Rulebook for Tuckbox



Component Options: Bridge / Bi-folded, 4 pages Template Size: 63.08mm (W) x 94.83mm (H)

How To Play

- The Judge draws a Prompt card, reads it aloud, and places it face-up on the table.
- The other players select one Answer card from their hand that they believe is the best (or most ridiculous) solution and place it face down
- The Judge then picks up and shuffles the Answer cards once all players have chosen and reads them aloud.
- The Judge then chooses the card they think best solves the prompt or makes them laugh the hardest.
- 5. Whoever played the chosen Answer card has won this round and keeps the Prompt card.
- 6. Everyone draws a new Answer card to always have 6 cards in hand.
- 7. The next player is the new Judge.
- 8. The game continues until a player collects 6 Prompt cards.

Winning the Game

The first player to collect 6 Prompt cards wins the game. Psyche will take 6 years to reach the asteroid—this player has successfully protected the spacecraft on its journey to 16 Psyche!

Extra Chaotic Version

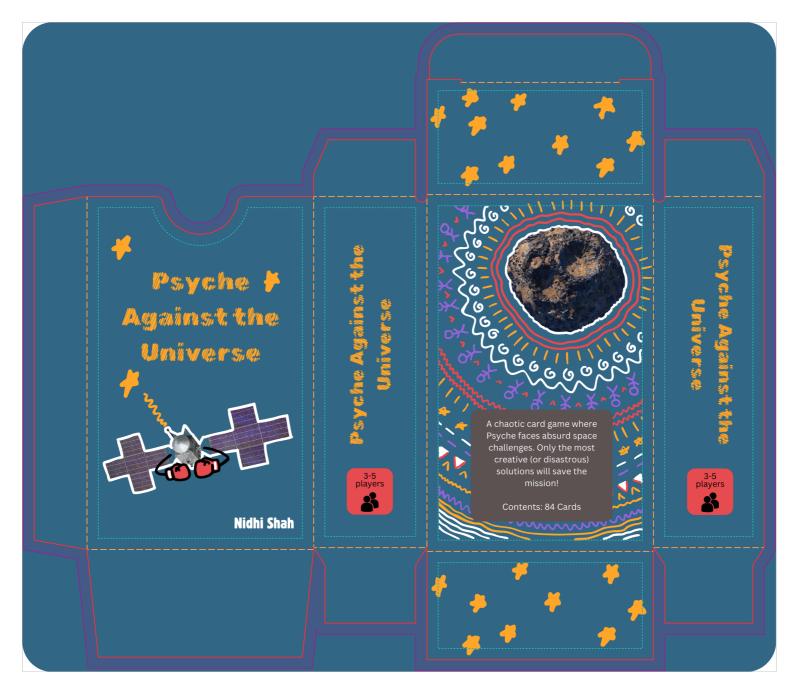
- Instead of changing the Judge each round, the Judge can be kept constant for an entire game.
- Rather than judging the cards blind, then, players may make a pitch for their Answer card to the Judge.
- Players are required to get creative and convince the judge that their card is the best (or funniest) solution.
- For this version, the Judge does not need to have any answer cards.
- The Judge changes only after a player collects 6 Prompt cards and wins the game.

Optional Rules

- If a round's answers are *all* terrible, the Judge may declare "Mission Failure", discard the Prompt card, and pull a new one.
- If the answers make the problem way worse, the Mission Director can rule that the team must "Descope" the mission objective entirely. This does nothing except make everyone laugh.
- If a round is too evenly matched, the tied players must physically leave their seat and dramatically act out how their solution works before the Judge makes their choice.
- This game is optimized for 4 players. For more players, the amount of Prompt cards necessary to win a game may be decreased.



Tuckbox



Component Options: To suit Bridge size cards Template Size: 199.22mm (W) x 171.62mm (H)