VENN

1-6 players, **30 minutes**, a roll & write by **LEISEUS//analog.memories**

VENN is a competitive roll & write game where you fill in numbers in sections using 5 polyhedral dice. To score a section, all numbers in it must fulfill a condition. If they don't, the section will score minus points. As you can guess by the title, the sections overlap, meaning that certain numbers are located in multiple sections and have to fulfill multiple conditions!

COMPONENTS

- Set of Polyhedral dice (D6, D8, D10, D12, D20)
- Start player pyramid (D4)
- Player sheet
- Common sheet

SUMMARY

- On a turn, the start player rolls the dice and chooses a condition to fill in a section, followed by others. All players use the results of the dice to fill in numbers in the circled spots.
- Once a condition is chosen for a section, the section can score points, but only if all the spots of that section are filled AND satisfies that condition. If not, they become penalty points.
- The scoring of a section depends on the value of the section, condition and condition multiplier.

GOAL

- Most points is the winner.

PLAYER SHEET

[insert picture]

- *Section*: each color is a section.
  - *Circles*: There are circles in the sections and PARK. Players can fill in numbers here. Circles in a section belong to that section.
  - *Bold circles*: There are three circles with a thick black border. Each player starts with the same numbers in these bold circles.
  - *Overlapped sections*: Sections can overlap in certain parts. These circles in these parts belong to all the sections there.

- *Condition fields*: Players will fill in the condition for that sections.
- *First-bonus*: Each section has one. This will be circled by the player who filled in all the circles in that section - and crossed off by the rest.
- *Different numbers-bonus*: Each section has one.
- *Section points*: Each section shows how much that section is worth.
- *Score square*: This is the multiplier for the section-points.
- PARK:
  - *Circles*: Players can fill in numbers here to *park*.
  - *Bonus pairing-points*: Points players score when circles of that pair are filled in.
- SUM of dice:
  - *Amount of dice*: The amount of dice used to get to a value.
  - *(Check)boxes*: Shows how many times the combination is used.
  - *Most-crossed-off-bonus points*: Points player score when they used the combination the most.

COMMON SHEET

[insert picture]

- *Conditions*: The types of conditions for sections.
- *(Check)boxes*: How many times a conditions is used.
- *Points*: the multiplier for a section if that condition is satisfied.

SETUP

- Give everybody a player sheet.
- Put the common sheet in the middle of the table.
- Give the start player pyramid to the start player, the one who can draw the coolest Venn diagram.

- Roll the 5 dice to determine the starting numbers..
- Everybody fills in the following in the black-bordered circles in their player sheets:
  - Grape + Crimson Red (left): D6+D12
  - Teal + Lime Green (upper right): D8+D10
  - Cobalt Blue + Munsell Blue (lower right): D20

[insert picture]

GAMEPLAY

1. Roll the dice.
2. PHASE 1 (conditions): Choose a set condition.
- Starting with the start player, each player crosses off a condition and fills that in a section.
3. PHASE 2 (numbers): Fill in numbers.
- In an empty circle (in a section or PARK)
- Apply bonuses when a section is filled.
4. Pass start player pyramid to the next player.

ROUND DETAILS

START PHASE: Roll the 5 dice.

PHASE 1: Conditions (common sheet)
Players choose a condition to fill in a section:
- The start player may cross off one set condition and fills that condition in any empty condition field.
- Every condition can only be crossed off a certain time, depending on the player count, A player is not allowed to cross off a condition more than once.
- Once a player has chosen a condition (or skipped), the player to their left will choose and cross off a condition.
- This will repeat until all players had their turn.

PHASE 2: Numbers (player sheet)

All players fill in numbers on their sheets using the results of the dice. This happens simultaneously.

[insert picture]

- Filling in numbers in an empty circle:
  - The number can be the value of one die or the sum of multiple dice.
  - All dice values must be used exactly once.
  - If you use the sum of 3 or more dice, you cross off one of the corresponding boxes in SUM. If you cross off a box with a number in it, you can write down that many extra values that turn and use a value of a dice twice.
  - Numbers can also be filled in an empty PARK-circle instead of a one in a section. These can be the value of a die or the sum of multiple dice. These numbers are parked to be used later.

[insert picture]

- Using PARK numbers:
  - At any time in PHASE 2, you can move numbers you have parked into the left-most empty circle in a section. These numbers may not be modified in any way or used as a part of a sum. Once a PARK-value is used, cross off the number and the points-square next to it.
- If all circles of a section are filled in:
  - Circle the 1st bonus-square if in no earlier round a player has claimed this bonus for that section. Multiple players can have this bonus in this round round. Then all other players - who don't finish the same section this round - cross off the 1st bonus square of that same section and can't get it anymore.
  - Circle the difference-bonus if there are no equal numbers in that section.
  - Look up the points you get for that condition. Increase that number by one

or two depending on the bonuses received for that section.

END PHASE: Change start player

The player with the start player pyramid passes the pyramid to the player to their left and a new round starts.

END OF GAME

The game ends after the round somebody has filled all circles in the colored sections (PARK-circles doesn't count). Players check their scores and most points is the winner. In case of a tie, the person who has the most conditions filled in wins. If there is still a tie, the one with the least empty circles (both sections and PARK) wins.

SCORING

The total score of a player consists of the following:

SECTION scores.

- Each section is worth as much as the section points multiplied by the condition score (+ bonuses). For each section to score, it has to satisfy the following conditions:
  - A condition is filled in the section.
  - All the circles must be filled in with numbers.
  - All numbers satisfy the condition in the section(s) they are.

  For example: The TEAL-section is worth 6 points. If a player has filled in the LOW-STRAIGHT condition for that section as well as all the circles are filled with numbers that satisfy that condition as well as being the first to finish that section, then that player will get: 6x(2+1+1+) = 6x4 = 24 points.
- A section score minus points when:
  - A condition is filled in the section.
  - At least one circle is empty in that section OR not all numbers satisfy the condition.

SUM of dice bonuses

- Most boxes crossed off will give as many points as in the grey numbered square next to the boxes.
- If multiple players have the same most, they will all get those points. *For example, most use of the sum-of-4-dice will result in 7 points.*

PARK bonuses

- For each pair not used, the pair will score the number of the square between the two circles.

For example: the second pair of numbers will score 7 points - if they are not both crossed off.

CONDITIONS

For the condition in a section to score, each circle has to have a number that satisfies that condition.

- **Prime**: Prime numbers, so numbers that are only divisible by 1 or itself. The possible (sum of) dice results are: 2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37.
- **Even**: Even numbers. Examples are: 2,4,6,8,10,12.
- **Odd**: Odd numbers. Examples are: 1,5,7,11,15,17.
- **Low/high straight**: If all the numbers in a section can be ordered in such a way a consecutive number sequence can be made. Low/high refers to the numbers used, in low all the numbers are allowed, in high, only the numbers 9 and higher. For example, the set 10,6,8,9,7 could satisfy LOW STRAIGHT, but not HIGH STRAIGHT.
- **Range 2/3/4**: The difference between the highest and the lowest number in that section is 3,4 or 5. For example, the set 3,6,6,7 satisfies the RANGE 3 and the RANGE 4-condition, but not the RANGE-5 condition (7-3 = 4).
- **Divisible by 3/4/5/6**: All numbers are divisible by 3,4,5 or 6. For example, the set

6,6,12,18 would satisfy both /3 and /6 condition.
- **Low/Mid/High equal**: All numbers in that section are equal. Low/mid/high refers to the height of the value.
- **Values ≤ 3/5/7/11**: All values in the section are lower or equal than 3, 5, 7, or 11.
- **Values ≥ 6/12/16**: All values in the section are higher or equal than 6, 12 or 16.

SOLO MODE
- All rules are the same, except:
    - Start-player pyramid is not necessary.
    - When crossing off a condition to fill in one in your sections, you have to cross off another condition with the same value. If there is no condition of the same value, one of a lower value can be crossed off.
    - Sum of dice will only score if you have at least half of the boxes crossed off.

VENN
player sheet

Cy *chrome yellow*
SCORE 3x ☐ 1ST +1 ≠ +1 *condition*

Cr *crimson red*
SCORE 3x ☐ 1ST +1 ≠ +1 *condition*

Lg *lime green*
condition

SCORE 4x ☐ 1ST +1 ≠ +1

D6+D10

Te *teal*
condition
SCORE 5x ☐ 1ST +1 ≠ +1

D6+D12

Gr *grape*
SCORE 2x ☐ 1ST +1 ≠ +1 *condition*

Mb *munsell blue*

D20

condition
SCORE 6x ☐ 1ST +1 ≠ +1

Kh *khaki*
SCORE 5x ☐ 1ST +1 ≠ +1

condition

Cb *cobalt blue*
condition
SCORE 5x ☐ 1ST +1 ≠ +1

Mb *mulberry*
condition
SCORE 3x ☐ 1ST +1 ≠ +1

player name

SUM
most used will score points.
you can use extra dice
when you cross off a number.

3 dice	6		1		1	1	2	3
4 dice	7	1	1	2	2	3	3
5 dice	8		1	2	3	4

PARK
and use these numbers later. non-used pairs score.

4   7   9   4

conditions

□ □ □ **2** **/3**
numbers divisible by 3

□ □ □ **2** **/4**
numbers divisible by 4

□ □ □ **3** **/5**
numbers divisible by 5

□ □ □ **3** **/6**
numbers divisible by 6

□ □ □ **2** **LOW EQUAL**
numbers of the same value (1-6)

□ □ □ **3** **MID EQUAL**
numbers of the same value (7-12)

□ □ □ **5** **HIGH EQUAL**
numbers of the same value (13+)

□ □ □ **1** **PRIME**
numbers only divisible by 1 and itself

□ □ □ **1** **EVEN**
numbers divisible by 2

□ □ □ **1** **ODD**
odd numbers

□ □ □ **2** **LOW STRAIGHT**
straight using 1-8

□ □ □ **4** **HIGH STRAIGHT**
straight using 9+

□ □ □ **3** **RANGE 2**
highest-lowest difference max. 2

□ □ □ **2** **RANGE 3**
highest-lowest difference max. 3

□ □ □ **1** **RANGE 4**
highest-lowest difference max. 4

□ □ □ **3** **VALUES ≤ 3**
smaller or equal than 3

□ □ □ **2** **VALUES ≤ 5**
smaller or equal than 5

□ □ □ **1** **VALUES ≤ 7**
smaller or equal than 7

□ □ □ **1** **VALUES ≤ 11**
smaller or equal than 11

□ □ □ **2** **VALUES ≥ 6**
larger or equal than 6

□ □ □ **3** **VALUES ≥ 12**
larger or equal than 12

□ □ □ **5** **VALUES ≥ 16**
larger or equal than 16

1-2 players:
only 1 square per condition
3-4 players:
max 2 squares per condition
5-6 players:
max 3 square per condition

each player can use
each condition max once

VENN
common sheet

Cy *chrome yellow*

SCORE

3 x | 1ST +1 | ≠ +1

condition

Cr *crimson red*

SCORE

3 x | 1ST +1 | ≠ +1

condition

D6+D12

Lg *lime green*

condition

SCORE

4 x | 1ST +1 | ≠ +1

Te *teal*

condition

SCORE

5 x | 1ST +1 | ≠ +1

D8+D10

Gr *grape*

SCORE

2 x | 1ST +1 | ≠ +1

condition

Mb *munsell blue*

condition

SCORE

6 x | 1ST +1 | ≠ +1

D20

Kh *khaki*

condition

SCORE

5 x | 1ST +1 | ≠ +1

Cb *cobalt blue*

condition

SCORE

5 x | 1ST +1 | ≠ +1

Mb *mulberry*

condition

SCORE

3 x | 1ST +1 | ≠ +1

VENN
player sheet

player name

SUM
most used will score points. you can use extra dice when you cross off a number.

3 dice	6		1	1	1	2	3
4 dice	7	1	1	2	2	3	3
5 dice	8	1	2	3	4		

PARK
and use these numbers later. non-used pairs score.

4   7   9   4

conditions

☐☐☐ 2 **/3**
numbers divisible by 3

☐☐☐ 2 **/4**
numbers divisible by 4

☐☐☐ 3 **/5**
numbers divisible by 5

☐☐☐ 3 **/6**
numbers divisible by 6

☐☐☐ 2 **LOW EQUAL**
numbers of the same value (1-6)

☐☐☐ 3 **MID EQUAL**
numbers of the same value (7-12)

☐☐☐ 5 **HIGH EQUAL**
numbers of the same value (13+)

☐☐☐ 1 **PRIME**
numbers only divisible by 1 and itself

☐☐☐ 1 **EVEN**
numbers divisible by 2

☐☐☐ 1 **ODD**
odd numbers

☐☐☐ 2 **LOW STRAIGHT**
straight using 1-8

☐☐☐ 4 **HIGH STRAIGHT**
straight using 9+

☐☐☐ 3 **RANGE 2**
highest-lowest difference max. 2

☐☐☐ 2 **RANGE 3**
highest-lowest difference max. 3

☐☐☐ 1 **RANGE 4**
highest-lowest difference max. 4

☐☐☐ 3 **VALUES ≤ 3**
smaller or equal than 3

☐☐☐ 2 **VALUES ≤ 5**
smaller or equal than 5

☐☐☐ 1 **VALUES ≤ 7**
smaller or equal than 7

☐☐☐ 1 **VALUES ≤ 11**
smaller or equal than 11

☐☐☐ 2 **VALUES ≥ 6**
larger or equal than 6

☐☐☐ 3 **VALUES ≥ 12**
larger or equal than 12

☐☐☐ 5 **VALUES ≥ 16**
larger or equal than 16

1-2 players:
only 1 square per condition
3-4 players:
max 2 squares per condition
5-6 players:
max 3 square per condition

***each player can use
each condition max once***

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common sheet