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DMS 498  
2/21/08

## GAME OBJECTIVE:

To be the first player to find the other person's hidden SquareOne logo.

## RULES:

First, before gameplay begins, players need to hide their six objects behind the 36 cards. 1 object per card please. You might want to develop a strategy to protect your SquareOne logo. While it may be difficult to remember where all your game pieces are hidden, you for sure need to remember where your SquareOne logo is hidden.

The oldest player (Player 1) starts the game first by asking to see what is under one of the cards based on its coordinates (ex. B, 4). The other player (Player 2) must move the card out of the way and leave the space uncovered. Player 2 must then ask Player 1 to move a card out of the way. Should either of the guesses yield finding the star, the game is a CATS game and should be restarted.

The game continues by alternating turns. Instead of picking random coordinates, the players must now ask directional questions. Player 1 may ask Player 2 a directional question based on the coordinate he picked on the first turn of the game. The question may either be, "Is it (the winning SquareOne logo) to the left or to the right of B4?" or "Is it above or below B4?". Player 2 may then tell the truth or lie about the position of the SquareOne logo's position relative to the coordinate asked in the question.

Player 1 may then choose to listen to Player 2 and move in the direction they said, or they may call their bluff and move in the opposite direction.

Player 2 must replace the card to the first space and reveal what is underneath the next one. If the card turned over is the SquareOne logo, Player 1 wins. If not, Player 2 takes his/her turn. Turns alternate until the SquareOne logo is found.

## WILDCARD OBJECTS:

However, these alternating turns and the players position on the gameboard is effected by "wildcard" objects. If you uncover a wildcard object, follow these rules for each object:

**SPOTLIGHT:** If you land on a spotlight, you may ask to see what is behind any card on the board. YOU DO NOT MOVE TO THIS SPACE. But even if you uncover the winning piece, the other player must cover the space back up and you must move there on alternating turns.

**WARP:** If you land on a warp, the other player can move you 2 spaces up or down AND THEN two spaces left or right. Your next turn starts from there. Should you land on another object, you'd follow the rules for that object the following turn.

**BOMB:** If you land on a bomb, you lose a turn. The other player gets two consecutive moves. Should they land on a bomb as well, the tables are turned and you get to jump back into the game and complete two turns in a row.

**TRUTH SERUM:** If you land here, on your following turn, the opposing player MUST tell the truth. There is no real way to enforce this, but in the end you'll know if they cheated!

**HURDLE:** If you land here, on the following turn, whatever move you make will make you skip (or jump over) a space.