

This is a very abstract-type game, which plays on a give-and-take-and-deceive concept.

Amount of players: 2 players only.

Mechanics: Bluffing, resource manipulation.

Time frame: Between 10-30min. Depends on the speed of decisions made.

Objective / Win conditions

Get either of the opponent's stat bars empty before they do so to yours.

If there are no more block pieces, player with the most block pieces in their stat bars wins. If it's a draw then count the pool as well. If that's still a draw then the winner is the player with the first turn block piece.

Setup

1. Split the block pieces and each player hides their values from the other.
2. The area is placed horizontally/landscape between the two players. You may need to sit at the corner of the table if the table is too large.
3. Each player fills the third top and bottom slots (the largest) on their side of the play area.
4. Spread the rest of the 20 block pieces face down within reach of both players, with the values facing down (with the filled areas touching the table).
5. Players take a turn to shuffle these around without the other looking. Each player should be careful not to knock any pieces over.
6. A player is chosen to check a random block piece. If it's filled they get first turn. First turn player gets it in their first slot.
7. Each player takes turns to fill in a single block piece in their pools, noting what they got.
8. The card deck is shuffled and placed near the block pieces.

Other mechanics

The slots right of the stat bars are a pool of stats. If a player manages to empty the stat bar the other player may immediately refill their stat bar from the adjacent pool once as a response once per card used.

Block pieces are either filled, blank, or have an X on them.

There are 10 filled, 10 blank block pieces, and 12 X block pieces.

Each block piece has a value that may be used positively/negatively towards the other player.

If the block is intended for the other player, they must be appropriately filled or blank.

If the block is intended to be used on their own stat bar, it should be placed on the same row (the stat value does not matter then).

Players may check all the block pieces in their pools at any moment.

Block pieces used or removed from the play area are discarded and put to the side face up.

Game ends after there are no more block pieces to pick up and players have finished taking turns using up all their cards (or discarding them).

Some card mechanics explained

The Swap Bar numbers are the amount removed from the other player's stat bar when played.

×2 Turn only applies to 1 block piece that can affect the other player.

So with the cost of 1 block piece the player removes 2 block pieces from the other player's stat bar or pool.

Deny Card Action happens only as a reaction to a card being played.

The player being denied does not get their block piece back if they used ×2 Turn.

Extra construction notes / considerations

The print-and-play is intended for A4 sized paper.

For the container to hold the tabletop components,
Google for instructions on how to fold an origami masu box.
Make the lid ~21cm and the body ~20cm.

Color in the edges of the filled sides with a permanent marker.
They do not fully print to make it easier to cut and fold.

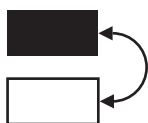
Use the play area printout as a template to make a two-layered
tabletop board out of single-flute cardboard.
If necessary you may cover the top half with an extra cutout using
cardboard from a cereal or frozen pizza box.

The block pieces only need to be glued on a single flap.
This should speed up their creation if you rely on the print-and-play printout.

The (extra) small folded paper may be used for keeping track of turn order.

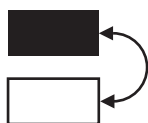
Feel free to omit this page when printing this out!

**SWAP
BARS**



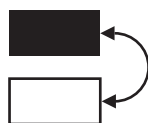
-1

**SWAP
BARS**



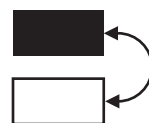
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**SWAP
BARS**



-1

**SWAP
BARS**



-1

**SWAP
SIDES**



**SWAP
SIDES**



**SWAP
SIDES**



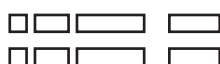
**DENY
CARD
ACTION**



**×2
TURN**



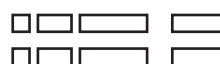
**×2
TURN**



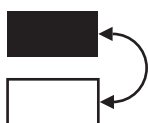
**×2
TURN**



**×2
TURN**

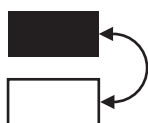


**SWAP
BARS**



-2

**SWAP
BARS**



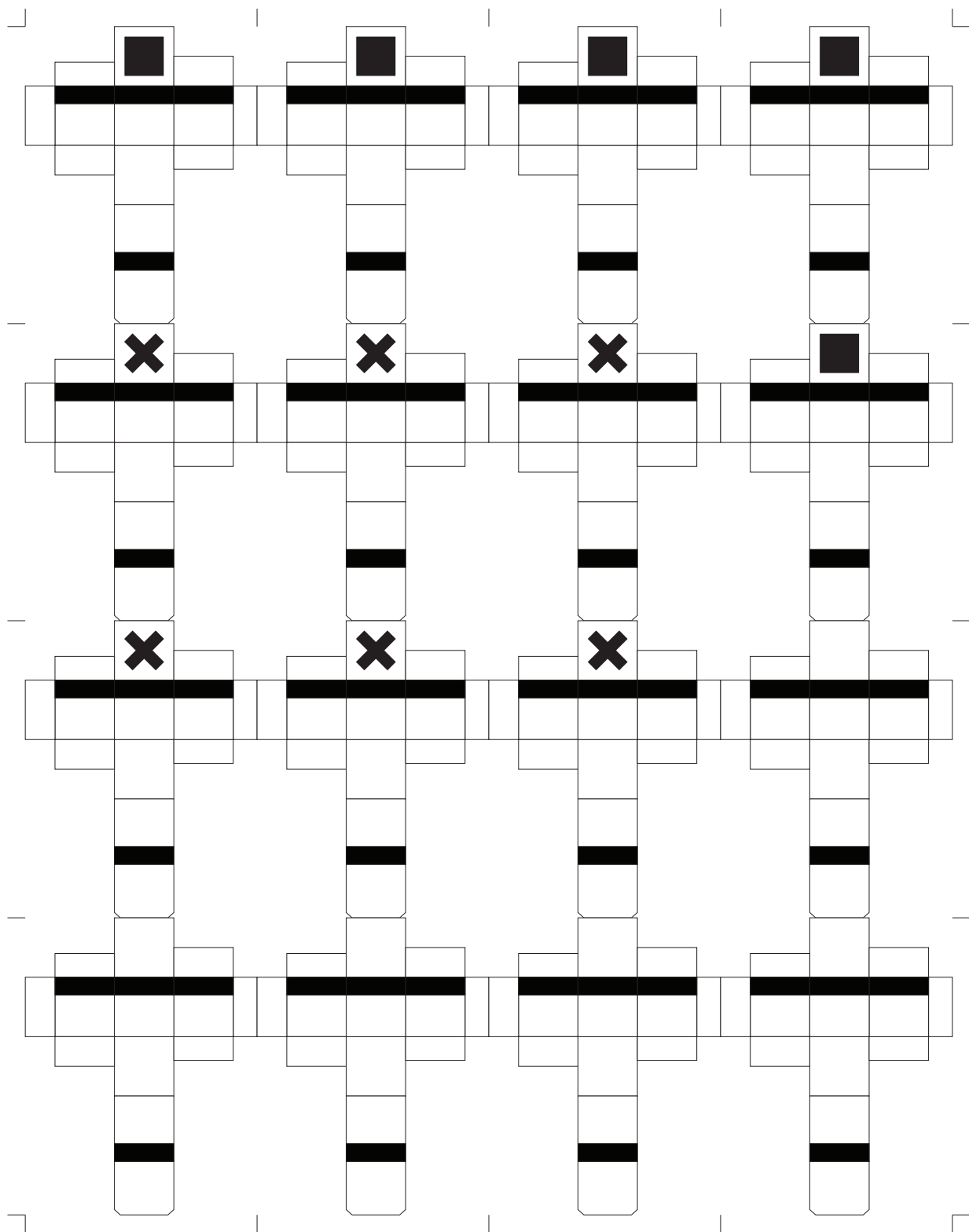
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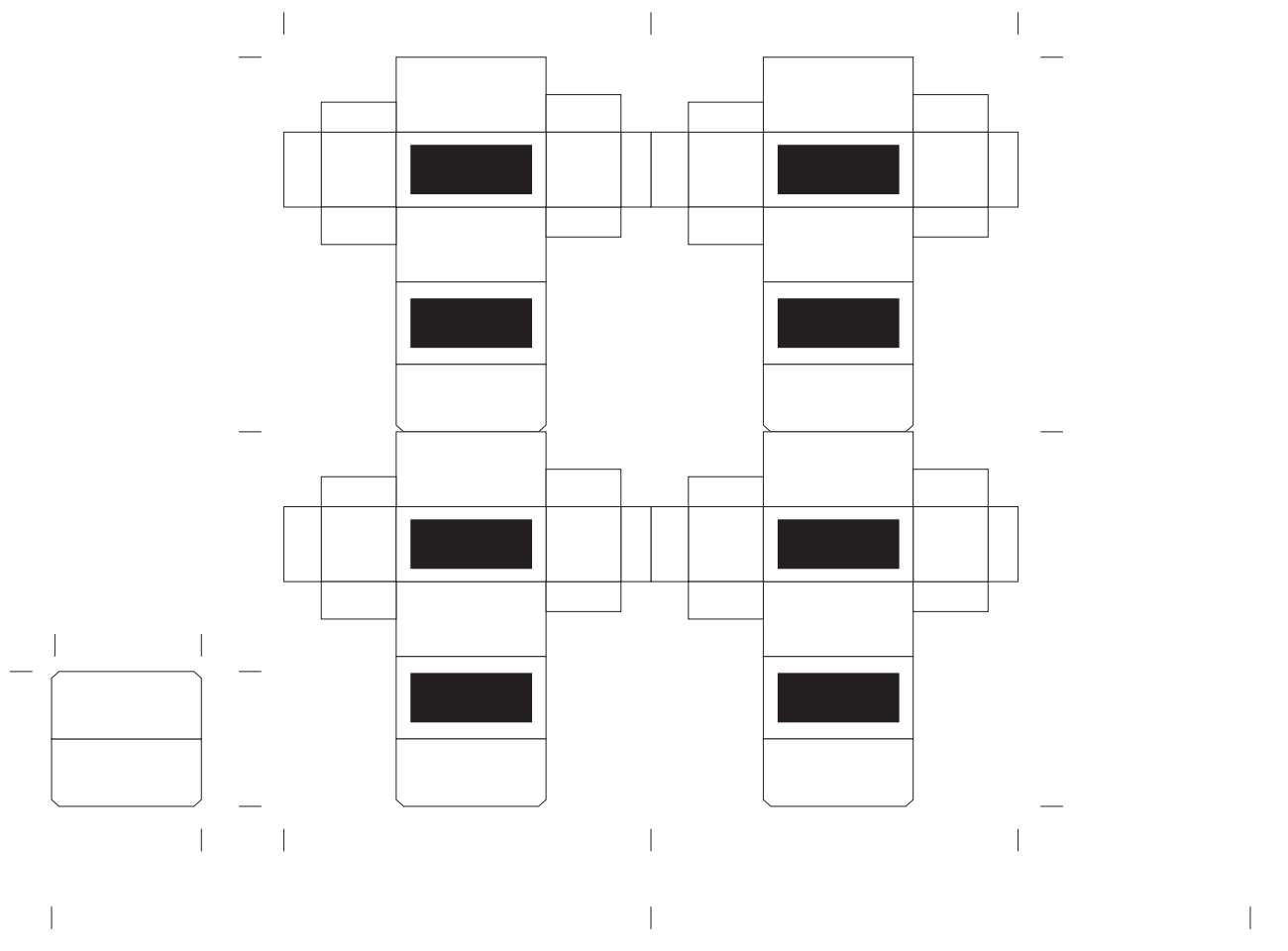
**DENY
CARD
ACTION**



**DENY
CARD
ACTION**







stattrition

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On a player's turn they may choose to do one of the following:

1. Gain a block piece.
If placed directly in the stat bar only the other player can remove them.
2. Affect the other player using 1-2 block pieces in your pool.
3. Add $\times 2$ effect cards (costs one X block piece).
4. Play 1-2 cards from their hand towards any player.

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