



a game of connections between
abstract images, senses, and concepts.

Information

X2Y is a game that promotes making connections between abstract images, senses, and concepts.

the front of the cards show one of the five senses: see, hear, touch, taste, and smell. the back of the cards show abstract symbols with no defined meaning.

X2Y comes with multiple ways to play, as explained on the InstructionN cards. we encourage our players to come up with new ideas to play and tweak the games to your group's play style.

more games and information can be seen at starcapgames.com



SenseS



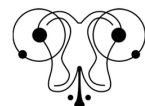
touch



taste



smell



hear



see

InstructionN

playstyle two

the starting player of the round draws a card and says a concept that matches the shape and sense.

all players then take turns stating a connection to that concept until a player hesitates for three seconds or says a non-matching concept. the losing player gets the card as penalty.

the last player with no cards wins.

for a faster game, eliminate all losing players until only one person remains.

example idea connection: this card looks like it would feel like jelly. jelly is a food. food is body fuel. gas is car fuel, etc.

InstructionN

playstyle one

the goal of each round is to have more ideas between your source image and your final idea than any other player.

to start your turn, pick a card. state out loud an idea based on the sense and image on the card. starting with that idea, you come up with other connected ideas for thirty seconds.

if you hesitate for three seconds or more, another player may shout out an idea, which counts for their total.

whoever has the most connections of ideas at the end of a round wins.

example idea connection: this card looks like it would taste like pizza. ham goes on pizza. ham is from pigs. pigs are animals, etc.

InstructionN

playstyle three

remove one card of each symbol and place it in a deck between all players. split the remaining cards between all players to make personal decks. they draw five cards from this deck.

the number of filled in circles in or around the symbol (not the card border) is the card's value. values are 1 to 5, with 10 cards of each value.

each turn, reveal a card from the deck. that symbol is a 6 value this turn. players choose a card and place it face down, then reveal at the same time. the highest value gets all played cards put into their deck. ties split reward. draw and repeat.

the last player with cards wins.

InstructionN

playstyle four

the deck of cards is split between all players to make their hands.

players select a card from their hand, place it face down in front of them, and pass their hands clockwise. this repeats until all cards have been placed in front of players.

once all cards are placed, players reveal all cards in front of them. players get a point for each pair of symbols, two points for a triple, and ten points for five matching symbols.

play three rounds. highest points wins.

InstructionN

playstyle five

draw a card and place it in the view of all players. all players write down words that they associate with the image based on the card's sense in a place that cannot be seen by other players.

after thirty seconds, players stop writing and reveal their lists.

if exactly one other player has a word on their list that you have on yours, both players get five points. if a word is on more than two lists, each player with that word gets one point.

play three rounds. highest points wins.

InstructionN

playstyle six

give each player ten cards, one card for each different symbol. choose a player to start.

the starting player selects a card and places it face down in front of them. they use a word or phrase to indicate which symbol they put down.

the other players all select one of the symbols from their hand to place face down. once every player does, all cards are revealed.

if no player or every player got the symbol right, no points are given. otherwise, all players who selected the correct symbol get a point.

highest points wins.

