

# Number card game

To enter this competition, design a **Function** card and a **Goal** card using the template below, for a game with the following instructions. You will be judged on interesting game mechanics, creativity and ingenuity / loopholes.

**ENTRANT'S NAME:**

## Game contents (90 cards)

- 30 **Number** cards numbered 1-9 and a wild card in each of three suits; circle, triangle and square.
- 30 each of **Function** cards and **Goal** cards (TBC)

## Rules

1. To start, shuffle all cards and deal six to each player. The rest go face-down in a draw pile. Play goes around the table starting left of dealer.
2. A turn consists of playing three cards from your hand; **one each** of a **Goal** card, a **Function** card, and an **Number** card. These can each be played in front of you or another player. *If you can't play one of the card types from your hand, you must instead discard one of that same type from anywhere on the table (not necessarily in front of you), unless none of that type are visible.*
3. At the end of your turn, replenish your hand to six. If there are no more cards available, shuffle the discard pile to replenish the draw pile.
4. If at the end of your turn, some combination of your **Number** and **Function** cards satisfies a **Goal** card that is in front of you, you win.

**(Bonus) suggest a name for this game:**

- Function card examples:**
- Concatenate two cards of different suits
  - Sum all of your triangle cards
  - Consider all of your circles to be squares
  - Multiply two cards

Function	Goal

- Goal card examples:**
- Have exactly one number card of each suit (circle, triangle, square) in front of you
  - Make the number 24 using only circle cards