NetMatch: the Game (version 0.1)

Roberto Tron

Wednesday 11\textsuperscript{th} July, 2018

Overview

The goal of NetMatch: the Game is to discover your secret word by transferring and matching information across the network.

Game content

- 64 feature pawns (4 copies of 4 symbols for each of the 4 colors).
- 16 word tokens (4 symbols for each of the 4 colors).
- 75 word cards.
- 1 game board (with 1 dodecagonal network and 4 card boxes).

Note that all the pawns, tokens and cards need to be cut (using, e.g., scissors) from their respective sheets.

Rules

NetMatch: the Game is a game for 2-4 players. The rules below are for the 4 player version. See the corresponding section for the 3 players and 2 players variations.

Game preparation

First, each player picks a color, and the deck of word cards is shuffled. Then, each player will setup the game for the next player on the right using the following steps.

1) Pick a card and read the four-letter word on it, keeping it secret from other players.

2) Write each one of the letters under one of the other player’s letter token (not your own color).

3) Place the card (face down) in the other player’s card box on the board, and the four letter tokens on top of it.

Finally, each player will place his own colored pawns on the sides of the dodecagonal network marked with their color; each side cannot contain the same symbol twice, and the symbols need to appear in the same order in each sector (see Figure 1). Note that, in the 4 player game, only 48 of the pawns will be used.
Game play
The youngest player goes first, and the turn is passed to the right.

Moves Each turn, the player can attempt the word gambit (see below), or can move one of
the pawns from a origin node to a destination node according to the following rules:

• The origin and destination nodes must be neighbors (i.e., directly connected with a
black line).
• The destination node must be empty, or be occupied by a pawn with the same color
and symbol.

If two pawns with the same color and symbol are in the same node, the player can declare a
pairwise match, and must remove one of the pawns involved from the board. If, by doing so,
only one copy of a pawn remain in play (i.e., there have been two pairwise matches for that
color/shape combination), the player can declare a multi-way match, pick the corresponding
letter token, and discover the letter written under it.

Winning A player can win by discovering all their four letters (by matching all the pawns
and collecting all the tokens), which would allow them to read the word on their card.

Alternatively, a player can attempt, on his own turn, the word gambit by stating a four
letter word, and then turning their word card so that all players can see it: if the stated word
and the word on the card match, then the player immediately wins; if they don’t, the player
immediately looses, and all their pawns are removed from the game.
Variations for two and three players

There are two variations for playing the game with less than four players. In all cases, the game play is the same, only the game preparation is different.

**Partial board variation**  The same preparations as the four-players version are used, except that the colors that are not played are ignored. In this way, there are less pawns on the board, and there is less interaction between players.

**Full board variation**  For a three-player game, each player starts from four sides of the board instead of three. The sides should follow a cyclic alternating of colors (ignore the coloring already present on the board). For a two-player game, each player takes control of two colors; to win, a player must discover the words for both colors. With this variation, more matches are required to win.

Acknowledgements

The development of NetMatch: the Game was made possible by the support of grant IIS-1717656 by the National Science Foundation.
Pawns

Letter tokens

Word cards

See next pages.
<table>
<thead>
<tr>
<th>TEST</th>
<th>WITH</th>
<th>HILL</th>
<th>BIRD</th>
<th>CORN</th>
</tr>
</thead>
<tbody>
<tr>
<td>BEAR</td>
<td>SURE</td>
<td>MOST</td>
<td>GRAY</td>
<td>FINE</td>
</tr>
<tr>
<td>FIND</td>
<td>KILL</td>
<td>HOLE</td>
<td>FORM</td>
<td>ABLE</td>
</tr>
<tr>
<td>PART</td>
<td>LAND</td>
<td>ROSE</td>
<td>TONE</td>
<td>FIRE</td>
</tr>
<tr>
<td>THIN</td>
<td>WENT</td>
<td>SING</td>
<td>FALL</td>
<td>SHOP</td>
</tr>
<tr>
<td>DUCK</td>
<td>JUMP</td>
<td>ONCE</td>
<td>ROOM</td>
<td>LADY</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>------</td>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>LONG</td>
<td>PLAN</td>
<td>WEST</td>
<td>SOFT</td>
<td>KEEP</td>
</tr>
<tr>
<td>HERE</td>
<td>TERM</td>
<td>LEAD</td>
<td>GONE</td>
<td>PULL</td>
</tr>
<tr>
<td>PATH</td>
<td>EVEN</td>
<td>INCH</td>
<td>STAY</td>
<td>BANK</td>
</tr>
<tr>
<td>KEPT</td>
<td>MISS</td>
<td>BASE</td>
<td>CROP</td>
<td>THEN</td>
</tr>
<tr>
<td>CITY</td>
<td>EASE</td>
<td>KNOW</td>
<td>FEEL</td>
<td>WEEK</td>
</tr>
<tr>
<td>------</td>
<td>------</td>
<td>------</td>
<td>------</td>
<td>------</td>
</tr>
<tr>
<td>WOOD</td>
<td>FELT</td>
<td>HUGE</td>
<td>FLAT</td>
<td>LAST</td>
</tr>
<tr>
<td>OVER</td>
<td>CAMP</td>
<td>LATE</td>
<td>PORT</td>
<td>SEND</td>
</tr>
<tr>
<td>NEAR</td>
<td>MUCH</td>
<td>FOOD</td>
<td>RAIN</td>
<td>IDEA</td>
</tr>
<tr>
<td>GIVE</td>
<td>SHOW</td>
<td>FEAR</td>
<td>BURN</td>
<td>SEED</td>
</tr>
</tbody>
</table>