

Project 3 - Coffeehouse Cahoots

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Ruleset:

Theme/Prompt:

Due to suspect activity on the coffee shop's wi-fi, the FBI has pulled in suspects from the local coffee shop. The suspects must shift blame and use available alibi's to shift the perception of who the criminal may be within the group.

Goal - Be the first player to get rid of their entire hand

The Deck:

The deck is similar to a standard deck of playing cards, with each card containing a suit and a trait. The suits and traits are as follows-

Suits:

Chai Guy
Decaf Deceptor
Java Joe
Latte Loafer
Tea Toter
Rocco Cocoa

Traits/Value:

1 - WWE Fanatic
2 - Musician
3 - Gamer
4 - Film Nut
5 - Writer
6 - Politically Active
7 - Cyclist
8 - Reader
9 - Programmer
10 - Philosophy Major

Matches:

By Suit - like-suited cards can be combo'd (A WWE Fanatic **Chai Guy** can be placed on a Writer **Chai Guy**)

By Traits/ Value - like-valued cards can be combo'd (WWE Fanatic **Roco Cocoa** can be placed on WWE fanatic **Java Joe**)

By Straight - consecutive values can be combo'd (Gamer(3) Tea Toter can be placed on Musician(2) Chai Guy or Film Nut(4) Latte Loafer)

Combo Matches:

A Value or Straight match may be extended if more valid cards are available. For instance, if the main pile has Gamer(3) and you match a Film Nut(4) to it, you may also play a Writer(5) of any suit in your hand, and then potentially 6, etc.

Likewise, if you match a 4 on the main deck with one from your hand, you may play any other 4s you are holding.

Veto:

The current veto card blocks certain matches from occurring, based on its suit and value. For instance, if the current veto is **Philosophy Major Tea Toter**:

- No cards with **Philosophy Major** can be played
- No cards with **Tea Toter** can be played

The exception to this rule is combo match cards after the first move. For instance, if the current combo is Gamer(3) Tea Toter and the veto is Writer(5) Latte Loafer, you could play a 4,5,6 combo.

Starting the Game

Each player is dealt a hand of seven cards. After this, two cards are placed face up on the table. One is the Main pile, the other is the Veto card. Dealer goes first.

Playing the Game:

Players can do 1 of 3 actions on their turn:

- Place a valid match onto the main pile.
- Swap the current veto with a valid match (you take the old veto into your hand)
- Draw a card until they can make a valid match (main or veto pile)

Ending the Game

Play continues until a player deals out their entire hand, at which point they win. If there are more than 2 players, play may continue until only one player remains with a hand.