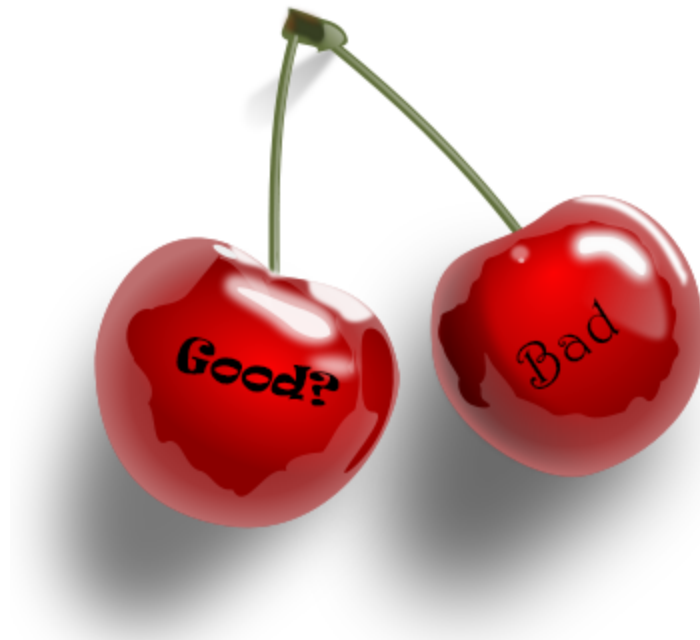


COGNITIVE DISSONANCE



Story

You are a crazy person that escaped from the infamous local mental hospital. You actually didn't, but that's not relevant now. The world you think you are in contains a variety of familiar objects (familiar to you) that you are dealing with only five at a time. The object's meaning to you is uncertain and seems to shift as you move from situation to situation. You try to gather familiar shapes you believe are good, and flee from shapes you believe are bad. By doing this, you think you are winning. Other things (probably people) are also moving these objects around and trying to thwart your collection efforts. Their agenda may or may not be slightly different from yours. Losing makes you just a little crazier. Again... this means nothing.

Number of Players: 2

Object

Score higher than your opponent by collecting a selection of colored pieces whose actual value is only partially known by each player.

Equipment

20 colored stackable counters, 4 of 5 different colors

30 action tokens

40 value cards. 5 different colored sets of 8 cards, each set containing two of each value: -2, -1, 1, 2

1 play board

Setup

1. Place the play board between the players in the most obvious orientation.
2. Each player selects a type of action token and places all 15 of that player's action token area on the board.
3. Place two of each stackable colored pieces (unstacked) on each player's side of the board.
4. Shuffle the value cards and deal one of each color to each player. Keep them secret from one another.
5. Select a player to go first based on the number of voices in their head.

Game Play

Each player takes a turn by taking the following three actions in order.

1. Collect: Player does one of the following.
 - a. place one unstacked colored piece on either player's scoring area and putting it on top of either another unstacked colored piece on the same side or an existing stack on the same side.
 - b. satisfied with the state of the board, choose to "pass" their turn. (skip remaining phases for this turn)
 - c. select a stack to alter and continue to the next phase
2. Expend: Player places a number of action tokens from their supply and stacks them on top of the new/alterd stack. If the stack was just formed, the cost is one, otherwise the cost is the most recently paid cost for that stack plus one. As each stack is altered it gets progressively more expensive and thus less desirable to alter/move.
3. Move: Player may either keep the altered stack where it is, or move it across the line to the other side.

Notes:

- Player may pay previous turn cost plus one to move the stack across the line without stacking an additional colored piece. They may also do this simply to exhaust their turn tokens and hasten the end of the game.
- Player may NOT form stacks or add a piece to a stack that are not both in the same scoring area.
- A player spends no action tokens to pass their turn.

Game End

Play is finished when one of three things happen:

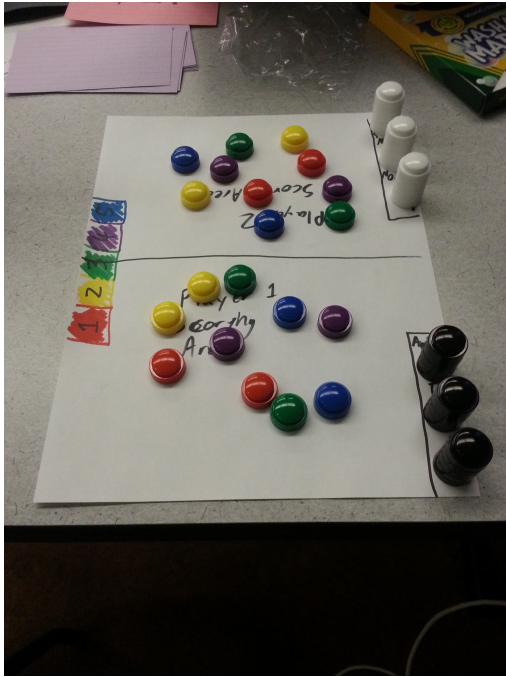
1. one player exhausts their action tokens
2. the last unstacked colored piece has been stacked (and maybe moved)
3. both players pass in sequence.

Scoring

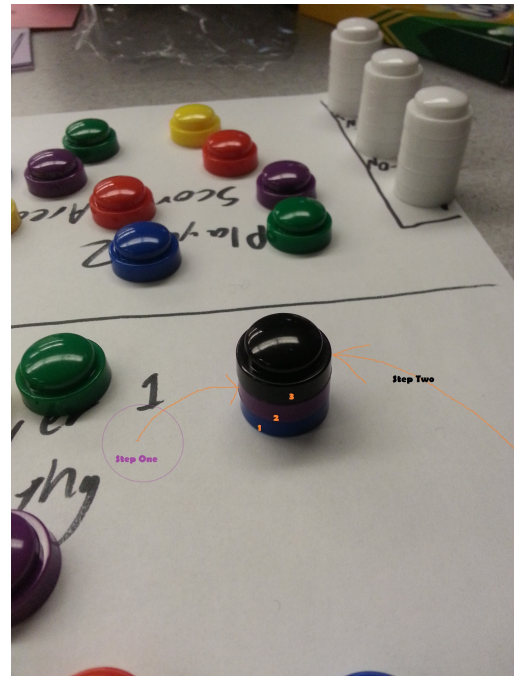
1. Place each player's value cards face up on the table next to each other.
2. Sum the values of each color. These are the "actual" values for the colors.
3. Add the total score on each side of the board. Each piece now counting its "actual" value.
4. Add one point for each player's remaining action tokens to the score on their side of the board.

The player's scoring area with the larger value wins.

Example Game: First Two Turns

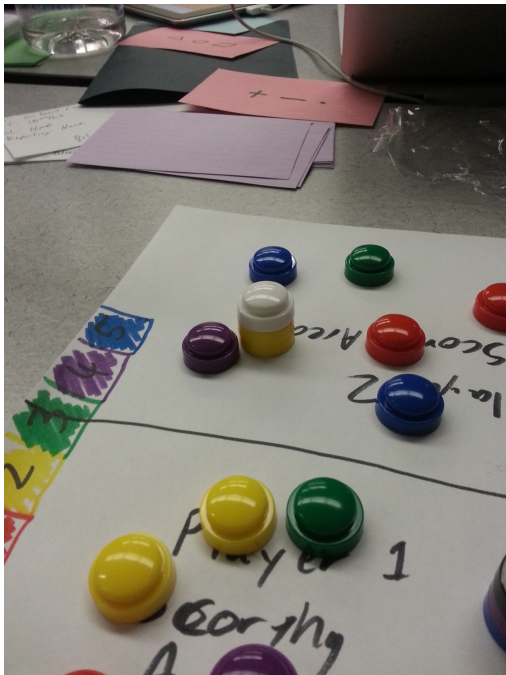


Initial Setup



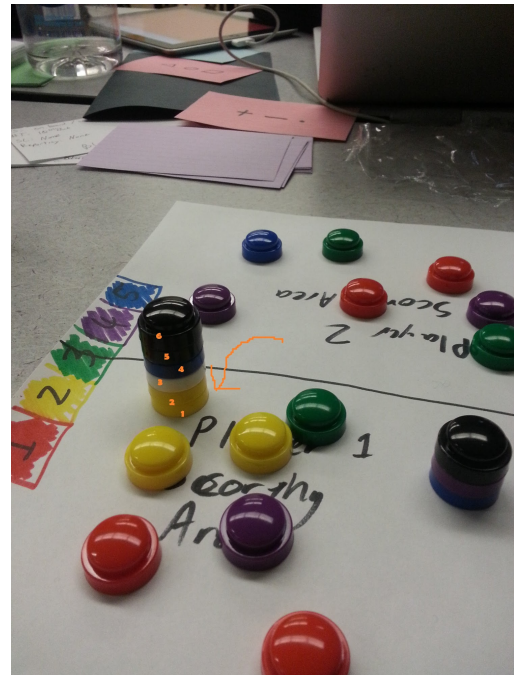
Turn 1 - Player 1:

Player one placed a purple piece on top of a blue piece in her scoring area and placed one of her action tokens on top. She decides to leave it in her area.



Turn 1 - Player 2:

Player two stacks two yellows on his side stacks one of his action tokens on top. He decides to leave it in his area.

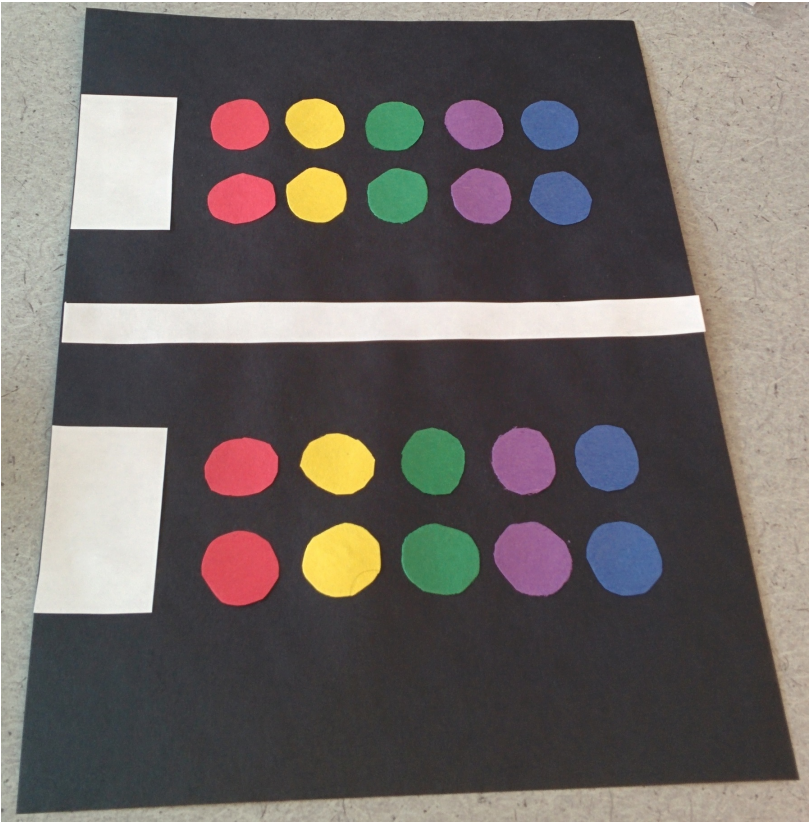


Turn 2 - Player 1:

Player one stacks a blue on top of the stack just formed by player two. Then she places two of her action tokens on top of the stack. (The cost goes up by one each time the stack size is increased.) She decides to move the stack into her scoring area.

Resources:

Empty Board



Pieces



Additional Rules:

It was originally intended to further increase the cognitive dissonance by associating 5 random images with values in place of the colored stacking pieces. Each image below was chosen to illicit preconceived perceptions (positive or negative) that may or may not be personally consistent for a player. However we did not yet solve playability problems encountered when using images in place of stackable colored pieces.

Images:

Credits:

Andrew Brockert

Andrew Dolce

Aaron Horne

Trevor Sayre

Created 1/24-1/26 at MIT's 2014 participation in the Global Game Jam Event