PEER-TO-PEER
CO-OP DECK BUILDING GAME
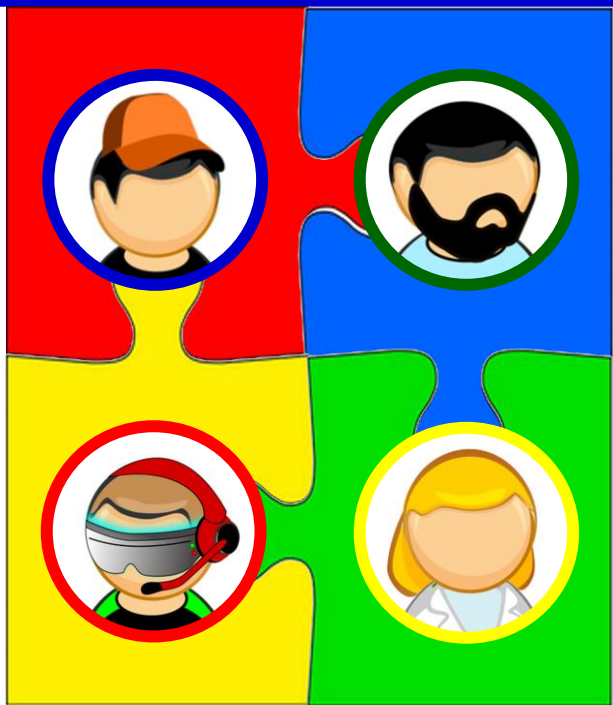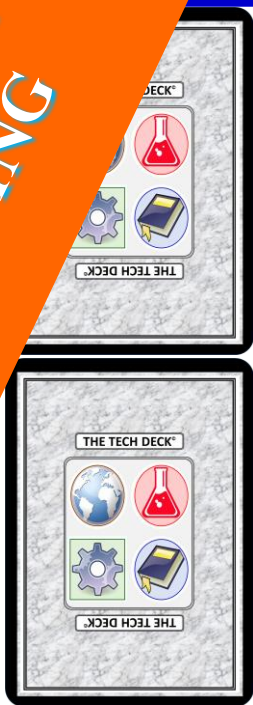
Ben Cheung, PhD

40-60 min   **1-6**   **7+**

THE TECH DECK

Playing cards debuted in 9th century China. By 1377, the French used cards with Hearts, Diamonds, Clubs, and Spades. The Tech Deck **MODERNIZES** classic playing cards by depicting 21st century concepts on each card. It is **PORTABLE** and **VERSATILE**: play games anywhere, any time with anyone. It is a **GAME PLATFORM** you can play many games with. The domains (suits) of the Tech Deck are Knowledge (📖), Science (⚗️), Technology (⚙️) and Services (🌐).

TECH DECK RESOURCES: RULES, VIDEOS

Learn of Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Elevator Pitch and Chronological at my homepage cheung.interzone.com, Boardgamegeek (BGG) or my Youtube.com channel for rules and videos.

PEER TO PEER TECHNOLOGIES

In the 21st century, many power to the people technologies have arisen. In the late 1990's, nobody would have gotten into a stranger's car. Now with Uber and Lyft, people pay complete strangers to drive them around! In the 1768, the Encyclopedia Britannica was established. By 2000, Nupedia, which eventually became Wikipedia, is a peer-to peer-encyclopedia that overtook traditional paper encyclopedias. In many other industries from retail (eBay, Etsy) to hotel accommodations (AirBnB), to videos (Youtube) technologies are empowering people. Peer to Peer (P2P) lending, file sharing, ride-sharing, and e-learning are just a few of the areas that peer-to-peer services have developed. In this unique team deck-building game, players team-up together to build a "team" deck by gaining cards and assisting customers (represented by cards). Each player also has a venture, composed of tech deck venture cards, which have special effects that give each player unique abilities that can grow and change over time. Peer-to-Peer can also be played head-to-head (1 vs 1) or solo-play as well.

CREDITS

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OBJECTIVE & WINNING THE GAME

OBJECTIVE OF THE GAME – Peer-to-peer is a group deck building game. Players use their cards to assist customers in the customer row. As they do so, they can score, build up their ventures, or build up their deck. Each player controls a venture composed of Tech Deck card(s) which they can use game effects from.

GAME END – If there are no more cards in the customer deck then the game ends. The game also ends with all players losing if there are too many unhappy customers.

THE PEER-TO-PEER GAME SETUP

1. **CREATE TEAMS** – For a solo game, there is just 1 team. For a 2, 4, or 6-player game, divide the players into two teams. For a 3 or 5-player game, there are still two teams, but one team will have an extra player. The team with 1 fewer player will control an extra venture to balance the game.

2. **CREATE VENTURES** – Shuffle. Deal out two cards to each player in each team. Each player selects one card. They place the chosen card front of them as their starting venture. Shuffle the rest of the cards back into the deck.

3. **CREATE TEAM GROUP DECKS** – Each team has a group hand, group deck, and group discard. Create the team group decks according to the following table. Each group deck will start with 5 cards in it. Shuffle the group cards and put them face down in front of each team. The group deck and group cards are shared and used between all the players in a team.
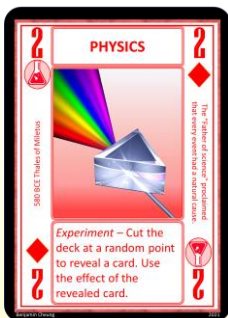
# PLAYERS	INITIAL GROUP DECKS
1 (Solo Play)	Start with two 1s, one 2, one 3 and one 4 of different domains (e.g. 1-Svc, 1-Knowledge, 2-Science, 3-Tech, 4-Svc). Then, remove the remaining 1s, 2s, and 3s from the customer deck.
2 – 6	TEAM #1: 4-Service, 1-Technology, 2-Science, 3-Knowledge, 1-Knowledge TEAM #2: 3-Service, 4-Technology, 1-Science, 2-Knowledge, 1-Service

4. **INITIAL GROUP HANDS** – Draw the initial group hand. Draw 4 cards from the group deck to form the group hand. Afterwards, there will be 1 card left in the group deck.

5. **CREATE CUSTOMER DECK & CUSTOMER ROW** – The remaining Tech Deck cards are shuffled to form the Customer Deck. Place the customer deck between the two teams. Deal out two cards into the Customer Row from to the customer deck. This represents the customers that need to be assisted at the start of the game.

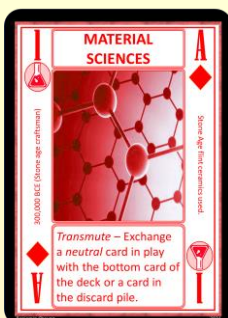6. **FIRST TEAM MARKER** – The first team marker is randomly assigned to a team.
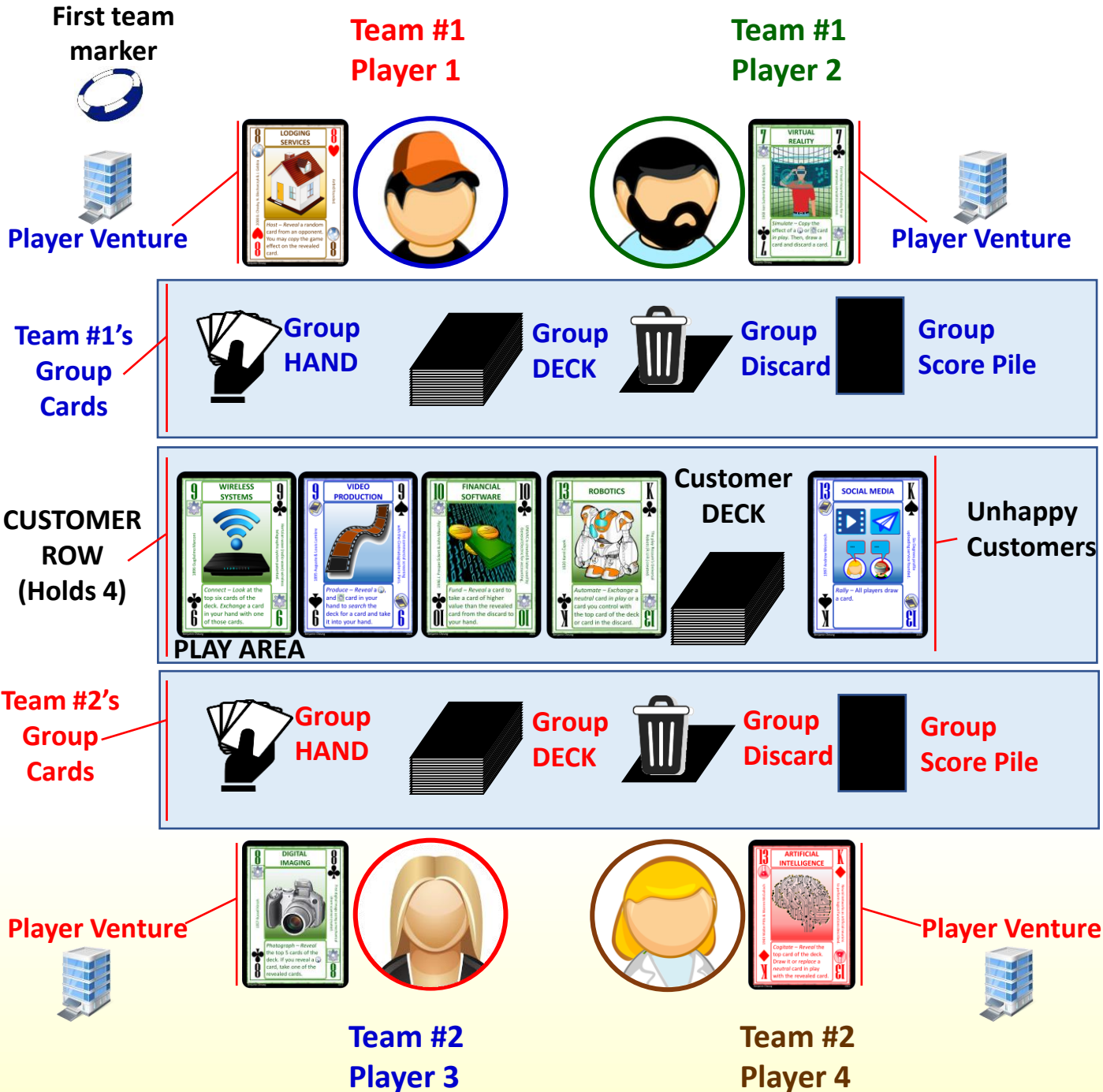
PEER-TO-PEER STARTING GROUP DECKS (2-6 Players)

TEAM #1 STARTING GROUP DECK

TEAM #2 STARTING GROUP DECK

First team marker

Team #1 Player 1

Team #1 Player 2

Player Venture

Player Venture

Team #1's Group Cards

Group HAND

Group DECK

Group Discard

Group Score Pile

CUSTOMER ROW (Holds 4)

PLAY AREA

Customer DECK

Unhappy Customers

Team #2's Group Cards

Group HAND

Group DECK

Group Discard

Group Score Pile

Player Venture

Player Venture

Team #2 Player 3

Team #2 Player 4

PHASES IN A ROUND OF PEER-TO-PEER

Each round is composed of phases:

1. **NEW CUSTOMERS** – Deal new customer cards into the row from the customer deck.
2. **USE VENTURES & GROUP EFFECTS** – Players may use game effects from one of their venture card and group hand card each once a round.
3. **ASSIST CUSTOMERS** – Teams use cards from their hand to assist customers.
4. **USE VENTURES & GROUP EFFECTS** – Players may use game effects after the assist customers phase if they still have any effects available to use.
5. **REFRESH THE GROUP HAND** – Discard any remaining unused cards in the group hand and draw 4 cards. Reshuffle the group discard deck to form a new deck as necessary.
6. **END OF ROUND PHASE** – Game end trigger is checked. First team marker is passed.

NEW CUSTOMERS PHASE

1. **NEW CUSTOMERS** – Put new customers into the customer row drawn from the customer deck. The number of customers put in the row depends on the number of players and team score: For a solo game, put 1 customer per round until you score 2 customers. Thereafter, add 2 customers per round. For a 2-4 player game, put 2 new customers in per round until one team scores 2 assisted customers. Thereafter, put in 3 new customers per round. For a 5-6 player game put 3 new customers in per round. Add new customer cards to the customer row by drawing new cards from the customer deck adding them to the right-most side of the customer row (closest to the customer deck), sliding the existing cards to the left. The customer row can hold 4 customers.
2. **UNHAPPY CUSTOMERS** – If a 5th customer would be added to the row, remove the left-most (oldest) customer and it becomes an unhappy customer. If there are too many unhappy customers, the game ends during the end game check phase.

USE VENTURES & GROUP CARDS EFFECTS PHASE

1. **USING VENTURE EFFECTS** – Each player may use game effects from their one of their venture cards once a round. Venture effects may be used before or after assisting customers. Starting with the team that has the first team marker, they use and resolve a venture effect. Then, the other team has a chance to play an effect. Continue until neither team wishes to play any further effects.
2. **USING GROUP CARD EFFECTS** – Teams may also use card effects in their group hand. Each round, the effect of one group card can be used. Card effects may be used before or after assisting customers.
3. **CHAINING ABILITIES** – It is possible to chain abilities. After one ability is used, it may open the opportunity to use new game effects during a round. For example, a card returned from the group discard could be used immediately. If there are multiple effects that may take place at the same time, the team may choose the order in which effects are resolved. Effects cannot interrupt another effect in progress.
4. **DO AS MUCH AS POSSIBLE** – If a game effect is unable to be completely executed, do as much as possible. For example, the 2-Information (The Internet) has you draw three cards, then discard two cards. If you can only draw one card from the deck and there is one in the discard, you would draw one card shuffle to create a new deck, draw another card and discard two cards.

ASSISTING CUSTOMERS PHASE

1. **PLAY GROUP CARDS TO ASSIST CUSTOMERS** – Both teams play group cards face down simultaneously with the intention to assist a customer in the customer row. To assist a customer, one or more group cards must sum exactly to the value of the customer card and at least one of those cards must match the domain (suit) of the customer card. For example, to assist a 13-*Technology* card, the *11-Service* and the *2-Technology* card could be used assist that customer because 11+2=13 and one of the cards is a Technology card.
2. **REVEAL GROUP CARDS** – Starting with the team that **does not** have the first player marker, that team reveals their group card(s) and declares which customer they wish to assist. Then the other team reveals their group card(s) and announces which customer they want to assist.
3. **CONTESTED CUSTOMERS** – If both teams want to assist the same customer, the customer is contested. To resolve the conflict, compare the group cards of both teams. The team with the highest value group card wins the customer. If that is tied, then compare the next highest value group card. If all card values are tied, the following domain orders, ranked highest (left) to lowest (right), are used to resolve the tie: 🌐 ⚙️ 🧪 📦 . In the rare case where there is a further tie, the contested customer is *expelled*.
4. **DEVELOP GROUP DECK** – The *group* cards used to assist a customer are be placed into the winning team's *group* discard. Successfully assisted customers are either added to a group discard (to develop the group deck), scored into a team's score pile or added to a player venture.
5. **DEVELOP PLAYER VENTURES** – Successfully assisted customers may be moved to the venture of one team player. In a 1-4 player game, any player's venture can support up to three venture cards. In a 5-6 player game, a player's venture can support 2 venture cards. If the venture limit would be exceeded, the venture is added and then one of them is moved into the team score area. A new venture card's effect may be used later in the same round.
6. **SCORE CUSTOMERS** – If the assisted customer card is not added into a player venture, then it is either placed into the winning team's assisted customer score pile or added to the group discard.
7. **RETURN GROUP CARDS** – If there was a contested customer, the losing team's group cards are returned to the losing team's group hand. They have a chance to use those group cards later to assist any remaining customers still in the customer row. If the customer was expelled, both teams return their group cards.
8. **USE GROUP & VENTURE EFFECTS** – Teams may use group and venture effects in between assisting customers. The addition of new venture cards may open the possibility to use new game effects.
9. **REPEAT PROCESS** – Repeat steps 1 through 8 to assist remaining customers in the customer row until neither team can further assist customers.

REFRESHING THE GROUP HAND PHASE

1. **DISCARD AND REDRAW THE GROUP HAND** – Any cards still in any group hand are discarded to their respective group discards. Then, each team draws four new group cards. If there are not enough cards in the group deck, shuffle the team group discard to create a new group deck. Then, continue drawing cards until there are four cards in the group hand.
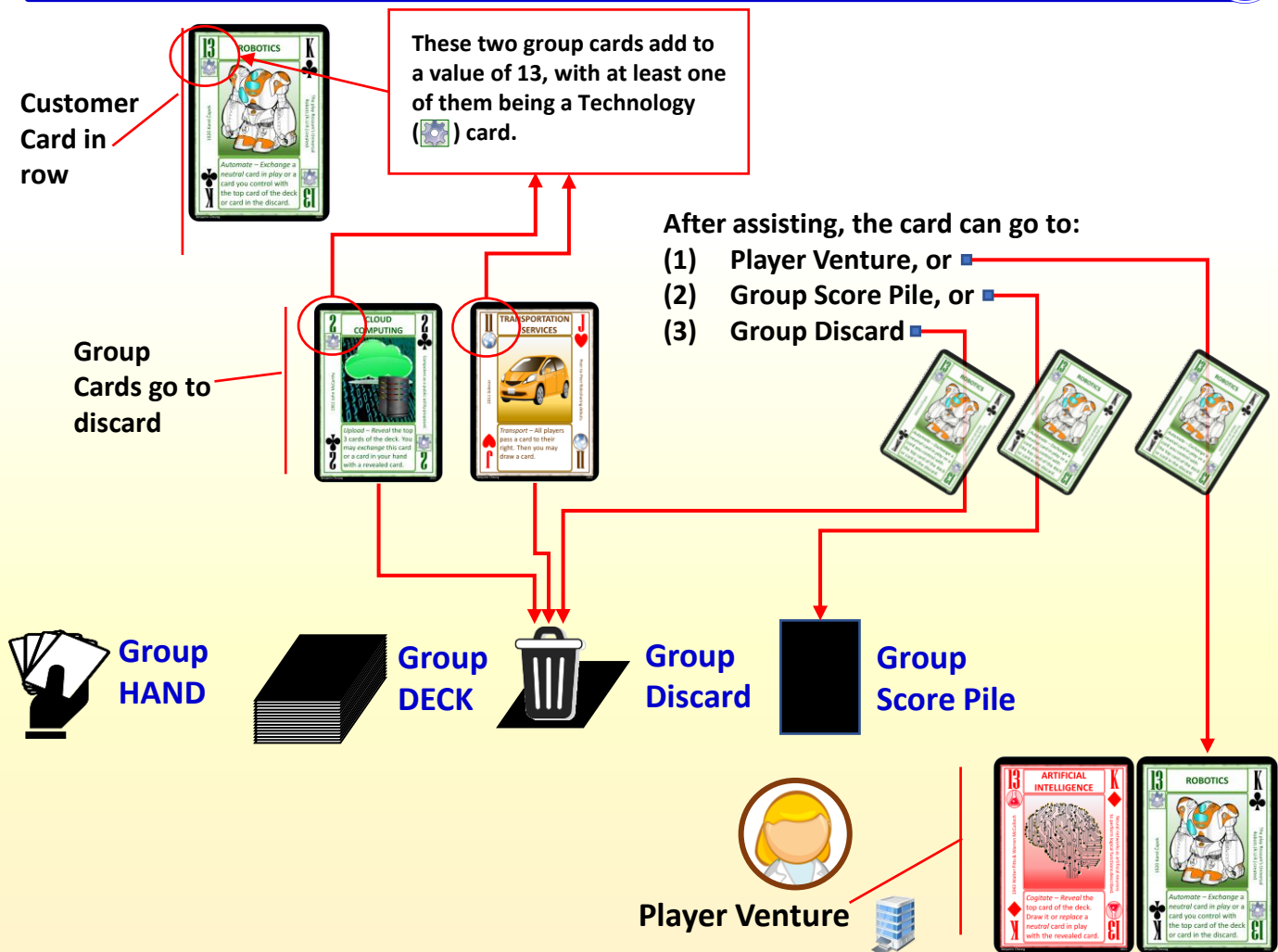
END OF ROUND PHASE

The end of round phase checks for the end of game conditions.

1. **END GAME TRIGGER** – The game ends with <u>all</u> players and teams losing if when there are a number of unhappy customers in the play area according to the following table:

NUMBER OF PLAYERS	UNHAPPY CUSTOMERS
1	4
2	3
3-4	2
5-6	1

2. **END OF GAME TRIGGER** – If there are no cards in the customer deck during the end game trigger check, then the game ends and proceed to End of Game Scoring.
3. **END OF GAME SCORING** – The team that scored the most successfully assisted customers in their score pile wins. Each successfully assisted customer scores 1 point. Use the sum of all scored customers card values as a tie-breaker. Use individual card values and domain (suits) to break further ties: 🌐 (highest) ⚙ 🧪 🔶 (lowest).
4. **PASS THE FIRST TEAM MARKER** – If end game was not triggered, pass the first team marker to the other team.

ASSISTING A CUSTOMER & AFTER ASSISTING A CUSTOMER EXAMPLE

Customer Card in row

These two group cards add to a value of 13, with at least one of them being a Technology (⚙) card.

Group Cards go to discard

After assisting, the card can go to:
(1) Player Venture, or
(2) Group Score Pile, or
(3) Group Discard

Group HAND

Group DECK

Group Discard

Group Score Pile

Player Venture

GENERAL RULES

1. **RESHUFFLE** – If a game effect requires you to draw or reveal card(s) and there are not enough cards in the group draw deck to do so, shuffle the team group discard pile together with what is left of the group deck to form a new group deck. Then, continue with the game effect. If there are still not enough cards in the group deck to reveal the requested card(s) reveal as many as possible.
2. **GROUP TALK** – Group discussion and collaboration is encouraged. Players may discuss the best strategy based on the current group hand, the other team's ventures and customer cards in the row. Teams may coordinate and make deals. No deal is binding, and you do not have to say the truth. Secret communication is allowed.
3. **DISCARD/SCORE PILES** – Each team's group discard and assisted customer score pile are public information.
4. **REVEALING** – When you reveal a card, turn them over and expose the card(s) for all players to see. After game effects resolve, the revealed cards are returned from where they came, preserving the order that they had. If a card allows you to look at something, a person/team may choose to divulge the information.
5. **EXPELING** – A card that is expelled is removed from the game.
6. **EXCHANGING** – Exchanging two cards causes two cards to swap places putting each where the other card was. For example, exchanging from the top of the customer deck with a card in the group hand would cause the top card of the customer deck to change places with a card from the group hand.

SOLO PLAY

Solo play rules are incorporated throughout these rules. You just have one venture to work with and you make all of critical decisions. You are allowed to have more unhappy customers in solo play. Solo play allows you to discover the deeper strategy of the game.

INDIVIDUAL DECK VARIANT

Peer-to-Peer can also be played with a variant where each player has their own deck. You will need one Tech Deck for every person playing and one for the customer deck. Setup the "group deck" of each player the same as a solo game, except that they also start with any 2 cards of their choice from their personal Tech Deck. Thus, the group deck of each player will start with 7 cards. To create their venture, players choose any 2 cards from their personal Tech Deck to start the game with instead of one. Play as with the standard game, except that each player has their own personal "group" deck they are building up. Another variant is that you can shuffle together multiple tech decks and have all the players draft cards for their group decks, leaving 40 cards for a common customer deck.

TERMS & DEFINITIONS

1. **ASSIST** – When group cards are used to score or put customers into player ventures in the assist customer phase. To assist, group cards must exactly equal the value of a customer card and have one card match the domain (suit).
2. **CARD** – An individual card which has a value, a domain (suit) and a game effect.
3. **CONTESTED CUSTOMER** – A contested customer is one that both teams wish to assist.
4. **DISCARD** – Discarded group cards go to the group discard.
5. **DOMAIN** – One of the four suits in the game (knowledge, technology, science, services).
6. ⚠️🌐⚙️◈ **(Domain symbols)** – The four domain symbols are equivalent to suits.
7. **EXCHANGING** – Exchanging two cards causes two cards to swap places putting one where the other card was.
8. **EXPEL** – A card that is expelled is removed from the game.
9. **PICK** – The act of selecting something (a player, card, venture, token).
10. **PHASE** – One of the parts of a round.
11. **REFRESH** – The refreshing phase causes the group hand to be discarded and a new group hand to be redrawn.
12. **REVEAL** – Turning over a card to expose them for all players to see. After game effects resolve, the revealed cards are returned from where they came, preserving the order that they had.
13. **ROUND** – A complete set of operations performed by the player(s). It is composed of phases. The game is played in a series of rounds.
14. **SCORE PILE** – The pile of customer cards that have been previously successfully assisted.
15. **SCORED CUSTOMER** – Customers that have been previously successfully assisted that were scored by a team into their assisted customer score pile. Each customer will count for 1 victory point at the end of the game.
16. **SUIT** – An interchangeable term with domain. Suit is used because of familiarity with classical cards.
17. **PLAYER VENTURE** – The card(s) that represent a company. Each player may have one venture they control. In a 1-4 player game, a player venture may have 3 cards. In a 5-6 player game a player venture may have 2 cards.
18. **WILD CARD** – A wild card is a card which has an immediate effect and then is _expelled_. In rare cases, it is possible that the Wild Card is drawn or revealed into the group hand, if so, apply its effect and then expel it and redraw.