

Circuits

for Game Jam 2014
by *Veronika Heimsbakk*

Content

- 6× start tokens
- Some tiles
- Some “Limit Circuit” cards
- Some points
- Some “Limit Token”s

Setting up the game

Start tokens Place two or more *start tokens* on the table. It always have to be a even number of start tokens.



Points Each player start with 0 points.

Limit tokens Each player draw one limit token.

Playing the game

Limit Tokens



Each player draw one limit token (while they are face down), and this will indicate how long your path of wires can be. If you draw "Limit: 3", the path from one "stop" to another (including tiles with components, they work as straight lines) can not be further than three. There are some consequences:

- You complete a path less than your limit; you loose one point.
- You complete a path on your limit; you gain one point.
- You complete a path greater than your limit; you give one point to the one with fewest points.

Tiles

The player who starts draw one tile, and place in on the table. The tiles shall be layed down such as they fit the tiles already on the table (much like the game Carcassonne). Each tile got its own rule.

Normal wires



No additional rule.

Capacitors



If you have the most points, give 1 point to the one with the fewest points. If not, you gain 1 point.

Photoresistor



Place your next tile when blindfolded. If success, gain 5 points.

LED



Draw a "Limit Circuit" card.

Resistor



Jump over the next player.

Soldering error



Oh no! Loose a point.

“Limit Circuit” cards



When you draw a card like this. Just do what it says.

Points



You gain points through picking tiles, and drawing cards.

Winning the game

The player with the most points when you are out of tiles has won.