‘Working Title: Project Chroma Landlord’ Rules

Game items:

GameBoard: 6x6 Grid board with a 4 colored edges (Green, Purple, Orange, Red).
ColorCards: A Deck of 22 ColorCards (5 cards of each Color and 2 Joker cards - any color).
GamePieces: 1 ‘Attacker’ and 3 ‘Defenders’.





Setting Up:

1. The GamePieces are placed on one row towards the center on opposite ends of the GameBoard (*See Fig.1*).
2. The deck of ColorCards is shuffled and three cards are dealt to each of the Defending Players (No cards are given to the Attacker).

Playing the Game:

- **Objective**
  - The aim of the Defenders is to **surround** the Attacker. This happens when all Defenders are on spaces directly adjacent (diagonal adjacency counts) to the Attacker. Meanwhile the Attacker can ‘kill’ Defenders by occupying their space. Meaning the Defenders should try to work in unison to avoid being killed.

Players can move on their turn by playing a ColorCard from their hand. The player moves in the direction of the color (Using the colored edges of the GameBoard as a reference). A Blank card is a Joker which can act as any color the player chooses. Once a Defending player plays a ColorCard, they give it to the Attacking player (this is the only way the Attacking Player receives cards).
Once a Defending player plays a card, they draw a new one from the deck. Defenders can only play one card (ie can only move one space) per turn.

The Attacking player receives cards from the defending players but can only hold 3 Cards at any given time. To receive any additional Cards, they need to discard one from their hand.

The Attacker can play up to 3 Cards (ie can move 3 spaces) per turn.

- During a turn a defender **MUST** play a color card and Draw a color card from the DECK
- During a turn an attacker can **CHOOSE** to play as many color cards as they want from their hand. Note: Attacker does not draw cards from DECK.

Discarding:

Defender:

The defender can only have three cards at any given time and must play a card before drawing one. The defender must play a legal move if they have one. If no legal moves can be played, the Defender can discard a card and draw a new one. This ends their turn.

Attacker:

The attacker can choose to discard any number of cards from they hand during their turn, however they cannot draw new ones (they can only collect cards from the Defenders).

Endgame:

The Defenders win the game if they can surround the Attacker (all defenders occupy spaces adjacent to the Attacker).
The Attacker wins the game if they can ‘kill’ two defenders.

