Wobbly Café

Wobbly Café is a roll and write puzzle game designed by Stefan Nikolic for the 6th ROLL & WRITE GAME DESIGN CONTEST.

Players: 1 - 8 Billion
Time: 30 - 45 minutes
Components:

- 2 D6 dice
- A printed copy of the game (1 sheet is for 3 players)
- 1 pen per player
- 1 highlighter marker per player (optional)

Overview

You own a café located on the top of the tallest tree. Being on the top makes the café very unstable. You'll have to place your customers symmetrically in order to keep it in balance.

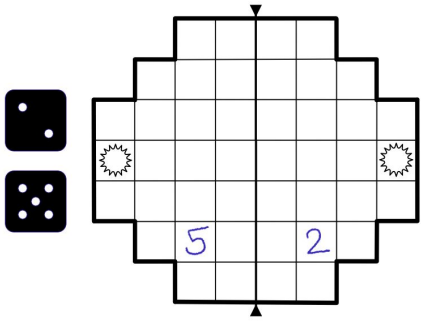
Setup

Give each player one third of a printed sheet, one pen and optionally one highlighter marker.

Gameplay

The game is divided into 3 rounds (3 floors of the café).
A round starts with the youngest player rolling the dice and announcing the numbers. These numbers represent a pair of customers that just arrived at the café.
Each player (including the one who rolled) must now place the two customers symmetrically about the middle line on their board. Write down one of the two numbers in any free space on the board, then write down the other number to a space that is in the same row, and equally distant from the middle line.

Example



Now, pass the dice to the left and repeat until the last two spaces on a board are filled.

Scoring

Your customers will give you tips if you place them close to their friends.

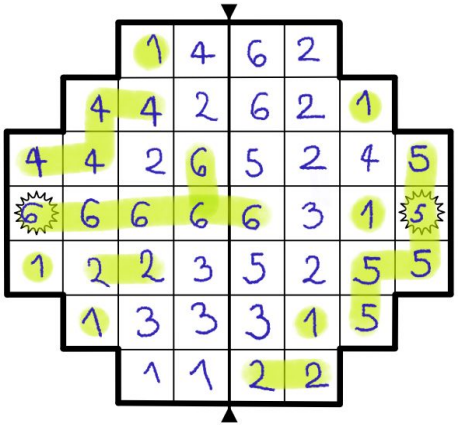
- A group of exactly 6 connected sixes will give you a $6 tip;
- A group of exactly 5 connected fives will give you a $5 tip;
- The same goes for the fours, threes and twos.
- A single unconnected one will give you a $1 tip.

Two spaces are considered connected if they are orthogonally adjacent to each other.
The shape of the group is irrelevant as long all the numbers are connected.
If you connect less or more than the exact number of required customers you won't get a tip.

In addition to that, there are spaces with a "**nice view**" - ☼
If a group includes a space with a "nice view" icon, that group will double their tip.

Optionally, use the highlighter marker to highlight the successful groups.
Write down your score, and proceed to the next round.

Example



6 x1+ 2 x2+ 0 x3+ 1 x4+ 2 x5+ 2 x6= 36

- There are 6 unconnected ones (the 2 connected ones at the bottom don't score);
- There are 2 groups of 2 twos (the 3 connected twos at the top don't score);
- No groups of 3 threes (the 4 connected threes at the bottom don't score);
- There is 1 group of 4 fours;
- Fives and sixes score double because of the "nice view" icon.
- Note that a group can be spread out over both halves of the board (sixes in this example)
- Note that diagonal connections don't count.

End of the game

The game is over at the end of the third round. Add up the scores. The player with the most points wins the game. In case of a tie, the player who scored the most in the third round wins. Still a tie? Play again!

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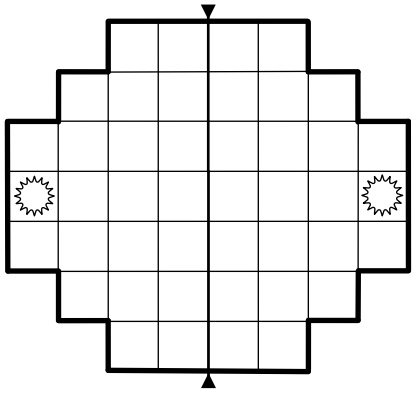
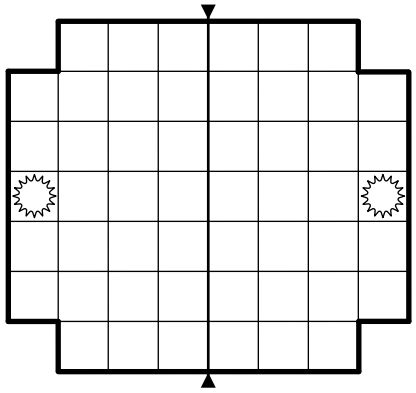
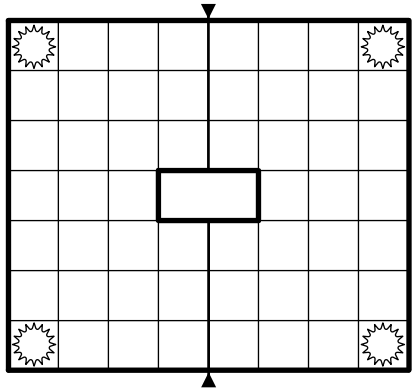


__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __

Total : __ + __ + __ = ____

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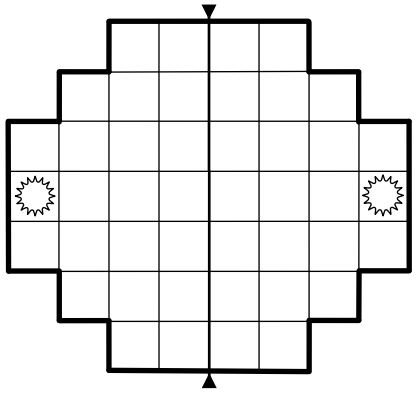
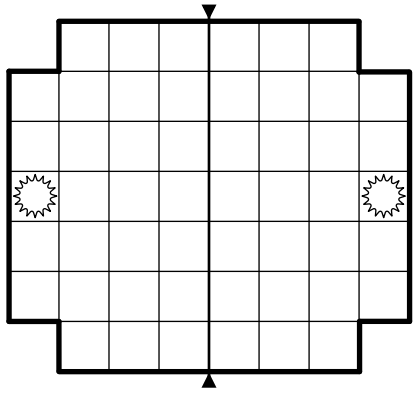
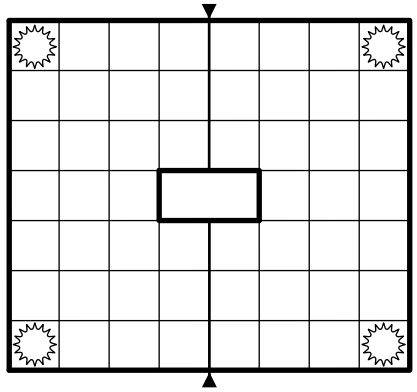


__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __

Total : __ + __ + __ = ____

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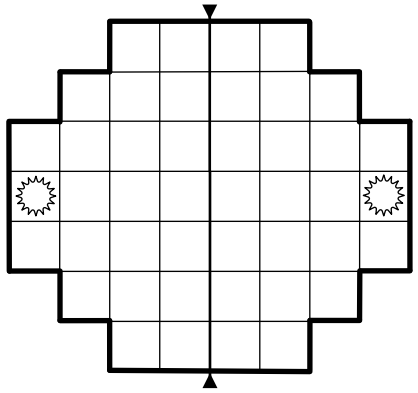
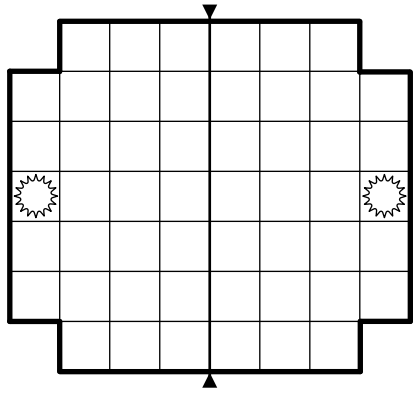
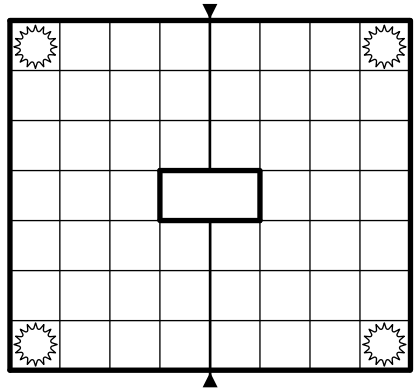


__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __



__ x1+ __ x2+ __ x3+ __ x4+ __ x5+ __ x6= __

Total : __ + __ + __ = ____