

Shape Up!

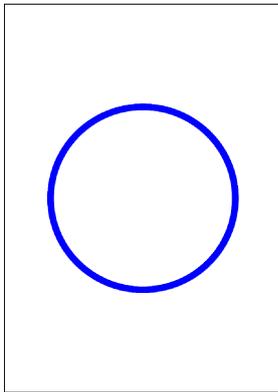
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An abstract placement/deduction game for two players. Each of the 18 cards has on it a unique symbol. Each symbol is either blue, green or red; either hollow or solid; and either circle, square or triangle. There are also two scoresheets.

Setup

Shuffle the cards. Deal one card aside without looking at it. Deal each player one card, face down. This card is that player's victory card for this round of the game. Keep it hidden from the other player.

Put the other 15 cards in a deck, face down, to one side of the playing area. Give each player a scoresheet to refer to.



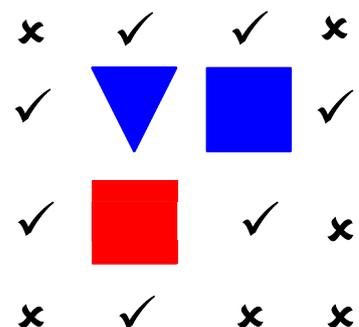
This example card bears the symbol 'blue hollow circle'. If dealt to a player at the start, it shows that player's victory conditions: the types of symbols that they want to build on the playing area, to score points. So on the scoresheet where it says 'your colour', for this player, it means blues, etc: this player is trying to build lines of blues, hollows and circles.

Play

Play alternates. On their turn, a player must take the top card from the deck and must play it onto the playing area, in a legal position (*see below*). Either before or after playing this card, they may also move a card that's already on the playing area into a different (legal) position. Note that this move may leave other cards in positions which would be illegal: that's fine, as long as the moving card itself ends up legal.

Legal card positions

New cards may only be played, and existing cards may only be moved, into positions that are adjacent to at least one card already in play:



Also, to be legal a card must lie within a notional 5×3 (or 3×5) grid containing all the other cards already in play. The edges of the grid are undefined, so early in the game you can play cards in any direction; but you can never play (or move) a card such that a grid to contain all the cards in play would have to be larger in either dimension than 5×3 (or 3×5).

Game end

The game ends after the last card has been drawn and played, at which point the 15 cards played will make up an actual 5×3 (or 3×5) grid of cards in place.

Scoring

Players then reveal their victory cards, and count up their scores. Players score for each relevant horizontal or vertical (but not diagonal) line, including overlaps.

④ for three of your colour in a line,
⑤ for four, ⑥ for five

③ for three of your fill in a line,
④ for four, ⑤ for five

① for two of your shape in a line,
② for three, ③ for four, ④ for five

The scoresheet shows how many points you get for your lines of your colour (red, blue or green), your fill (hollow or solid) and your shape (circle, square or triangle).

Player A's
victory card:

Player A scores:
4 for a line of three greens;
6 for two lines of three hollows;
2 for a line of three circles;
1 for a line of two circles;
a total of 13.

Player B's
victory card:

Player B scores:
5 for a line of four reds;
3 for a line of three solids;
2 for a line of three triangles;
a total of 10.

Repeat the whole process four times, alternating first player, and add up total scores to determine the winner.

More players

18-card Shape Up! for three players

Three players can play the game in exactly the same way, taking turns in rotation. The only difference is, after dealing them each a victory card and dealing one card out of the game, there will be 14 left rather than 15. This means that the 5 * 3 grid you end up with will have one position unfilled.

If you've tried that, then you might like to next have a go at:

24-card Shape Up! for three players

For this version of the game, add in the six star cards. Play is exactly the same except that there are now four shapes rather than just three. After one card is dealt out and one dealt to each player, that leaves 20 to form a 5 * 4 grid.

And if you like that, you might also like:

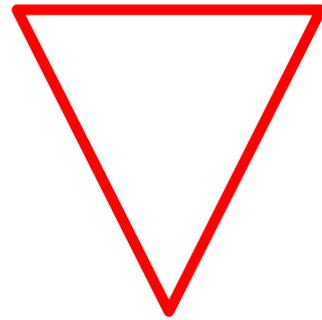
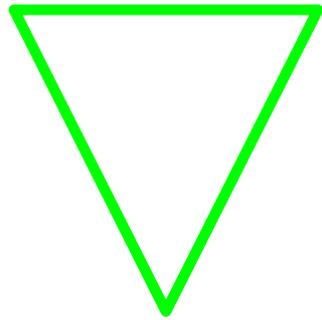
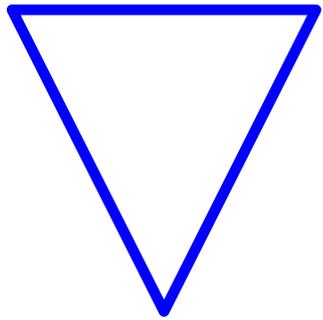
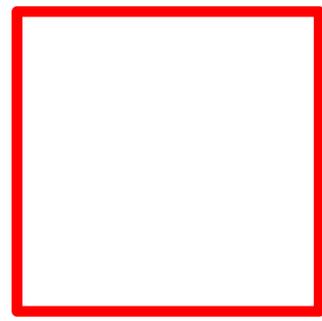
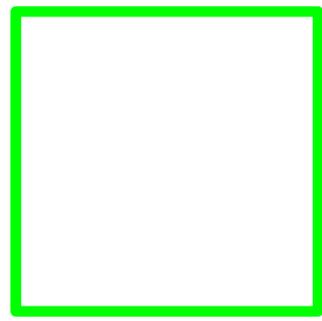
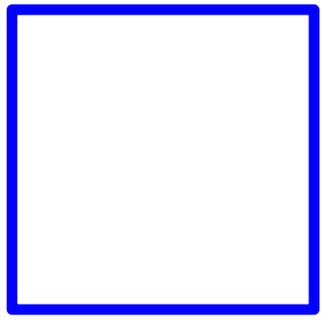
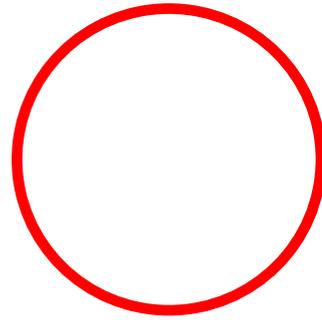
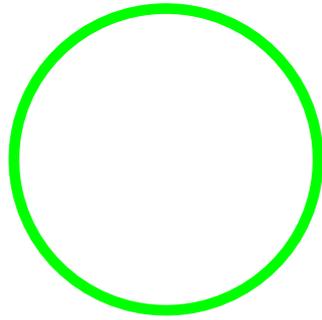
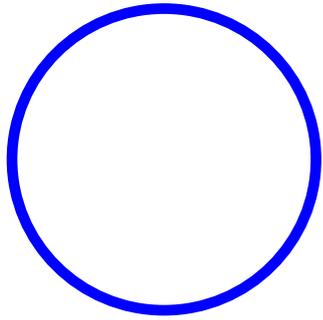
24-card Shape Up! for four players

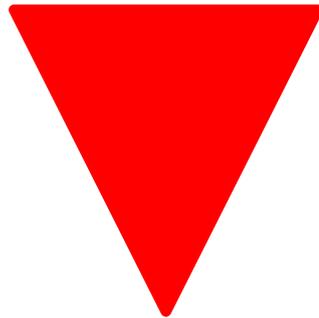
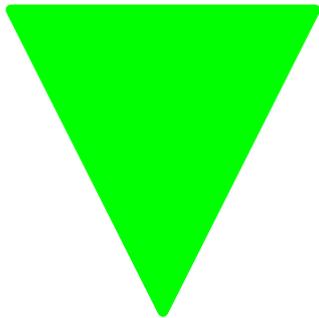
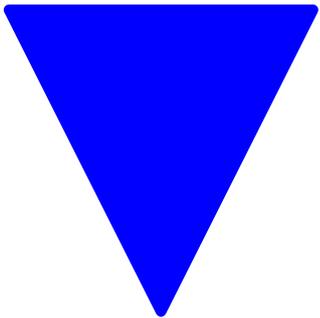
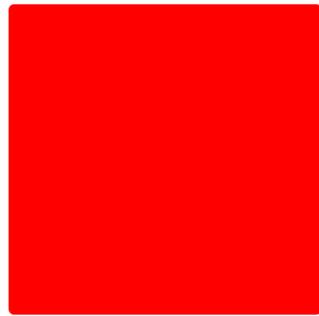
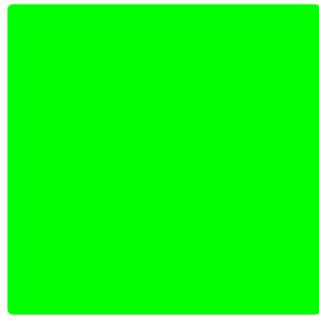
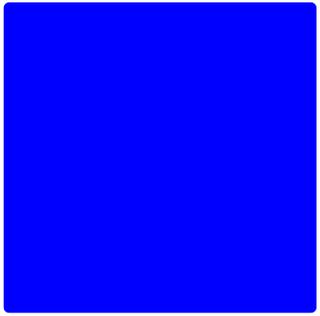
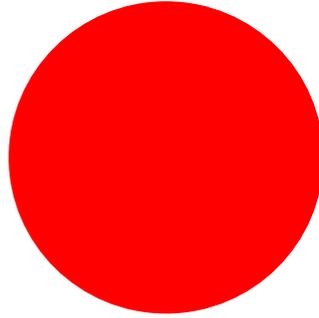
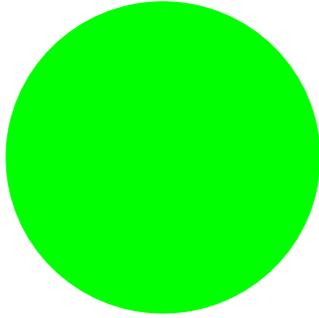
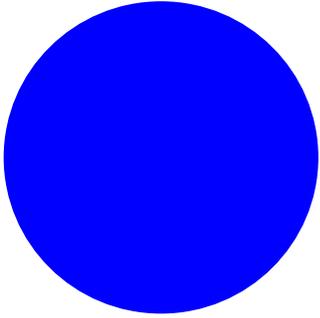
As before, deal all four players a card and deal one out, leaving 19 to play with – this will make a 5 * 4 grid with one position unfilled.

Advanced Shape Up!

In this version for experienced players, rather than being given a specific victory card at the start, you decide for yourself which of the cards that pass through your hands is to be your victory card. At the start, deal each player a hand of three cards rather than the usual one. Each turn, they must play a card from their hand, and draw one from the deck to replace it (while the deck lasts). This carries on until each player has just one card in their hands, which is then treated as their victory card.

This advanced version can also be used with any of the three- or four-player variants described above.

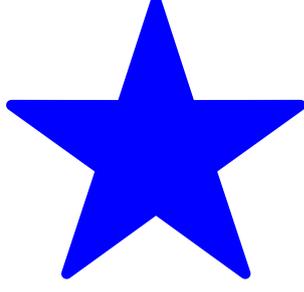
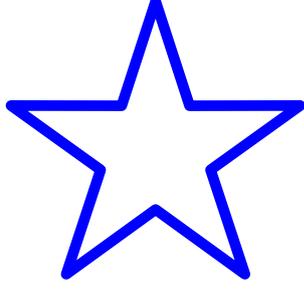




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⑤ for four, ⑥ for five

③ for three of your fill in a line,
④ for four, ⑤ for five

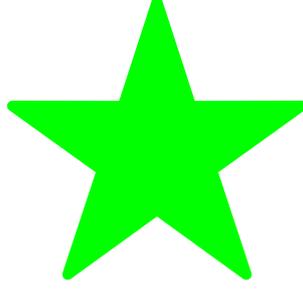
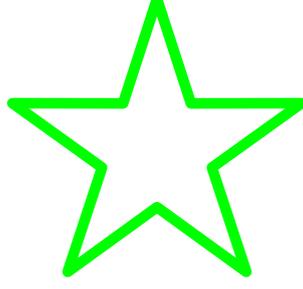
① for two of your shape in a line,
② for three, ③ for four, ④ for five



④ for three of your colour in a line,
⑤ for four, ⑥ for five

③ for three of your fill in a line,
④ for four, ⑤ for five

① for two of your shape in a line,
② for three, ③ for four, ④ for five



④ for three of your colour in a line,
⑤ for four, ⑥ for five

③ for three of your fill in a line,
④ for four, ⑤ for five

① for two of your shape in a line,
② for three, ③ for four, ④ for five

