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Tom Garncarz

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TUNO

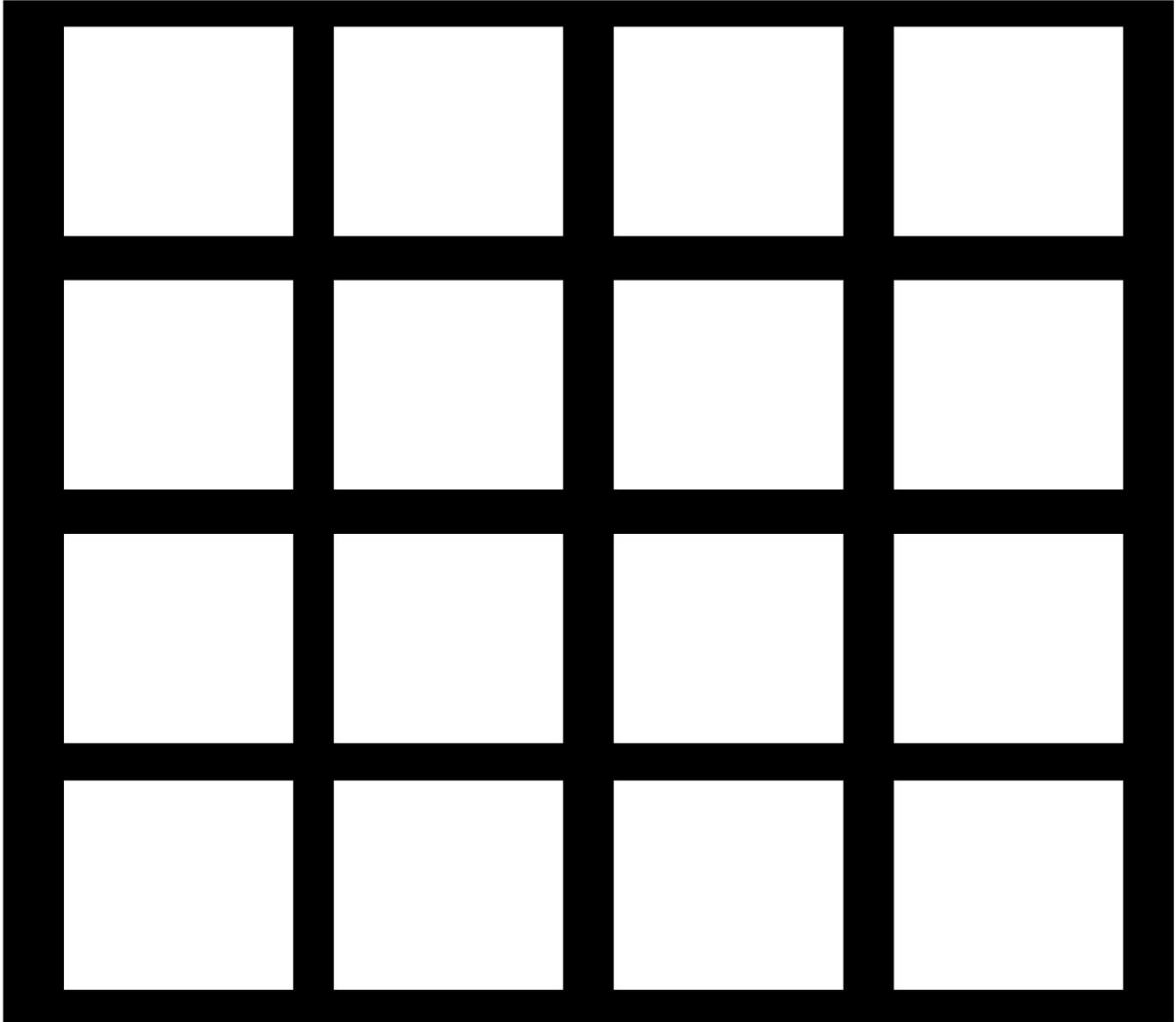
Two players take turns playing cards on a four by four grid in an attempt to get four in a row or a corner two by two square of the same token. Player have a hand of 4 cards, which could be:

A token card (X or O): a single token playable in an empty square

A flip card (?): replaces an existing token on the board with a single token of the player's choice; must be played on a square already in use

A double card (XX or OO): two tokens of the player(existing in one grid square) playable on any empty space

A blank card: erases an existing token on the board



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TUNO Cards

See next page

game dezine

spring 2016

O

O

O

O

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O

O

X

X

X

?

X

X

X

XX

X

X

?

OO

Cut and shuffle

TUNO cards

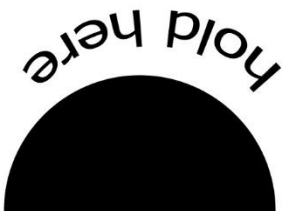
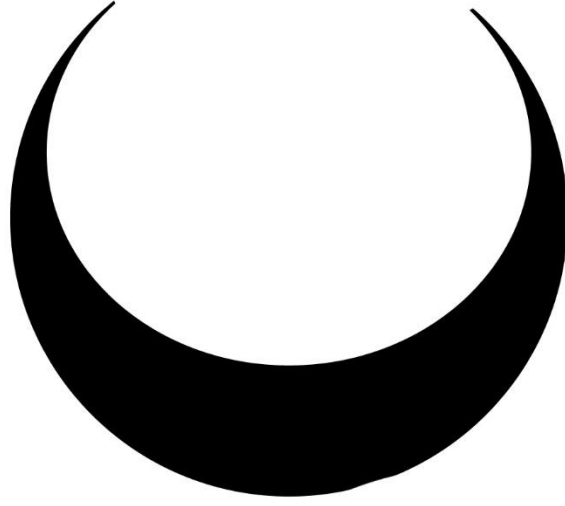
TUNO Cards

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game dezzine
spring 2016

Breath-of-War

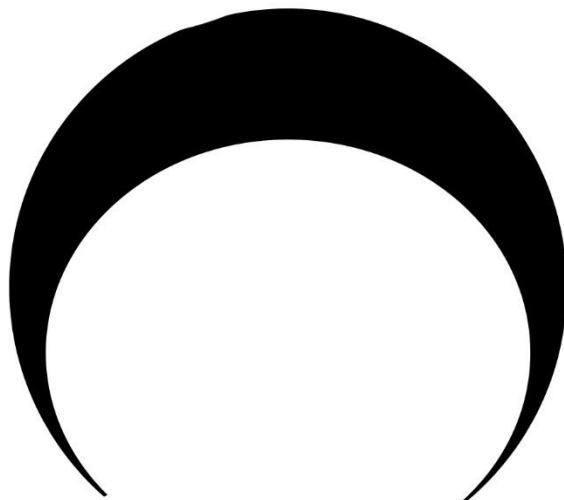
For two players. Place book on hard surface. Place chins on chin mark so that players face each other with the divider page between them. Each player grasps divider page in the designated area, then releases the page on the count of three. After the divider page is released, players may not touch the divider page until the game is over. Players then immediately blow on the divider page, trying to topple the page in the opposite direction so that it falls on the other player. The player on whom the paper lands loses.





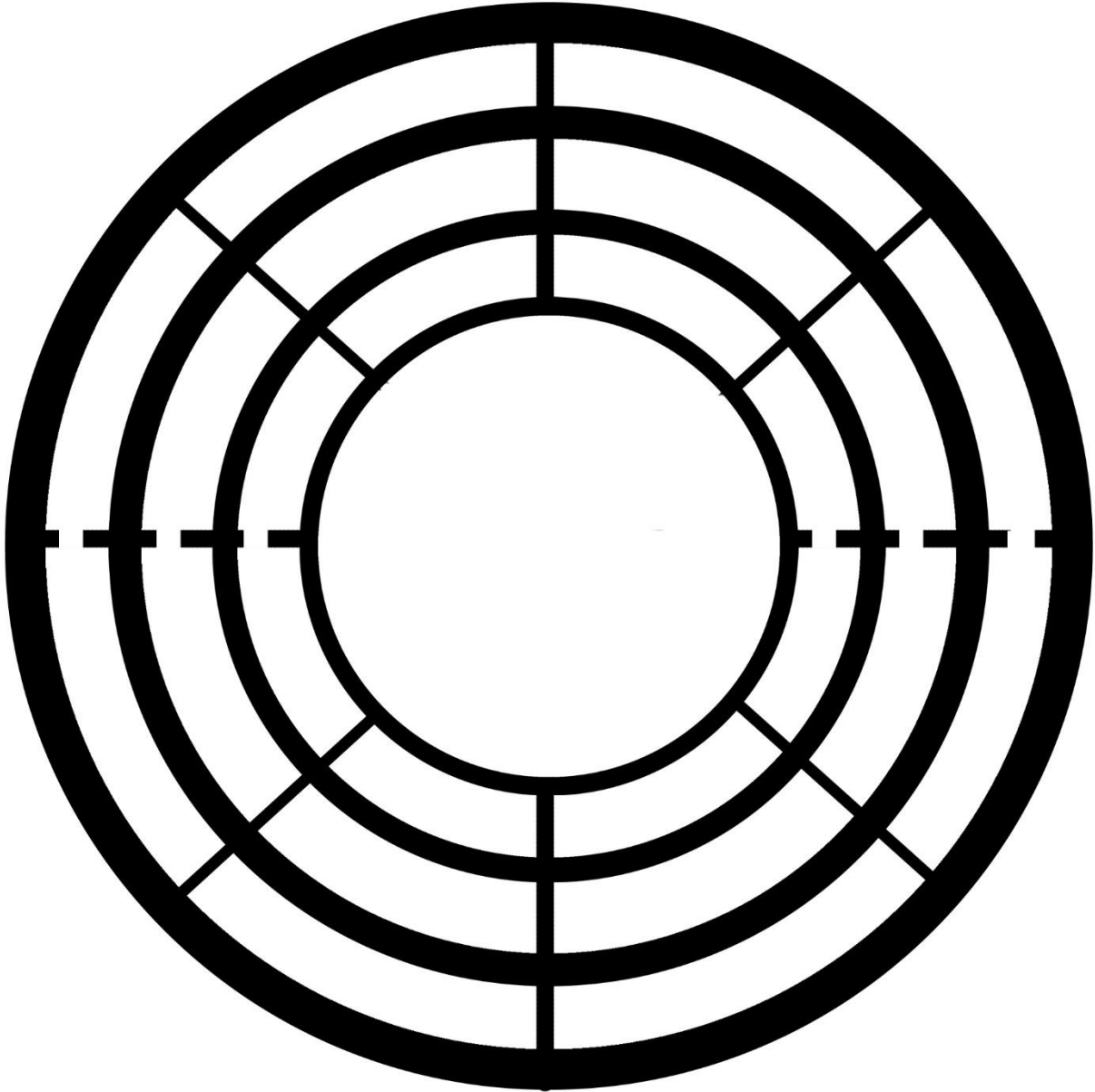
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Ringkings

For two players. Players begin with 4 pieces: a monarch, two shooters, and a decoy. A coin is flipped to decide who goes first. After the first turn, the role of going-first alternates. The player who goes first places all of their pieces on the board face-down; when they are finished, the second player may place their pieces on the other side of the board. Keep in mind: players may not cross the dotted line in the middle of the board. After both players' pieces have been placed, flip over all pieces and resolve combat. Continue until one player has reached the center of the board.



Ringkings Piece Interaction

Monarch (x1): moves forward one ring each turn. Does not move forward if blocked by another piece. Can only be placed on the farthest-back right already reached. (i.e., if it moves forward, the next turn it may move anywhere in that ring, but not forward or back).

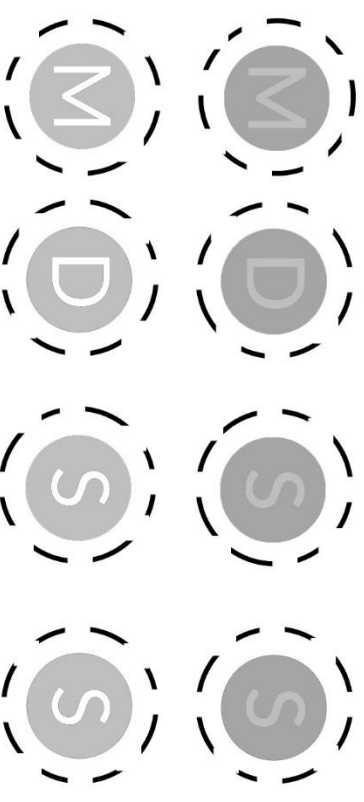
Decoy (x1): Acts as a stand-in for the monarch; if on the same radius as the opposite player's shooter, it dies. Does not move, but can be placed anywhere on its side of the board.

Shooter (x2): The main offensive piece in the game; pieces on the opposing team caught on the same radius as a shooter are killed at time of resolution. If two shooters are on each other's radius, both die. Can be placed anywhere on its side of the board.

Ringkings Pieces

See next page

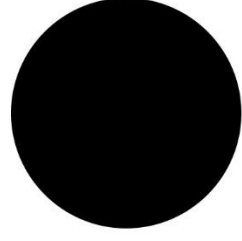
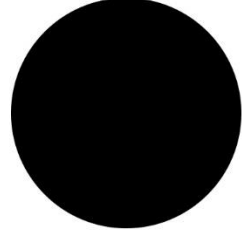
Ringkings Pieces



game dezin
spring 2016

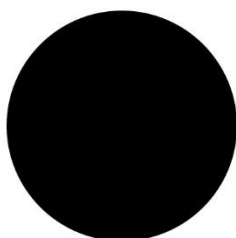
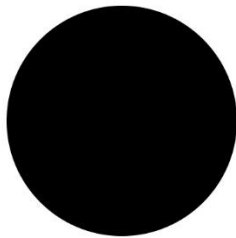
Many Masks

For two players, writing utensil required. Players have thirty seconds to draw a mask on their respective piece of paper. Each piece of paper has eyeholes that the mask must incorporate, but this is the only requirement. The divider sheet should remain up so that players can't see each others' drawings until the thirty seconds are up. At thirty seconds, players have to put their masks in front of their faces and stare at each other. The first player to laugh loses. However, if no one laughs, switch drawing duties (i.e., you draw your opponent's mask on the reverse side of the paper). If no one laughs again, keep drawing your opponent's mask (add to what you've been drawing), but now you have fifteen seconds. Divide the time by two each time until someone laughs.



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The MAGAZINE Word Search!

Can you find all the references? :)

G I R S F U L F U R R E H B E R
D R E M A O T T A L P I I H N A
X E H S G G C G O M B O R A Z
C N H L D D E N F L A M E C G D
M N D M U P G X N O M U I A Z S
E D W U R T D R A G O N M D C G
C L K L F M C P B A V E U E Y Q
K E A A I E F N N D S E Q Y A D
P L C T G M F I N A L B O S S Z
I I G I H E S N X W E Y T S R X
C G R O T V I S L E N P Y J B D
T H A N I E Y M U Z H X A T Q G
U T C T M I M O E G N U D W S W
R O I K G H T I C O N S O L E X
E C N P S C L W D Q H Z R N E C
A P G Q D A Z A S P U Z Z L E C

ACHIEVEMENT	DUNGEON	MYSTERIOUS
ARCADE	FIGHTING	PLATFORMER
C-C-C-COMBO!!!	FINAL BOSS	PUZZLE
CONSOLE	GAMES	RACING
DRAGON	JUMBLED	SIMULATION

Exquisite Planets

Players cut apart transparency page along the dotted lines. Each player takes a planet cutout away from the other players. For 5 minutes players fill in the provided outline of a planet, providing the features of the world with a pen or marker. Once time is up, players stack their transparencies to see their combined world.

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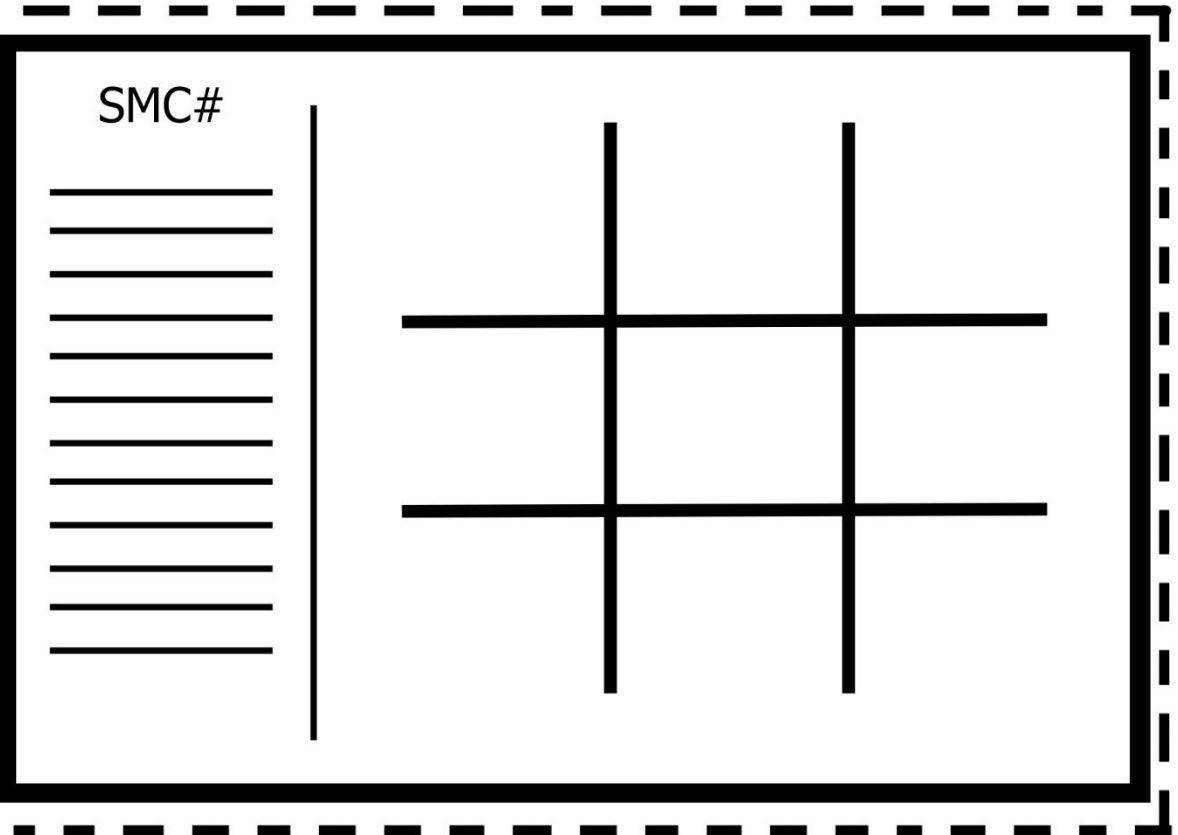
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Post Card Games

Players punch out the provided postcards, one a board for dots and one a board for tictactoe, write their opponents' SMC address in the provided area, then make a move in the game space on the card. Player then gets the CMU mail staff to place the card in their opponent's mailbox. Player two then receives the postcard and plays their move, repeating the process until there is a winner to the game.



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Special Thanks

Yiran Buckley
Maddie Duque
Nina Freeman
Adam Guthrie
Jessica Hammer
Miranda Jacoby
Roger Liu
Tomas San Miguel
Paolo Pedercini

The form area contains a 10x10 grid of dots for a tic-tac-toe board. Below the grid is a horizontal line. At the bottom left of the form area, the text "SMC#" is followed by ten vertical lines of varying lengths, intended for writing the SMC address.

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