player Cards up to their hand limit, 3. Repeat the order of play, taking your actions, competing, etc until you and all other players have no more cards to draw and can perform no further actions to end the game.

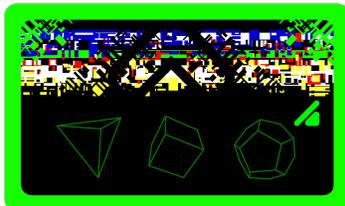


SPECIAL RULES: 1. Black shapes on Player and Game Cards are “wild” and may be matched with identical shapes of any color (black square to red square, black circle to yellow circle, black triangle to blue triangle, and so on...)



2. **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.

3. If your hand size increases as the result of any actions within the order of play then you may proceed as normal. Draw new Player Card(s) only when you have 2 or fewer remaining in your hand.



4. **Black Cards** may be added to the Game Deck before playing to include a timer. Shuffle 1 - 6 Black Game Cards into the deck, and the game ends when ALL are drawn.

*Timer adds to pre-existing, end game conditions.

*Black Cards drawn may not be controlled by any player.

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