

# Spatial Shapes

## A VIZ GAME IDEA

For more information go to: <http://viz.bd.psu.edu/viz/>

### Description & Background:

Spatial Shapes was modeled after the card game Spoons. The objective of Spatial Shapes is to obtain four cards from the deck that represent the same shape, only in different positions. Players determine if the shapes match by mentally rotating the shapes on the cards and also evaluating features of the shape.

**Players:** Three to five.

### Materials:

- Deck of Spatial Shape cards
- Poker Chips
- Scorecards

### Objectives:

- To get 4 cards of the same shape and obtain a chip.
- Explain strategy used to identify shapes.
- Complete the scorecard.

### Roles:

**Dealer:** Deals the cards to every player; draws from deck to keep game moving. The dealer changes clockwise after a player obtains a chip.

\* There should always be one chip less than the number of players in the center of the table, so when a player leaves the game, a chip must be removed from the middle.

## Instructions

### Setup:

Place the chips in the center of the playing area (one chip less than the number of players). The youngest player deals first. After shuffling the cards, the dealer will then deal five cards to each player. The dealer keeps the deck on his/her right. This becomes the draw pile for the dealer.

### How to Play/Rules:

Dealer draws a card from the top of the deck to start play. A player can only have 5 cards at a time, so the dealer must discard a card to the player on his/her left. The player on the left repeats this process (always drawing from the discard pile to his/her right and discarding to the left). If the dealer's deck becomes exhausted, the dealer must continue the game by picking up from the discard pile on his/her right.

This goes on, increasing in speed, until a player receives four cards of the same shape. After that player has discarded and has the four shape cards in hand, he/she must immediately grab a chip from the center. As soon as one player has grabbed a chip, all the other players must immediately do the same. All players who grab a chip get to mark their scorecard in the manner stated below. The player who did not obtain a chip does not mark their card. A player leaves the game when his/her card is completely filled. After scoring, the player who matched the set shows the other players their set and explains how they are a match, explaining the strategy used to recognize the set.

### Scoring:

Everyone who obtains a chip for the hand crosses out a letter on their score card, beginning with "S" and continuing until the word S-H-A-P-E-S is entirely crossed out. The first person to cross out the entire word wins and sits out of the game. The game continues until everyone has crossed out the entire word. Then shuffle up and deal again!