Eugene and Tatyana

Redesign of *The Rejects of Thri Sahashri*

2 players, 45 min.

Eugene tries to understand Tatyana's feelings...



Memory card: *1 – number, 2 – color, 3 – picture, 4 – text, 5 – special effect*

Components

– 2 character cards (Eugene and Tatyana)
– 35 memory cards in five colors (7 of each)
– 5 rejects, one of each color
– rulebook

Game overview

The game is played in three batches. Each batch starts with that Tatyana draws four memory cards at random and place them in a row face down; these represent her feelings. Eugenes mission is to correctly guess which colors these cards are. Tatyanas' goal is to give Eugene hints.

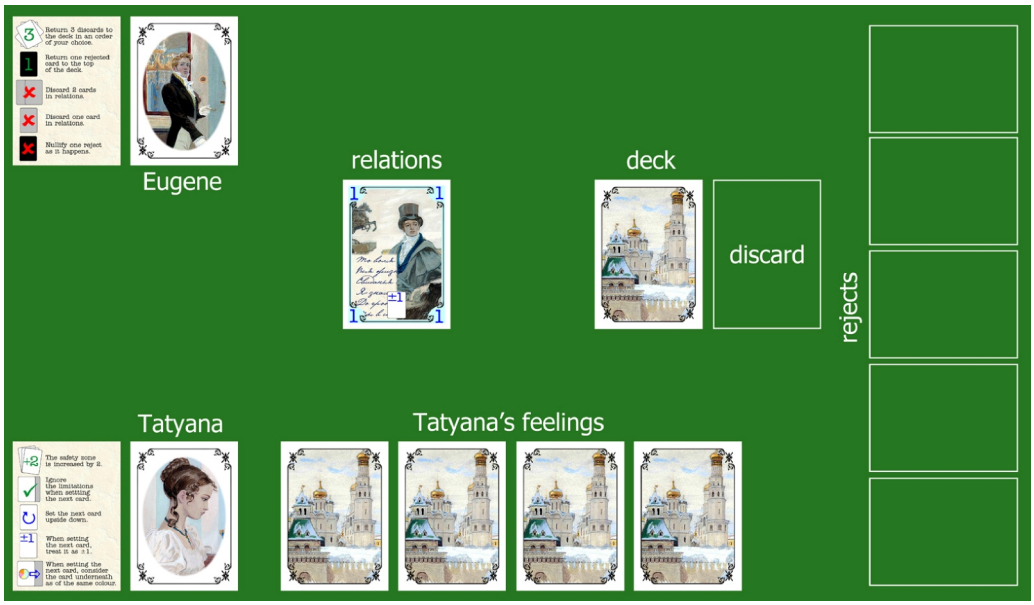
Every round, the Eugene player starts by drawing cards and putting them together in a puzzle. When he's done, Tatyana is to "reply" by taking one of the cards in the puzzle and place beside her feelings in order to reach a certain number total; her feelings and these added cards should form a poem. This is repeated round after round, until Tatyana's poem is complete, and at that point, the puzzle must contain exactly the colors in Tatyana's feelings, and none other.

This is played in three batches, as Eugene dives deeper and deeper into Tatyana's consciousness, and during the third batch there is an extra rule that makes it hard to beat. If the players manage to complete all three batches without losing, then Tatyana is saved and the players win.

But in the pile of cards Eugene draws from, there are rejects that make things difficult. The rejects threaten to remove cards from the game, which means they destroy Tatyana's ability to hope, and the possibility for Eugene to guess. Also if all five rejects are drawn, the players lose immediately.

Eugene and Tatyana is a very unusual card game, and it might be hard to get a good grasp of everything on your first try. Therefore, take good time to read the rules and have the cards close by as you do so, so you can get a visual sense of the game.

Preparations



1) Decide who will play Tatyana (the girl) and Eugene (the boy). These roles will not switch during the game. Eugene's role is slightly more complicated than Tatyana's, but both players must stay sharp. Players take the corresponding character cards.
2) Shuffle the pile with memory cards. Draw the top card and place in the middle of the playfield, face up. It's on this card that Eugene will build the puzzle; and this puzzle is called the relations.
3) Now Tatyana draws four memory cards without showing Eugene, and lines them up in one horizontal row in an order she chooses. These 4 cards are called Tatyana's feelings cards, and the order matters, the left card is the first, the right card the last. Tatyana may always look at her feelings cards during the game, but cannot show them to Eugene unless the rules say so.
4) Shuffle the rest of the memory cards together with the five rejects, to make a face down deck. Apart from the relations, that will take up space, you will need space enough for a row of drawn cards, a small row of drawn rejects, a score pile and a discard pile.

Flow of the game

The game is played in three batches. Each batch consists of several rounds.

Each round, Eugene first takes his turn: he draws cards from the deck and builds a puzzle as much as he wants to. Then Tatyana takes her turn by taking one of the cards from the puzzle and place by her feelings in order to make poem. This is repeated until Tatyana has completed all her four rows in her poem, and the colors in the puzzle correspond

with Tatyana's feelings. If that happens, the batch ends. Three batches are played, and if the players complete these, they win.

If the deck is depleted when a round starts, if all five rejects are lined up, or if Eugene can't put one single card in the puzzle, the players lose. During the third batch there is also an extra rule: Tatyana must complete a poem column each turn. Failing to do this also causes the players to lose.

Eugene's turn 1 – draw cards

Eugene starts with drawing any number of cards from the deck, one by one, lining them up before him in order. He does not want to draw too few, as that will lessen his abilities to put cards in the puzzle (relations) in a way that will give him hints, but if he draws too many, the draw deck might run out.

Note: The memory cards have special effects. These effects are not applied when Eugene draw the cards. Instead, only the effects of the cards that Tatyana has chosen may be applied – see later in the rules.

The love destroying rejects

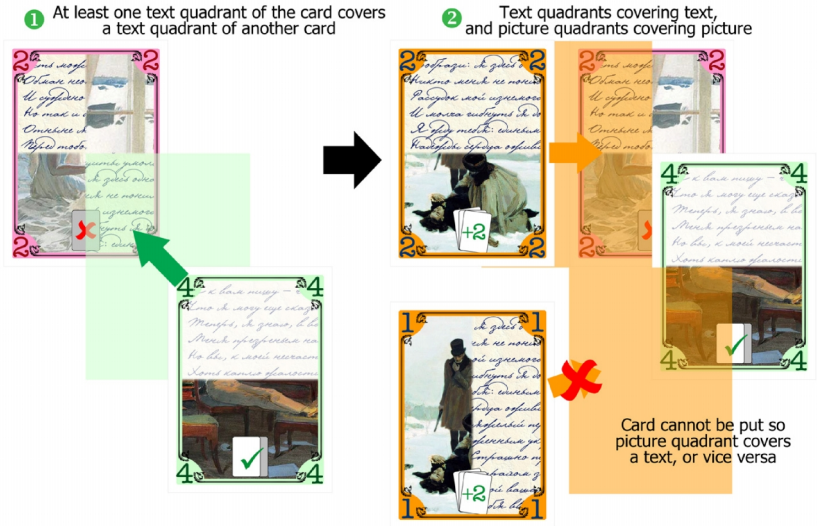
If Eugene draws a reject, nothing happens right then, but when Eugene has finished drawing cards, it's put aside, in the reject row. From hereon, all memory cards of that color that should be discarded (regardless of reason), must instead be placed under this reject card (destroyed by the reject), and they risk being removed from the game completely. You may not look at destroyed memory cards unless the rules allow you to.

But, the more rejects revealed, the safer the players are: the first cards that Eugene draws each turn, up to as many rejects that are revealed, are called the safety zone. Rejects that are drawn within the safety zone are not put in the reject row when Eugene has finished drawing; instead they are discarded.

When Eugene has finished drawing, and rejects have been put in the row/discarded, it's the next step:

Eugene's turn 2 – put cards in the relations

From the cards he has lined up, Eugene must now take at least one and put in the relations, following the rules below. He may put in one, more, or all of them, in any order, but he must put in at least one. Failure to do so means the players have lost.



What Eugene wants to achieve when building the relations is to create as many possibilities for Tatyana, when she must choose one card from the relations to remove and place by her feelings cards. Hence, you want a wide range of colors and numbers. Eugene also wants to create a connected "block" of same-colored cards whose numbers add together to exactly 7. See later.

All memory cards are divided into four quadrants, each quadrant is either text or picture. Text represents Tatyana's letters. What Eugene does is understand these letters by letting them cover up each other.

When Eugene puts a card in the relations, it must be put so that at least one text quadrant of the card covers a text quadrant of another card already in the relations. Also, all other parts of the new card that covers cards in the relations must also fit: text quadrants covering text, and picture quadrants covering picture. The card must also be placed facing up, not upside down or sideways.

Or in other words: a card cannot be placed so that it doesn't cover anything, nor may it only cover picture quadrants of the relations, and it also cannot be put so picture quadrant covers a text, or vice versa.

As long as the card fits, it's perfectly legal to place a card so that it covers other cards on all four quadrants. It's also legal to put a card so that a previous card is fully covered. The only exception is that you cannot cover one card with another (quadrant identical) card directly on top of it, without at least one other card partly lying in between.

Cards that are fully covered and thus are not visible, count as "not there", as if they weren't in the relations at all.

When Eugene has finished building, any cards in his line that he didn't use are discarded. Do remember that if there are any rejects in the reject row, cards of those colors are not discarded, but instead destroyed: placed beneath their reject. And remember that you cannot look at these cards once the reject has them.

Understand feelings

If Eugene manages to build a *connected block of same colored cards that add up to exactly 7*, he knows one of Tatyana's thoughts, and gazes into her heart.

"Connected block" means that the cards must cover each other – each card of the block must touch and cover at least one other card of the block. Being adjacent is not enough, and no card of any other color must lie in between any of the cards in the block. The total number must be exactly 7 and not more or less.

And to be very precise: **This can only happen the moment Eugene puts a card in the relations**. It does not happen if such a block is created because a card in the relations is removed (by Tatyana or a card effect).

If this happens, the follow immediately happens, temporarily interrupting Eugene's puzzling:



1) The reject of that color is forgotten

If there's a reject of that color in the reject row, that reject is now forgotten for the remainder of the batch; turn the reject card sideways to mark this. All memory cards that were beneath it are now put in the discard pile. The reject is regarded as not being in the reject row at all (hence, the safety zone shrinks and cards of that color are discarded as normal), but if it's the third and last batch, the reject is instead completely defeated, and the reject and all cards beneath it are instead put in the score pile.

2) Tatyana shows a part of her feelings

Tatyana now chooses one of her face down feelings cards of that color and turns it face up. If she doesn't have a face down feelings card of that color, nothing happens. If she has several, she just turns one of them. This feelings card will become points at the end of the batch, and it's very important to collect points in order to beat the third and final batch of the game.

If there were any turned (used) poem cards by the feelings card that Tatyana turned face up, these are now refreshed and their effects can be used again. Poem cards are the cards that Tatyana place by her feelings cards, which is what we explain now.

Tatyana's turn 1 – form poem columns

Tatyana must now take any (visible) card from the relations to form a poem column. The card she takes will also become a hint on what she has in her feelings. She may take any card from the relations, even a card that is partly covered. She cannot, however, take a card that is fully covered, even if she knows it's there; remember that cards that are fully covered count as not being in the relations at all.

What Tatyana must achieve is to create a poem with the rhythm 7-7-7-5. In other words, she must make four columns of cards, so that the numbers add up to 7 in the first three columns, and 5 in the last. Tatyana's four feelings cards are the first card in each of the four columns. So when Tatyana takes a card from the relations, she places it beside the corresponding feelings card. When the number total for the feelings card + added cards add up to 7 (or 5 for the last column), that column is complete. When all four columns are complete, the whole poem is complete.

Tatyana must create the columns in order – she starts putting cards upside the left feelings card in her horizontal row, and cannot build on the next until the first column is complete.





The cards that Tatyana takes from the relations and place by her feelings cards are put face up. They are called **poem cards** (hence different from the feelings cards).

If Tatyana places a poem card of the same color as the feelings card of that row, that feelings card must be turned face up. Then she turns the feelings card sideways to mark that it was not revealed due to Eugene's understanding. However, if the feelings card was already face up, she does not need to turn it sideways.





The poem must not exceed its rhythm: Tatyana cannot put a poem card that causes the row to me 8 or more (or 6 or more for the last row). If she takes a card that would cause the current column to become too long, she must instead discard the card (or put it beneath the reject, if the reject of that color is present in the reject row). Tatyana may on purpose take a card with a too high number if she doesn't want to build on the poem, but if she takes a card that may be placed as a poem card, she must. Just remember, one column must be complete before she can build on the next, and they must be built in order.

If Tatyana completes a poem column, she must announce this aloud to Eugene. If she completes the third column, and her fourth feelings card is a 5, the fourth column is automatically complete too, and she must say so too.

When Tatyana has taken a card from the relations, and put it as a poem card (or discarded, if the number was too high), and announced whether the current column is complete or not, she proceeds to the next step.

The Poem Cards' special powers

The power (effect) of the poem cards that Tatyana has put in the columns, can be used by Eugene **anytime during the game, with any timing**. All powers are one-time use: Used poem card should be turned sideways to mark that they're used – they still count as poem cards for all other purposes, but the effect cannot be used again. The only way to refresh used poem cards is if Eugene understands (see the rules above); if he does, and Tatyana gets to turn face up

one of her feelings cards, all poem cards by that feelings card will be refreshed, and their powers may be used anew.

If the relations is split or runs out

It may happen, by card effects, or when Tatyana takes a card, that the relations is split in two or more chunks, that are not connected by overlapping cards. If this happens, regardless of reason, **Tatyana must immediately choose one of the chunks to remain, and the rest is discarded** (don't forget the reject rule, though!)

If the relations should out of weird reasons run out of cards, the players have immediately lost.

Tatyanas turn 2 – announce result

Now Tatyana must say if the batch is finished or not. The batch is finished if:

1) **Tatyana's poem is complete** (all four columns)
2) **The relations corresponds to Tatyana's feelings:** The cards in the relations contains the colors, and only the colors, that Tatyana's feelings cards have. How many of each is irrelevant; even if Tatyana has 2 green feelings cards, it's enough with 1 green in the relations.

If the batch isn't finished, a new round starts, with Eugene's turn (draw cards, put into the relations). If the deck is depleted when a round starts, the players have lost.

Special rules for the third batch

During the third batch, Tatyana must complete one poem columns each round. If she fails to do so, the players have lost. However, during the third batch only, Tatyana may, each time she builds a poem column, take any number of cards from the score pile and also use them. She may still only build one columns per turn; the only exception is if her fourth feeling card is a 5, that auto-completes the last row. Thus, the third batch will only be four rounds, sometimes just three.

Also, if the relations don't correspond to Tatyana's feelings the same round as her poem is completed, the players have lost.

If the batch is finished, then this happens:

1) All face up feelings cards that are not turned sideways (i.e. all those who were revealed due to Eugene's understanding), are put into a score pile. If this was the third batch, this now finishes the game, and you can proceed to final scoring.
2) All cards in the relations, all remaining feelings cards, and poem cards are discarded. Remember the rejects: cards of a color whose reject is present in the reject row are not discarded, but put beneath the rejects, unless, of course, that reject is turned sideways (forgotten). *Please note that the purple 3-4-5s (if you have any of these as poem cards, of course) can be used with this timing.*
3) All cards that are still destroyed by the rejects, are completely removed from the game – the rejects destroy them for good. Put destroyed cards back in the box.
4) Forgotten rejects (turned sideways) now return – to plague you again.
5) Next batch is prepared, in the same was as during preparations, with the difference that the roles stay – Eugene remains Eugene and Tatyana remains Tatyana. Also, the rejects are usually already in the deck, so if you happen to draw a reject as the first card in the relations or as one of Tatyana's feelings cards, just draw a new one and then shuffle the deck.

If the players complete all three batches (not forgetting the special rules for the third batch) you proceed to final score calculation.

Final score

The final score is simply the number of cards in your score pile. Number, color, whether the cards are rejects or not, is irrelevant. As a reminder, the only cards to end up in your score pile are feelings cards that have been revealed due to Eugene's understanding, and the rejects (and the cards they had destroyed) that were defeated during the third batch.

You still count as having completed the game regardless of your score, but you can always try to aim for a top score for a flawless victory:

– Normal Ending: **0–3 points**
– Good Ending: **4–10 points**
– Happy Ending: **11+ points** and at least 2 rejects defeated.

Reminder: Loss conditions

The players lose if:

– the deck is depleted when a new round starts,
– all 5 rejects are in the reject row,
– Eugene cannot place one single card in the relations during his turn,
– the relations runs out of cards,
– during the third batch, Tatyana cannot complete a poem column during her turn,
– during the third batch, the relations doesn't correspond to Tatyana's feelings when her poem is complete.