Game Title: C.I. Attributes   **Number of players (min. 2):** 2-4 players

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Objective (Do you want to make players think? Teach them something? Heighten awareness? Provide entertainment opportunity? Convince? This is not a topic, it is what you hope to accomplish through the player's experience of the system of the game.) Less is more here, for a very short game!

For players to become aware of problems in society and gain some knowledge of things or attributes needed to solve or ~~understand~~ improve them.

Aesthetics (desired subjective experience for players):

1) Story or theme:

Problem Solving through Civic Intelligence

2) Relative balance of luck (chance, risk) and skill/knowledge (describe the game mechanic):

Some luck because it involves dice and pulling cards. Strategy with exchanging cards and when.

3) Desired player emotions, including degree of competitiveness:

Awareness of world Events/Problems
Associate human attributes needed to solve stated problems.

Rules I: How play proceeds (how pieces move, turn taking, strategies, etc.; start with how the game begins, include how play progresses. Use back if necessary) 2-4 players required to play.

1. Roll dice to see who picks problem first. This person will also start game.
2. Rotate clockwise
3. Roll dice to navigate around board clockwise.
4. Apply to box when indicated
5. Repeat until all combinations of attributes and solve problem to win.
     Game Play.

Trading: can trade w/ anyone playing - Trading is a choice for person landed on box
must complete 1 board rotation before trading
Trade 1 card per turn.
Player who lands on box request any attribute, if requested card not in hand then
 no trade occurs. If player requested trade and card obtained then he/she must
discard a card to the player he/she took the card from.

Go Hole: Lose a pattern / combination
Lose Card: Place attribute back in deck
Pick card: Pick from attribute deck   Pick a card when you pass go.
Lose Turn: Skip next vote
Free Pattern: Pick combination

Rules II: How play ends (how the game ends, how winner – if any -- is identified):
Player who collects all attributes and combinations to solve problems first wins the game!!