

PARTY SWAP

A cooperative set collection and deduction game where you and three other friends work together to make sure everyone gets the birthday gifts that they desire!

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Abstract:

When it comes to parties, there are rules that everyone knows, and rules that are unspoken: Never arrive empty handed.

Say "thank you" even if you hate your gift.

"Re-gifting" is unsatisfying for all parties involved.

You are part of a group of friends with the sincere hope to give the set of gifts that each of you most desires. As you throw parties for one another, you surreptitiously gift and regift--acting out the social courtesies--until everyone is satisfied. But if you cycle the same tired gifts for too long, the pretense comes to an embarrassing end!

Components:

5 gifts (Bear, Socks, Trains, Books, Games), 5 of each. (25 gift cards total)

5 goal cards

4 birthday cake counters

Party token

4 players

Objective:

Players are trying to get 4 gifts of the type indicated by their respective goal cards. If all players have done that when the game ends, then they all win--otherwise they lose the game!

Setup:

- 1) Deal each player 1 goal card. Everyone may look at their own card, but keep it secret from the other players. Place the remaining goal card aside.
- 2) Shuffle the gift cards and deal players 6 cards each to form their hand. Place the remaining card aside.
- 3) The player who is going to have the next birthday takes the Party token and is now the start player.
- 4) Each player now chooses a card to place face up in front of them. First everyone places the card face-down; when everyone is ready, turn them face-up.

Round:

During each round there will be a party, in which one player will choose a gift from those offered by the other players. Then the party who received a gift will choose the next player to have a party in their honor. The game ends when a player thinks everyone is happy with their gifts, but be careful--you might misjudge!

Part I: Have a party

- a) The player with the Party token is now having a party and is now known as the Party Player.
- b) The Party Player can choose to switch the face up card in front of them with another card from their hand. They do so before the rest of the players gift cards.
- c) Each other player then chooses a card from their hand and offers it to the Party Player, face-down.
- d) The Party Player chooses one card to take a look at. If they want to keep it, they take it and put it into their hand. Otherwise they can look at another card. If the Party Player decides not to keep the first two cards, they must keep the third.

Note: You must decide whether to take a card when you look at it. You cannot go back after looking at another card!

- e) The Party Player must thank the player whose gift they kept. But as **a general rule, players are not allowed to communicate what they want and what they have.**

Part II: Choose the next Party Player

- a) The Party Player now chooses another player to give the Party token to. The Party Player may choose themselves.
- b) That player now becomes the Party Player and a new round begins.

Ending the game

- a) Any player can choose to declare that the game is over at any time. If that happens, all players reveal their hands and see if they have met their objectives (at least 4 cards that match their individual secret goals). NOTE: The cards that are face up in front of the players **DO NOT** count as part of the set for the secret goals.

If everyone has met their objectives, the players win. Otherwise, the players lose.