

PIP variant#1 (solo game)

(version 0.1)

Components:

27 PIP cards

3 goal cards

Objective:

Complete all 12 goals before draw deck runs out.

Setup:

1. Shuffle the PIP cards. Randomly remove 5 cards. Place remaining cards as a draw pile face down.
2. Place 3 goal cards in a row with the red side face up, each showing a dot at the top left. The top patterns of each goal card are the current goals.
3. Take the top card from the draw pile and place it face up on the play area.

Turn order:

Take the top card from the draw pile.

Play a card.

Playing a card:

Place your card on the play area based on the following rules:

- a card must touch one side of a card on the play area or overlay one or more gray squares.
- a card cannot cover any colored square.
- If the played card completes any of the 3 current goals, rotate or flip the goal card to show the next goal.

Completing goals:

The order of goals to be completed is as follows:

1st goal: red, dot top left

2nd goal: red, dot top right

3rd goal: green, dot top left

4th goal: green, dot top right

To complete a goal, the played card must match the pattern in the goal card.

Any color except the empty square can complete the goal.

Any adjacent or extra squares of the same color isn't allowed.

A matching pattern created without using the played card isn't allowed.

Ending the game:

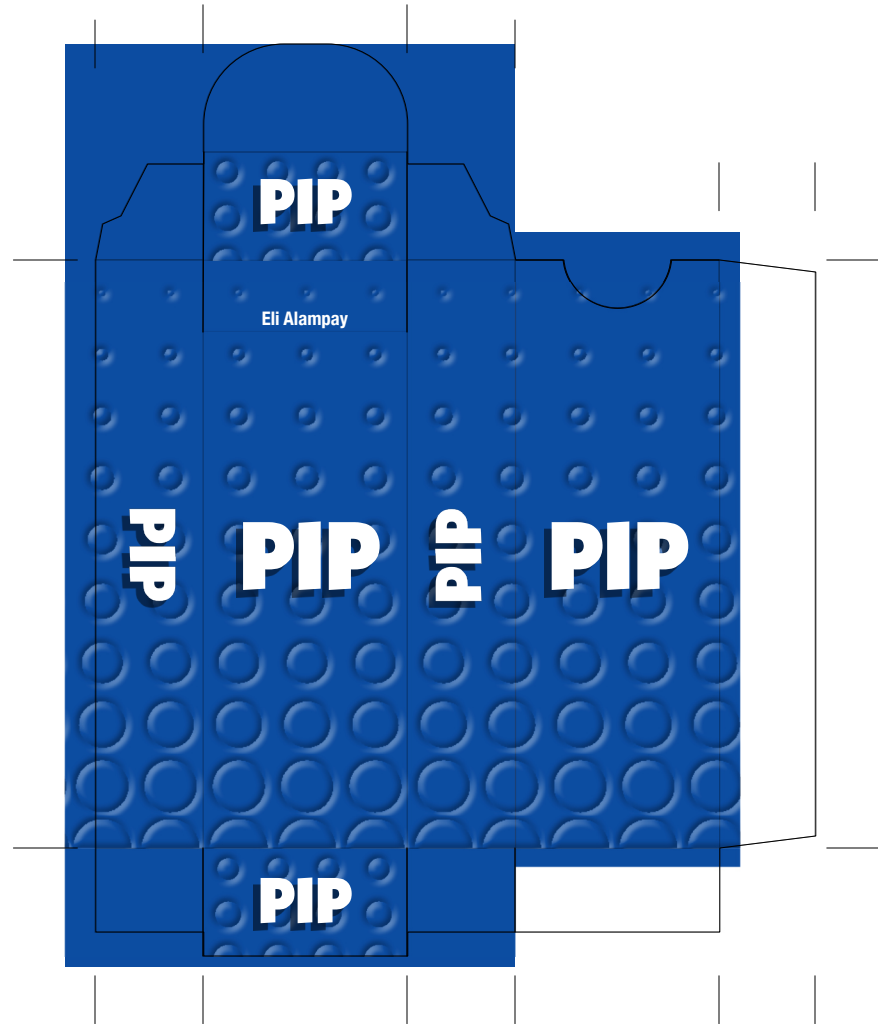
The game ends when the last card from the draw pile is played.

Scoring:

2 points for each completed goal (24 pts max).

1 point for each square of the largest group of connected squares.

(-1) point for each separate group of squares.



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