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The Front Lines

Our world is at war, welcome to the front lines.

Set-Up:

Remove from the deck

- King of Diamonds and Queen of Hearts
- King of Spades and Queen of Clubs
- Remove the two Jokers one of each color

12 rows for 4 cards face down, can be randomized or generated a person who is not playing

Rules:

2 or 4 Players

Each player will choose either team red or team black, minimum one player per team.

- Same color = Same team
- If your suit is drawn it's your turn.
- Move the number of places seen on the card. Example: 9 of hearts means the hearts character moves 9 paces
- Face cards of same color are safe (because they symbolize fallen soldiers)
- Same color is safe for that team
- Opposite color of the team is a "Land Mine" and results in losing a life for the player who stepped on it.
- Jokers are safe for either team

- If the card drawn is someone who is currently dead, then a second card is drawn until someone is able to go.
- If you land on opposite color, turn over and player is dead until team member dies

2 lives per player(4 lives per team total). However, this card is now a safe spot for players of the same team for the remainder of the game because “the mine has already gone off”.

Turns:

- Each round a player from each team proceeds forward into the minefield
- The player randomly selected for their turn will proceed into the mine field until they either land on an opposite colored card, or they use up the “x” amount of moves (moves determined by the number on the card drawn that also determines which player’s turn it is).
- The player flips the card after they have chosen what space to move to.
- Once the player’s turn is over, a new card is drawn to determine the next player

The following image is what the board will look like with the cards face up. The cards are completely randomized when placed down. This makes it entirely possible for there to be a row of “all black cards” or “all red cards”. Our solution to this is by having 6 face cards (three black and 3 red) that are safe to players of the same color. These face cards represent fallen teammates.



Winning:

Winning the game is quite simple, the goal is to get one player across the board. If a player makes it across once without dying, their team mate must also make it across in order for the game to complete. If one

player dies, and the other makes it across. The other team needs both of their players to make it across to win. If both teams have lost one of their players, then it is a race to see who can make it across first to win. If one team is eliminated (all lives lost, both players dead), then the other team must still make it across to win the game. If the remaining team dies in the process, then no winner is declared.