

TreasureHunter: Designing a Modularized Device for Distanced Board Game Play

Game Rules

1 Object of the Game

TreasureHunter is a simple 2-player card game. One player is the Hider, and another player is the Hunter. The Hunter's goal is to guess where the Hider hides the treasure, and the Hider's goal is to stop the Hunter getting the treasure.

2 Set Up

There are 6 corresponding scene cards for each player, players will spread the 6 cards in front of them. Then, the Hider will choose a card and put the treasure underneath the chosen card. The Hider then taps the card on the device to tell the system where the treasure is.

3 How to Play

There are 3 rounds in total. In each round, players will play a gesture game to decide whether the Hider needs to give a hint. If the Hider loses, the Hider should give a hint by saying: "The number of my card is not XXX" or describing the scene.

The gesture game: The colour of the LED strip represents which gesture the players need to perform. There are four gestures in total, swap up (red), swap down (blue), swap left (yellow), and swap right (green). Players need to match the randomly generated colour with the gestures, and the game ends when each player performs the 10 gestures. The player who performs the 10 gestures faster win. A card that tells the gestures and the corresponding colours will be provided to players, and they can choose to look at it when playing or memorising it for a more challenging game.

After giving a hint (or no hint given if the Hunter loses the gesture game), Hunter will take a guess of where the treasure is by tapping one of the scene cards on the device, and the game continues to the next round if the Hunter guesses wrong.

4 End of the Game

The game ends when the Hunter guesses the scene card that hides the treasure right within 3 rounds.