



RULE BOOK

LIGHT BOX GAME



Co-funded by
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INTRODUCTION

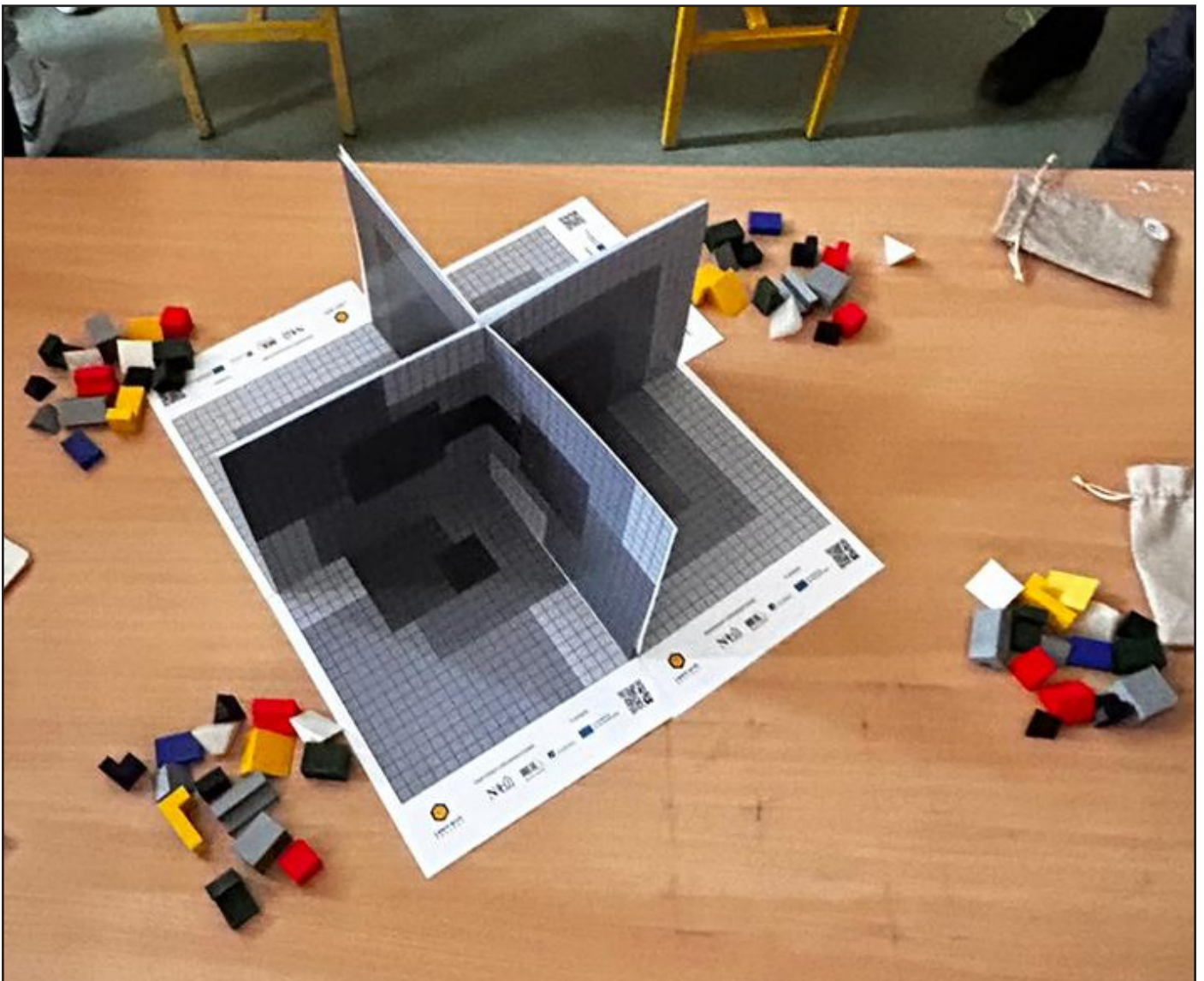
An architect finds inspiration and gets influence from a myriad of sources; all are revealed under the light of knowledge, within a playful veil.

Light Box is a board game for 1-4 players (or 1-4 groups of players), aiming to introduce the players to architectural concepts and challenges, and allow them to collaborate in order to reach the game's objective. The introductory

set of rules included herein will lead the players through their first steps in playing the game.

Throughout the game, the players will place pieces on the game 4-part board, in order to work together to earn collectively as many points as possible and win. This version of the game is the beginner version, easily created at home with materials that can be purchased or repurposed, such as

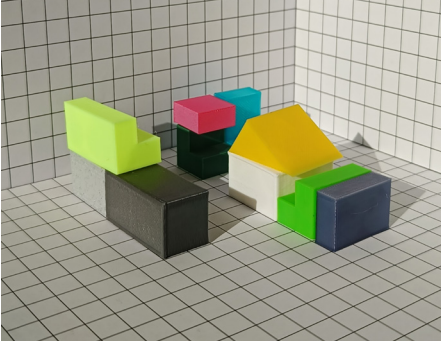
foamboard, paper and cardboard. More advanced users, with access to 3D printers or digital tools (such as Tabletop Simulator), may also read and use the Trainer's Guide for additional elements, rules, game modes and useful advice that transform this set of introductory rules into a Tool for an Architecture Trainer.



GAME BASICS

1. COMPONENTS

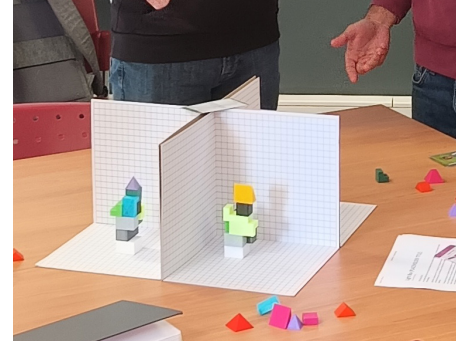
1.1. VOLUMES



1.2. CARDS



1.3. BOARDS (QUARTER BOXES)



2. DEFINITIONS

Architectural Volumes

A collection of items of various Volumes to be used during play. The “bottom” side of these Volumes will be marked in different color and symbol (example, red triangle, blue star) to differentiate from each player before and after the game, but invisible to the players when set up on the Quarter Box.

Quarter Box

The component-area comprises two vertical surfaces in grid and a horizontal surface in grid, where the players will be placing Architectural Volumes during their turn.

Placement Turn

The time each player will take to place an Architectural Volume on their Quarter Box and pass it on to the next player.

Artistic Threshold

The total combined points the players must obtain to succeed in their architectural endeavor.

Influence Cards

The hidden cards which indicate each player’s way of accumulating points.

Goal Cards

The cards showing the objective of the game.

Composition

A set of elements that are joined (touching) with other elements.

TYPES OF CARDS

Influence cards

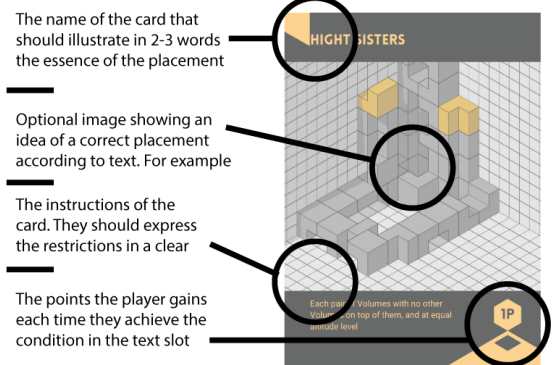
These cards describe actions and award points at the end of the game. They also have an image that provides an example to a legal placement of Volumes so that they score points.

The bigger the probability for the placement to occur, the less points the card gives.

Team goal cards

These are the tasks that the team has to perform, and indicates the number of placement turns they take and the artistic threshold they have to reach.

The image in the center helps the players better understand the concept.



THE GAME EXPERIENCE

The players each draw one Influence Card, and arrange their set of Architectural Volumes in front of them. One Goal card is revealed and made known to all the players.

Then, they will each take a Placement Turn, simultaneously placing an Architectural Volume (Volume) in the Quarter Box in front of them, obeying the rules of their <R/IE>. The Volumes placed must be fit within the grid, covering complete squares if possible.

After placing, they will carefully rotate clockwise and pass on their Quarter Box to the player to their left, so that it now is in front of that player, at the same time receiving the Quarter Box used by the player to their right.

Play continues for a number of Placement Turns as indicated in the Goal card. At the end of the last Placement Turn, the players will check each Quarter Box and compare it with the Goal card and their Influence card, scoring points and ending the game. The players will be considered to have won, if they have collectively reached the Artistic Threshold while at the same time, obeying the Goal card's instructions.

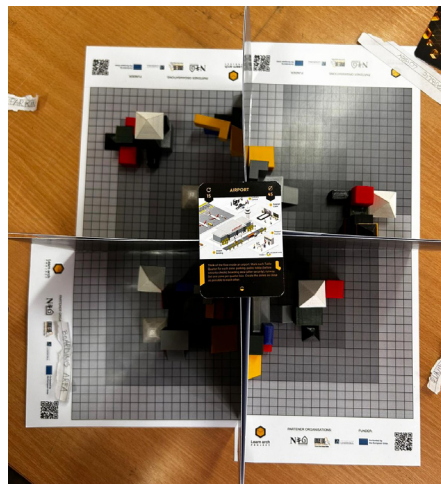
GAME SETUP

Each player takes a Quarter Box and places it in front of them so that they can see the Vertical Surfaces clearly and equally. Each player then takes a set of Architectural Volumes, and places them within their easy reach. This is now that player's Pool. One player reveals 3 Influence cards and places them at a place

visible by all. Players may look at the Goal card at any time during the game.

Then one player draws and reveals a face-up Goal card, at a place visible by all. Players may look at the Goal card at any time during the game.

The players are now ready to begin playing.



GAME PHASES

Light Box is played in two phases, the Placement Phase and the Artistic Phase.

Placement Phase

During the Placement Phase, the players will take Placement Turns in which they will be placing Architectural Volumes into the Quarter Box in front of them. Each Placement Turn has the following steps, which all players take simultaneously:

1. Each player selects an Architectural Volume from their Pool.
2. Each player places the selected Architectural Volume upon the grid of the Quarter Box directly in front of them, making sure it fits the grid.
3. Each player carefully passes their Quarter Box to the player

to their left (i.e. clockwise), rotating it so that it now faces the next player.

This should leave all players with a new Quarter Box in front of them, and conclude the Placement Turn. The game continues until the players have taken a number of Placement Turns according to the Goal card. Once all Placement Turns have been taken, the Placement Phase is concluded and the players now proceed to the Artistic Phase.

Artistic Phase

During this Phase, the players will join the Quarter Boxes and compare the Light Box with the Goal card and see if they managed to achieve the objective. Additionally, they will score points for each element which complies with the revealed Influence cards. The players manage to win if they complied with the instruction and were able to reach the Artistic Threshold of the Goal card.

