



All For One

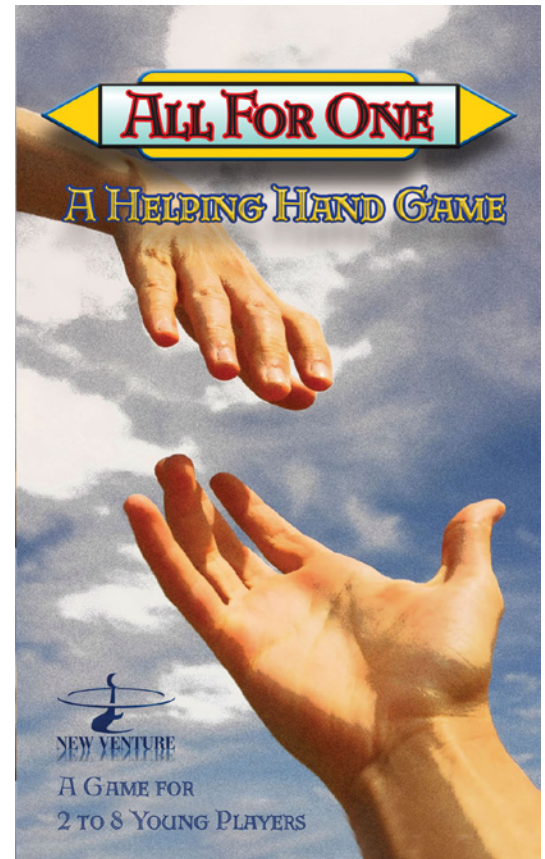
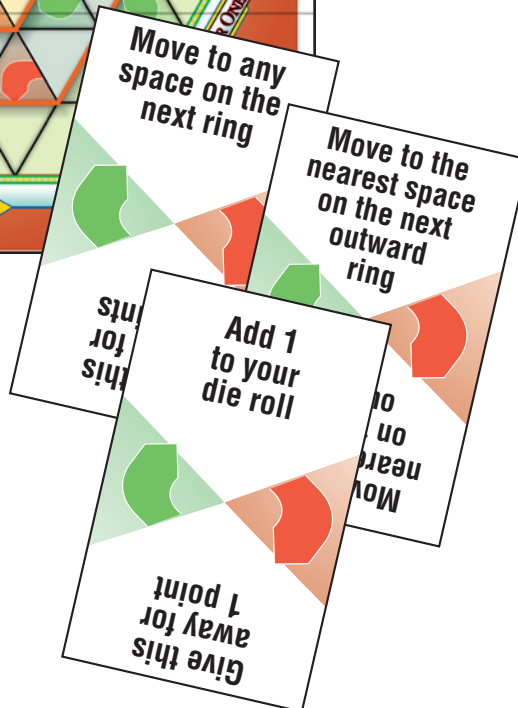
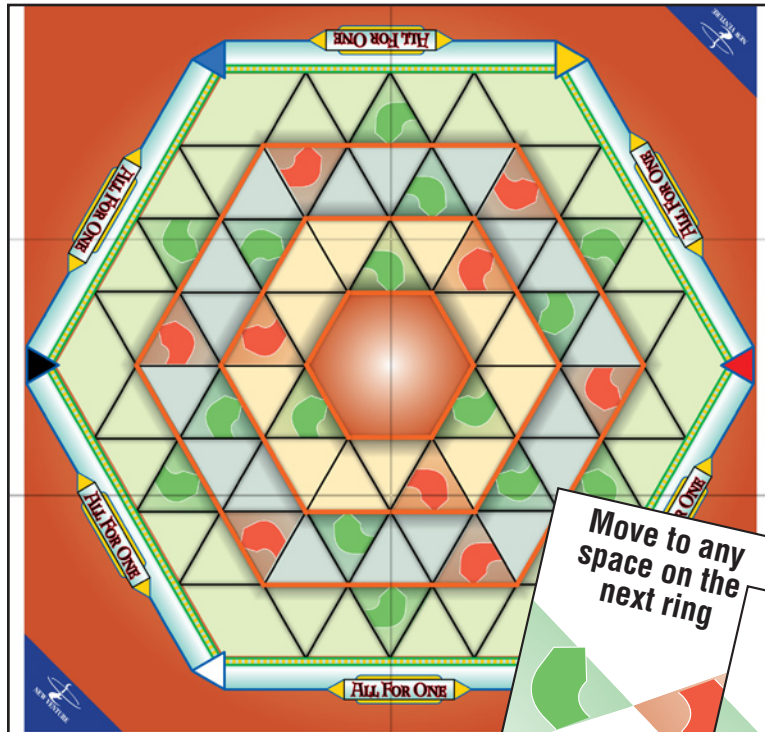
Everybody wins!

Type: Cooperative Strategy
Ages: 8+

Players: Two to Six
Duration: 15 - 30 minutes

Synopsis:

As the name suggests, this cooperative game is only won when all the players reach the goal. Players advance to the inner tracks when they help or are helped by the other players. A light game for youthful players and families.



Equipment & Features:

The board's arrangement of triangles creates a set of concentric tracks whose relationship is a little unusual. This leads to interesting move decisions as the players move their pawns (one each) around the board based on a roll of one D6.



All For One

A Cooperation Game

OBJECT:

GET ALL PLAYERS TO THE CENTER OF THE BOARD!

There are three ways to play "All For One" - with or without the deck of cards, and with or without keeping score for each player. First, we describe the version without cards or points.

1. Each player pick a marker and place it on any empty triangle space at an outside corner of the board. The board has three "RINGS" around it made up of (mostly) triangular spaces, and each ring has colored arrows here and there that show you directions to go in... sometimes.

2. Each player roll a die and remember the number. The highest number goes first, and players take turns. When your turn is over, hand all three the dice to the player on your left.

3. On your turn (before you roll the dice), you can decide to PASS, which means you don't move your marker. If you decide to MOVE, you must roll all three dice. You can choose to move your marker according to the total of one, two, or all three dice - whatever combination you want - from one triangle space to the next. You must move in the same ring around the board, but you can move in either direction. You can't change direction during your move, tough. **BUT if one of the following things is true at the START of your turn, do this instead:**

A. IF YOU SHARE A TRIANGLE WITH SOMEONE ELSE... and if the EDGE of the triangle touches the EDGE (not the point) of a triangle in the next ring closer to the center, you can move into the next ring. This will count "one" from your die roll, then move the rest of your count around that ring. (The other player has "helped" you into the next ring.)

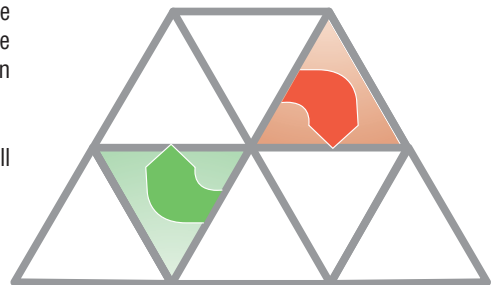
B. IF SOMEONE IS IN THE TRIANGLE ON THE NEXT RING... and the EDGE of that triangle touches the EDGE (not the point) of the triangle you're in, you can move into that triangle with them. This will count "one" from your die roll, then move the rest of your count around that ring. (The other player has "helped" you into the next ring.)

C. IF YOU ARE ON A GREEN ARROW SPACE... you can follow the green arrow into the next ring of triangles toward the center without help from another player. This will count "one" from your die roll, then move the rest of your counts around that ring.

D. IF YOU ARE ON A RED SPACE... too bad! This means you must follow the red arrow into the next ring of triangles away from the center. This will count "one" from your die roll, then move the rest of your counts around that ring. (SOMETIMES the red spaces are good, because then you can help other players.)

E. IF YOU ARE IN THE CENTER SPACE, you can still say "PASS" and not move, or you can roll the dice and leave the center space to go and help other players get to the center space.

4. WHEN EVERYONE IS IN THE CENTER SPACE, **everyone wins!**



VARIATION ONE: KEEPING SCORE —

You may keep track of points for each player, then at the end of the game see who has been the most cooperative! Each time a player helps another, the helper gets a point. Also, every time a player voluntarily moves into an outward ring, or out of the center space back into the rings, he or she gains a point.

VARIATION TWO: USING THE CARDS —

This can be done with or without scoring points. Each player begins their turn by drawing a card from the deck. This card can be played immediately (some cards say "immediately" right on them) or held on to for future use. Cards must always be played BEFORE the dice are rolled. Cards are played to a discard pile, which can be shuffled and reused as the game goes on. Cards given to other players are used just as if they had been drawn by that player. Points are awarded as soon as the play described on the card is completed.