

Strašne žene

Opis:

Strašne žene su žene koje su zadužile društvo. Ova društvena igra s kartama za 2-5 igračica posveta je tim ženama.

Cilj igračica je skupljati karte strašnih žena po područjima njihovog djelovanja. Igračica koja bude najbolje koordinirala strašne žene će pobijediti.

Igra se sastoji od 56 karata strašnih žena i 8 karata akcija.

Trajanje igre: 15 min.

Karte:

U igri postoje dvije vrste karata: karte strašnih žena i karte akcije.

Karta strašne žene ima istaknuto ime i prezime, ilustraciju i kratki opis njene strahotnosti, te oznaku jedne ili više područja u kojima djeluje. Područja su složena po kategorijama: Ljudska prava, Feminizam, Politika, Kultura, Umjetnost i Znanost.



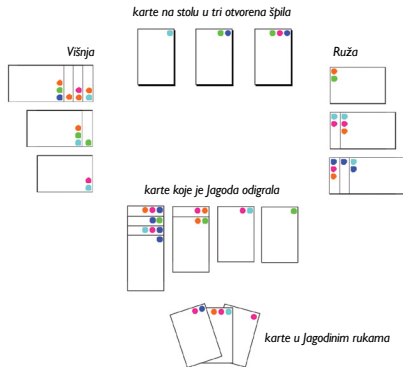
Primjer karte strašne žene: Mary Wollstonecraft ima oznake kategorija: Politika, Feminizam i Kultura. Kategorije su na karti markirane simbolima i bojama. Jedna karta može imati od jedne do tri kategorije.

Karte akcije na sebi sadrže upute kako se odigravaju i kakav imaju učinak.

Početak igre:

Svakoj igračici se u ruke podijele tri početne karte. Broj preostalih karata koje će se koristiti ovisi o broju igračica. Za 3 igračice se koristi 30, a za 4 i 5 igračica 40 karata. Karte se rasporede u tri ravnornjerna špila i stave na sredinu stola okrenute licem prema gore.

Example of the play with 3 players



Tijek igre:

Odredi se koja igračica počinje igru. Igračice igraju slijedno u krugovima.

Potez se sastoji od dvije faze:

1. Igračica vuče jednu od tri otvorene karte sa stola.
2. Igračica odigrava jednu kartu iz ruke. Ako je to karta strašne žene, složiti je ispred sebe u postojeći ili novi stupac. Ako je to karta akcije, odigra je po uputi s karte.

Igračice ispred sebe slažu stupce s kartama strašnih žena. Svaki stupac predstavlja jednu kategoriju koju igračica skuplja. Pravilo slaganja stupaca: **Karta strašne žene se može staviti u neki stupac samo ako sadrži kategoriju koju sadrže sve postojeće karte u tom stupcu.** Dakle, sve karte u nekom stupcu moraju imati jednu zajedničku kategoriju i tada se smatra da je to stupac u toj kategoriji. Igračica ne smije skupljati dva stupca iste kategorije.

Na primjeru sa slike gore:

Jagoda skuplja četiri stupca i dosad je odigrala osam karata.

Sve karte u prvom stupcu imaju plavu kategoriju, dakle, to je stupac plave kategorije. Jagoda na njega smije odigravati samo karte koje na sebi imaju plavu kategoriju.

Drugi Jagodin stupac je narančasti. Na njega smije igrati samo karte koje imaju narančastu kategoriju.

Treći stupac još nije jednoznačno definiran i na njega Jagoda može odigrati ili kartu sa razom ili tirkiznom kategorijom. Ovakve stupce zovemo **nedefiniranima**, i na kraju igre se ne boduju jer nemaju kategoriju. Čim Jagoda na njega odigra rozu ili tirkiznu kartu, to postaje stupac definirane kategorije koji se boduje na kraju igre. (Na stupac se nekad može složiti i više karata prije nego se definira. Npr: srednji Ružin stupac još nije definiran iako ima dvije karte na sebi.)

Četvrti stupac je definiran već prvom kartom i to je stupac u zelenoj kategoriji. U taj stupac Jagoda smije stavljati samo karte koje imaju zelenu kategoriju.

Kraj igre:

Igra završava kad igračica koja je na redu za igranje ne može povući novu kartu sa stola, tj. nema više karata u otvorenim špilovima. (To znači da za 3 i 4 igračice igra završava kad stave deset u kartu na stol, a za 5 kad stave osmu.) Igra tad završava i prebraju se bodovi. Pobjednica je igračica s najviše bodova u složenim kartama.

Bodovanje:

Karte u nedefiniranim stupcima vrijede nula bodova.

Preostale karte se broje na sljedeći način: **Svaka karta neke kategorije vrijedi onoliko bodova koliko je stupaca s tim kategorijama skupljano.** Na primjer, ako su neku kategoriju skupljale tri igračice – svaka karta te kategorije vrijedi tri boda. Ako je neku kategoriju skupljala samo jedna igračica, svaka karta te kategorije vrijedi 1 bod.

Na primjeru sa slike gore:

Jagoda ima stupac sa četiri plave, stupac sa dvije narančaste i stupac s jednom zelenom (nedefinirani stupac se ne boduje, tj. Vrijedi 0 bodova). Plavu su skupljale tri igračice pa svaka karta u plavom stupcu vrijedi tri boda. Narančastu su skupljale dvije igračice, pa svaka karta u narančastom stupcu vrijedi dva boda. Zeleno je skupljala samo Jagoda, karte u zelenom stupcu vrijede jedan bod.

Ukupno Jagodini bodovi: 4 plave po 3 boda, 2 narančaste po 2 boda i 1 zelena po

$$1 \text{ bod} = 4 \times 3 + 2 \times 2 + 1 \times 0 + 1 \times 1 = 17 \text{ bodova}$$

$$\text{Ukupno Višnjini bodovi: } 4 \times 2 + 1 \times 2 + 1 \times 3 = 13 \text{ bodova}$$

$$\text{Ukupno Ružini bodovi: } 3 \times 3 + 2 \times 0 + 1 \times 0 = 9 \text{ bodova}$$

Jagoda je pobijedila!

Karte akcija:

Karte akcija su karte koje mijenjaju pravila igre i donose nepredvidljivost i složenije strategije. Za prvo igranje preporučamo igrati bez karata akcija.

Karta akcije se odigrava u regularnom potezu umjesto karte žene. Svaka karta na sebi ima definirano kako se odigrava i s kojim efektom.

Karte akcija se ne boduju, čak i kad se nalaze u stupcima, ali efekti karata često utječu na bodovanje karata strašnih žena.

Karte akcija su:

- **Any -> min** – Stavi ovu kartu na svoj definirani stupac. Ta kategorija u cijeloj igri od sad vrijedi 1 bod.
- **Solo -> max** – Stavi ovu kartu na svoj definirani stupac kategorije koju trenutno ne skuplja nitko drugi osim tebe. Ta kategorija u cijeloj igri od sad vrijedi maksimalno bodova, bez obzira koliko je drugih igrača skuplja.
- **2x po broju** – Stavi ovu kartu na svoj definirani stupac. Svi stupci u cijeloj igri koji za bodovanja imaju karata žena koliko i ovaj stupac boduju se duplo. Npr: na kraju igre se pogleda koliko ima karata žena u stupcu u kojem je ova akcijska karta. Ako ih ima npr 3, onda se boduju duplo svi stupci u igri koji imaju 3 karte.
- **Uklanjanje stupca** – Svaka igračica mora ukloniti jedan svoj stupac sa stola. Ako nema nijedan stupac, ništa.
- **Uklanjanje karata** – Svaka igračica mora ukloniti dvije svoje karte sa stola. Ako nema dvije karte, ukloni koliko ih ima.
- **Popularne -> min** – Karte kategorija koje su na kraju igre skupljale sve igračice vrijede 1 bod.
- **Sakupi ih sve -> +1** – Ako igračica koja je odigrala ovu kartu na kraju igre ima najmanje 5 definiranih stupaca svaka karta joj se boduje +1 bod. Podsjećamo, igračice ne smiju skupljati istu kategoriju u dva stupca, dakle za ovu akciju mora skupljati najmanje 5 kategorija.
- **Preslagivanje** – Nakon odigravanja ove karte igračica može presložiti sve svoje karte na stolu. Karte može složiti u druge stupce, kako joj odgovara, ali ne smije preslagivati stupce u kojima je neka akcijska karta.

Pojašnjenje nekih pojmova:

- Definirani stupac – onaj stupac koji igračica skuplja i jednoznačno mu je definirana kategorija.
- Maksimalno bodova – onoliko bodova koliko ima igračica
- Kad karta akcije mijenja vrijednost kategorije – onda nije bitno koliko igračica skuplja tu kategoriju. Pravilo s karte akcije uvijek nadjačava regularno pravilo igre.
- Bodovanje se događa samo na kraju igre, dakle karte akcije koje utječu na bodovanje

Varijanta u dvije igračice

Igra se isto kao za 3, s tim da se potezi fiktivne treće igračice simuliraju po jednostavnom algoritmu. Fiktivna igračica nema početne karte. Kad ju je red igrati uvijek vuče prvu slobodnu katu s lijevog otvorenog špila i postavlja je na svoj najlijeviji stupac. Ako kartu ne može staviti na svoj lijevi stupac onda ga pokušava staviti na slijedeći, tj. ako ne može ni na jedan postojeći stupac – otvara novi. Fiktivnoj igračici se također broje bodovi na kraju igre – a može i pobijediti!

Fierce Women

Description:

Fierce Women have made great contributions to society, and this social cards game for 2-5 players is dedicated to these women.

The goal is to collect fierce women cards according to their field of work. The player who is the best at coordinating fierce women, wins.

The game consists of 56 fierce women cards and 8 action cards. Game duration: 15 minutes.

Cards:

There are two main types of cards in the game: fierce women cards and action cards.

Every **fierce woman card** contains a name, an illustration, a short description of her fierceness, and a label or labels of her field of work. The fields are arranged into categories: Art, Culture, Feminism, Human Rights, Politics, and Science.



Fierce woman card example: Mary Wollstonecraft has the following labels: Politics, Feminism, and Culture. The categories are marked on the cards with symbols and colours. One card can have 1-3 categories.

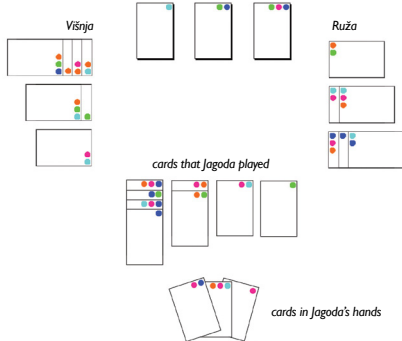
Action cards contain instructions on how to play them and what their effect is.

Setup:

Each player is dealt three initial cards. The number of the remaining cards that are going to be used depends on the number of players. Three players use 30 cards, and four or five players use 40 cards. Cards are divided into three equal columns and placed in the middle of the table face up.

Example of the play with 3 players

three card stacks faced up on the table



Gameplay:

Determine which player starts the game. The players play in sequential order.

The play consists of two stages:

1. The player takes one of the three open cards from the table.
2. The player plays one card from her hand. If it is a fierce woman card, she puts it down in front of her in an existing or a new column. If it is an action card, she follows the instructions on the card.

The players stack columns with fierce women cards in front of them. Each column represents a category that the player is collecting. The rule for stacking columns: **A fierce woman card can be put in a column only if it contains the same category as all other cards in this column.** Thus, all cards in a column must have one category in common, and that is considered to be a column in that category. The player cannot collect two columns of the same category.

In the example above:

Jagoda is collecting four columns, and so far she has played eight cards. All cards in the first column have the blue category, so this is a blue category column. Only those cards that have the blue category can be put in this column.

Jagoda's second column is orange. Only the cards that have the orange category can be put in this column.

The third column has not been defined yet, so Jagoda can choose a card with either the pink or the turquoise category. Such columns are considered undefined, and at the end of the game they are not scored since they do not have a category. As soon as Jagoda puts a card with the pink or the turquoise category in it, it becomes a defined column which is scored at the end of the game. (Sometimes, several cards can be put in a column before it is defined. For example, Ruža's middle column has not been defined yet even though it contains two cards.)

The fourth column has been defined by the first card and it is a column in the green category. Jagoda can only put cards with the green category in that column.

End of the game:

The game ends when the player whose turn it is to play cannot draw a new card from the table, i.e. there are no cards left in the open piles. (That means that for 3 or 4 players the game ends when they put the tenth card on the table, and for 5 players when they put the eighth card.) The game then ends and the points are counted. The player who has the most points wins.

Scoring:

The cards in undefined columns are worth zero points.

The remaining cards are counted as follows: **Each card in a category is worth as many points as the number of columns that have been collected in that category.** For example, if a category was collected by three players, then each card in that category is worth three points. If a category was collected by only one player, then each card in that category is worth one point.

In the example above:

Jagoda has a column with four blue cards, a column with two orange cards, and a column with a green card (the undefined column is not counted, i.e. it is worth 0 points). Blue cards have been collected by three players, so each card in this column is worth three points. Orange cards have been collected by two players, so each card in

the orange column in worth two points. Only Jagoda has been collecting green cards, so the cards in the green column are worth 1 point.

Total Jagoda's points: 4 blue for 3 points, 2 orange for 2 points, and 1 green for 1 point = $4 \times 3 + 2 \times 2 + 1 \times 0 + 1 \times 1 = 17$ points

Total Višnja's points: $4 \times 2 + 1 \times 2 + 1 \times 3 = 13$ points

Total Ruža's points: $3 \times 3 + 2 \times 0 + 1 \times 0 = 9$ points

Jagoda is the winner!

Action cards:

Action cards change the rules of the game and introduce unpredictability and more complex strategies. For your first game we recommend playing without action cards.

An action card is played in a regular move instead of a fierce woman card. Each card contains a description of how to play it and what its effect is.

Action cards are not scored, even when they are in a column, but their effects often affect the scoring of fierce women cards.

Action cards are the following:

- **Any** -> **min** – Put this card in your defined column. From now on, this category is worth 1 point during the whole game.
- **Solo** -> **max** – Put this card in your defined column of a category that no one else besides you is collecting. From now on, this category is worth maximum points during the whole game, regardless of how many other players are collecting it.
- **2x by number** – Put this card in your defined column. All columns in the game that during the counting contain as many fierce women cards as this column are counted double. For example: at the end of the game we check how many fierce women cards are in the same column as this action card. If there are three cards, then all columns in the game that have three cards are counted double.
- **Removing columns** – Each player has to remove one of her columns from the table. If she does not have any columns, she does nothing.
- **Removing cards** – Each player has to remove two of her cards from the table. If she does not have two cards, she removes whatever she has.
- **Popular** -> **min** – Category cards that have been collected by all players

are worth 1 point.

- **Collect 5 or more** -> **+1** – If the player who played this card has at least 5 defined columns at the end of the game, each card is given +1 point. Keep in mind that a player cannot collect the same category in two columns, so for this action she has to have at least 5 categories.
- **Reshuffling** – After playing this card the player can reshuffle all her cards on the table. She can put them in other columns as she pleases, but she cannot reshuffle those columns that contain other action cards.

Clarification of some terms:

- **Defined column** – the column that a player is collecting which has a uniquely defined category.
- **Maximum points** – as many points as the player has
- **When an action card changes the value of a category** – then it does not matter how many players are collecting this category. The action card rule always overrides regular game rules.
- **Scoring occurs at the end of the game**, including the action cards that affect the scoring.

Two-player variant

The rules are the same as for three players, except that the moves of the fictitious third players are simulated according to a simple algorithm. The fictitious player has no initial cards. When it is her turn to play, she always draws the first free cards from the left open pile and puts it in her leftmost column. If she cannot put the card in her leftmost column, she then tries to put it in the next one, i.e. if she cannot put it in any of the existing columns – she opens a new one. The fictitious player's points are also counted at the end of the game – and she can even win!