
Fix-It The Game

By Martin Garcia, Gabriel Mayo, Jose Alvarado, Ezequiel Reyes, Jacob Sotto

Description

- Objective of the game: Whoever conquers 8 tiles first wins
- Players: 2-4
- Genre: Strategy

How to play

- Last person to drink water goes first
- At the beginning of the game, the tiles are placed randomly in a 6x5 or 5x6 format faced down (with blue side face up).
- Player tiles corresponding to their hard hat colors are placed face up. Players immediately obtain an ownership token/bead on these tiles and place their player character there.
- The game contains 52 draw cards (after all cards have been used, re-shuffle discard pile and use as new draw card pile).

How to Win/Actions

- The game ends when all tiles have been fixed/conquered or when all five special tiles have been conquered. (Whichever comes first.)

- Actions
 - Move one place.
 - Trade up to two cards.
 - Fix/Conquer a tile.

Rules

- Players start with 4 cards, but during playtime they can only have a max of 6 cards in their hand. Anything above that, the player has to immediately discard extra cards of their choice to a card discard pile.
- Players can take up to two actions per turn. Exception: No move and flip - move and flip. You can only flip a tile once per turn.
- The tile where player land immediately flips to face up (blue side down), but it flips down (blue side up) after player moves out of it.

Rules

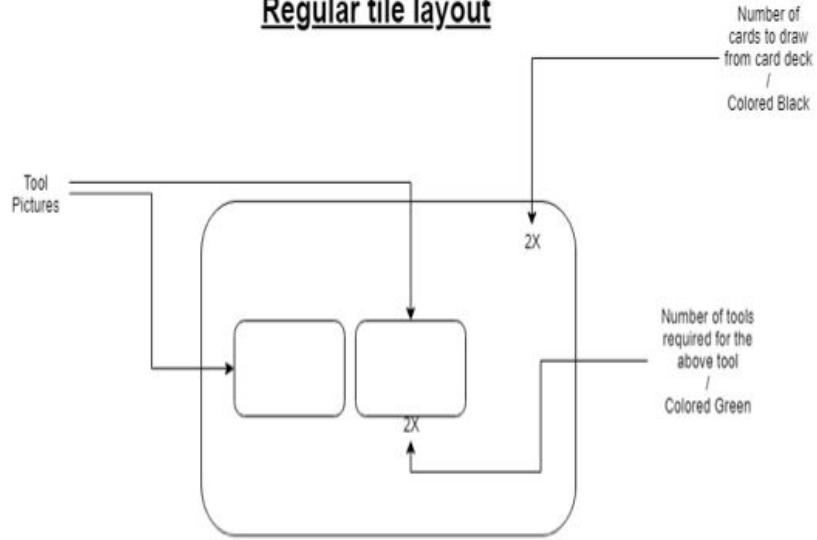
- Players can only fix/conquer the tile that is face up (where you land).
- There is a special tile with an attack functionality(action): You can only take the special action written in the special tile only when you conquer it (immediately after).
- If one player land on another player's conquered territory, the non-owner player must pay taxes by giving away one of your cards to the owner of the tile. The owner has to pick without viewing the card from the non-owner. The owner may choose not to take any.

Structure/Colors

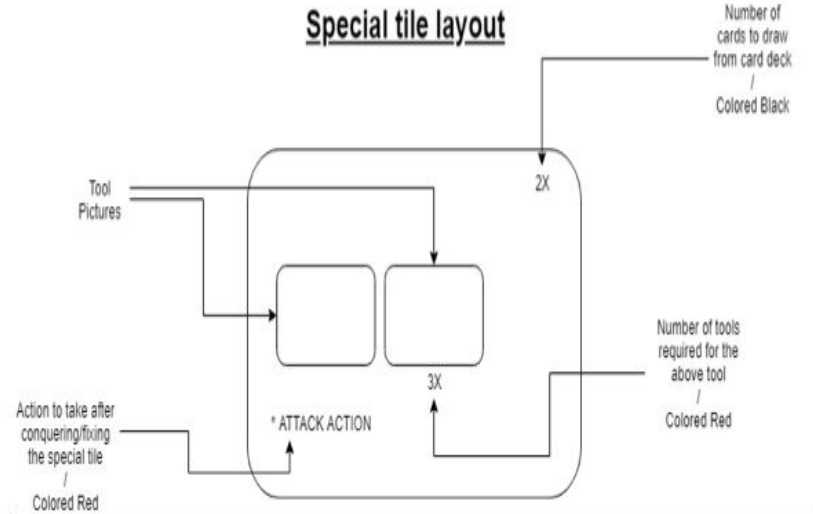
- The tiles have a maximum of 4 tools in a tile. However, it may vary depending on what needs to be fixed.
- Colors:
 - **Green:** This means the number of tools required to conquer/fix a tile. This is placed under the picture that requires that amount (E.g., 2x – means two cards of that specific tool).
 - **Black:** This means the number of cards to draw from card pile. This is placed in top right corner of tile.
 - **Red:** This means the number of tools required to conquer the special tile card. This is only placed in the five special tile cards in the game, under the tools required to obtain the special actions and conquer the tile.

Layout

Regular tile layout



Special tile layout



Pictures



Video

