

SCAFFOLD

A card game for two, with competitive or cooperative play modes.



Two construction crews, the **reds** and the **blacks**, either compete or work together to repair and rebuild an historical building.

The choice is yours. Do you and your opposite number work together, or compete to complete this construction project?

Notes which apply to both modes

- Only card suit **colour** is relevant, red or black
- Either player may play red or black cards, and in order to make a move sometimes a player will find that they are forced to play a card coloured for the opposite player.
- To help your intuition of what card value is appropriate for a given place, imagine the above pyramid where no edge can be higher than the ones closer to the centre.

Scaffold Competition

Objective and finale

- The game ends when all 13 card spaces are “constructed”, i.e. have placed at least one face up card, or if any player cannot make a legal play.
- The winner is the one with the most cards of their colour on top of each space.

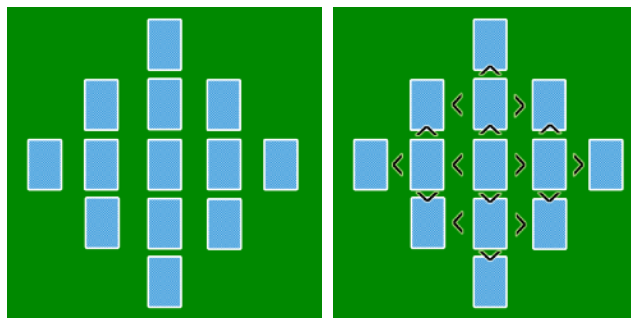
Set up

- Set aside jokers, shuffle remaining 52 cards.
- Lay 13 cards face down in the shape of a diamond (see image below). This is the “board”.
- Deal each player 7 cards face down. Players keep these cards in their hand hidden.
- Jokers are shuffled by one player and presented to the other, face down, to choose one, and keeps the other. The joker colour determines their team colour.
- The remaining cards form the draw pile.

Starting and order of play

- First, the centre face down card is turned over.
- No other face down cards will be turned over.
- Each player makes a play, starting with red player.

Extra: You can make the game harder by reducing the number of cards in the hand to 5 or even 3.

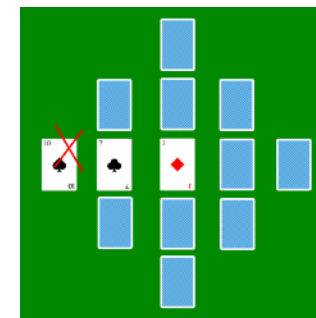


- In a play the player:
 - Must choose a card from their hand to play somewhere legally on the board.
 - After playing a card, player draws one card if draw pile exists.
- Play continues until all 13 card spaces contain at least one face up card.
- If the player cannot make a move, they lay their cards down face up to show other player as proof, and the game ends.
- If a player runs out of cards, the game ends.

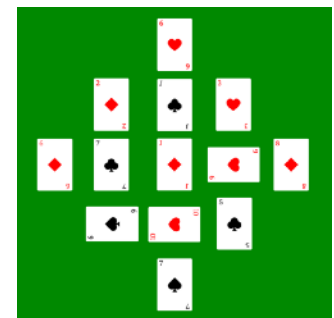
Rules of play

- A card can be played either on
 - Any empty spaces which is adjacent to a face up card (not including diagonals).
 - On top of any played card. The value however must be greater or equal to the value of the card underneath, and must satisfy all other rules.
- Any card played must have value less than or equal to the value of the card which is closer to (or is) the centre card. Therefore the centre card must have the highest value of any played card.
- No more than 3 face up cards can be placed at a place. If 3 face up cards is reached, this place is “capped”, and turned length-ways to indicate.

Showing an incorrect move.



Completed game, red wins 8-5



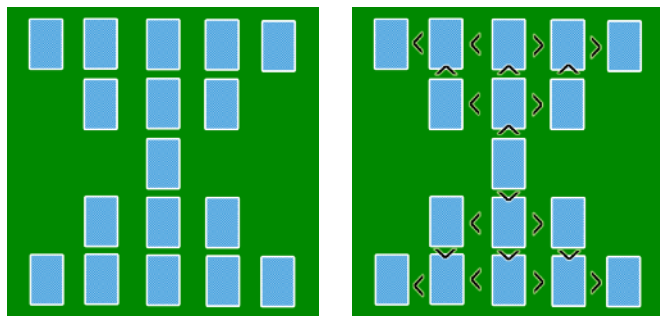
Scaffold Cooperative

Objective and finale

- The object is to fill each side (all cards to top and bottom of centre card) with cards of that players colour. E.g. all red on top, all black on bottom.
- The game ends when either:
 - All places are built correctly.
 - The turn counter expires.
 - If any player cannot make a legal play.
- The all player team score is calculated by taking the number of turns left at end and subtracting the number of cards of incorrect player colour, including blank places. This may be a negative number.

Set up

- Set aside jokers, shuffle remaining 52 cards.
- Lay 17 cards face down in the shape of an hourglass (see image below). This is the “board”.
- Deal each player 7 cards face down. Players keep these cards in their hand hidden.
- Jokers are shuffled by one player and presented to the other, face down, to choose one, and keeps the other. The joker colour determines their team colour.



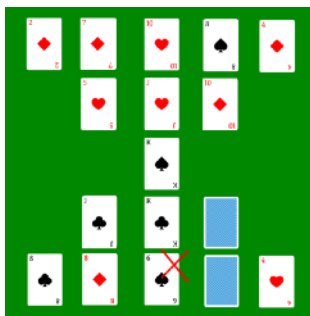
- The remaining cards form the draw pile.
- Stack 16 turn counters in such a way that one can be removed at end of each turn. E.g. use a stack of poker chips, or pen and paper.

Starting and order of play

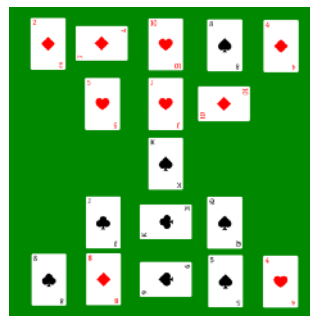
- First, the centre face down card is turned over. No other face down cards will be turned over.
- A turn consists of either:
 - each player makes one play, or
 - the players both decide to blindly trade a card.
- At the end of a turn counter is removed.
- Red player plays first.
- In a play the player:
 - Must choose a card from their hand to play somewhere legally on **their side** of the board, and then
 - After playing a card, player draws one card if draw pile exists.
- If the player cannot make a move, they lay their cards down face up to show other player as proof, and the game ends.
- If a player runs out of cards, the game ends.

Extra: You can make the game harder by reducing the number of turn counters.

Showing an incorrect move.



Completed game, -3 score



Rules of play

- A card can be played either on
 - An empty space on their side which is adjacent to a face up card (not including diagonals).
 - On top of any played card on their side. The value however must be greater or equal to the value of the card underneath, and must satisfy all other rules.
- Any card played must have value less than or equal to the value of the card which is closer to (or is) the centre card. Therefore the centre card must have the highest value of any played card.
- No more than 3 face up cards can be placed at a place. If 3 face up cards is reached, this place is “capped”, and turned length-ways to indicate.

Acknowledgements and Thanks

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