

Board Game Jam – Rules Template

Game name	SIX DEGREES OF SEVEN (IN TIME AND SPACE)
Creators	HAMISH McLEOD, MATJAZ VIDMAR, BRIAN MATHER
Summary:	GAME OF CONNECTIONS AND NEGOTIATIONS 7 CARDS TO CREATE 1 NARRATIVE ARGUE YOUR CASE TO YOUR OPPONENT
Number of players	3 - 6
Age range	ANYONE WITH THE ABILITY TO SPEAK AND LIE
Duration(mins)	1 HOUR (OR INFINITY)
Resources needed (dice, counters, board, cards, etc.)	MINIMUM 49 CARDS (SEE BELOW)
Images used (Image Name and Licence)	ALL IMAGES SOURCED FROM (NATIONAL LIBRARY COLLECTIONS) COVER 7 THEMES, 7 EPOCHS MINIMUM OF 49 CARDS NEEDED

Rules

ALL PLAYERS DEALT A HAND OF 5 CARDS
THEN DEALT A STARTING AND FINISHING CARD



UP



DOWN



UP



DISCARD
PILE

FACE UP



REMAINING
DECK

FACE DOWN

- EACH ROUND THE PLAYER HAS THE OPPORTUNITY TO REPLACE ONE CARD FROM THEIR HAND.
- CARD CAN BE TAKEN FROM DISCARD PILE (FACE UP) FROM THE REMAINING DECK (FACE DOWN) OR AT RANDOM FROM ANOTHER PLAYER. EXTRA CARD IS ADDED TO DISCARD PILE OR REPLACES PLAYER'S LOST CARD.
- CARDS ARE MADE OF 7 THEMES AND 7 EPOCHS
 [MILITARY, NATIONAL HISTORY, INDUSTRY, TRANSPORT, MEDICINE, RELIGION, SCIENCE]
 [PREHISTORY, GREEK/ROMAN CIVILISATION, 1ST MILLENIUM, MIDDLE AGES, 16TH - 18TH CENTURY, 19TH CENTURY, 20TH - 21ST CENTURY]
- THE END CONDITION
 WHEN ONE PLAYER IS CONFIDENT WITH THEIR 6 LINKING CONDITIONS THEY CAN PROPOSE THEIR CASE.
- ALL PLAYERS VOTE ON CREDIBILITY OF LINKS
 - 1 POINT FOR ACCEPTED 0 POINTS FOR REJECTION
- ALL PLAYERS DECLARE THEIR OWN LINKED HANDS

- EACH PERSON'S LINKS SCORE (BASED ON 1 POINT IS MULTIPLIED BASED ON THE STRENGTH OF THEIR THEMATIC / TEMPORAL COMPLEXITY. (BASED ON 1 POINT PER LINK, MAX. 6 POINTS)

IF ALL CARDS ARE OF 1 THEME: $\times 4$

2 THEMES: $\times 3$

3 \vdots $\times 2$

4 \vdots $\times 1$

5 \vdots $\times 2$

6 \vdots $\times 3$

7 THEMES: $\times 4$

AND 2ND MULTIPLICATION \rightarrow IF ALL CARDS ARE IN

1 EPOCH: $\times 4$

2 EPOCHS: $\times 3$

3 \vdots $\times 2$

4 \vdots $\times 1$

5 \vdots $\times 2$

6 \vdots $\times 3$

7 EPOCHS: $\times 4$

- THE PLAYER WITH THE HIGHEST TOTAL SCORE WINS.