

TECH GRID POKER
The player forms a full house with his hand cards in the market right column.
The player uses his two company cards to...

TECH CITY
CITY OF CARDS

TECH EXCHANGE
LAST
+1.82
+0.87
+1.42
+2.54
+0.92
+1.58
+0.84
+1.16
+3.76

TECH DECK
THE TECH DECK
3x3 grid of communal cards called "the market"

TECH DECK
INDUSTRIAL PERSONAL

TECH DECK
ELITE P
CREATIVITY

CARDLE
HEAD-TO-HEAD
CODERBREAKING

TECH DECK
INDUSTRIAL PERSONAL

TECH DECK
PEER-TO-PEER
DECK BUILDING GAME

TECH DECK
TECHNOLOGICAL
LEARN THROUGH TIME

Software Computer Networking Virtual Reality

1948 1961 1968

Tom Kilburn COBOL Software Leonard Kleinrock ARPANET Ivan Sutherland Head of MITRE VR

TECH DECK
CARDLE

TECH DECK
CARDLE

PRISONER'S TRILEMMA
GAME THEORY IN ACTION

TECH DECK
TRICKS OF THE TRADE
TRADING & TRICK TRADING

TECH DECK
HOST A HEIST DINNER PARTY

TECH DECK
PARADOXIC
A RACE FOR PRARONDO'S P

TECH DECK
CYBER DEFENSE

Ben Cheung, PhD

20-90 min per game

2-6

7+

Legacy Games

RULES VERSION 3
Aug 11, 2024





THE TECH DECK



Playing cards were created in China during the 9th Century. Playing cards were imported into Europe from Mamluk, Egypt, in 1370. By 1377, the French used playing 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



-  **KNOWLEDGE (BOOK) INFORMATION TECHNOLOGIES**
Knowledge is facts and information accumulated by science. It is the theoretical and practical understanding of a subject foundational to science and technology.
-  **SCIENCE (BEAKER) RESEARCH & DEVELOPMENT**
Science is organized knowledge with testable explanations. The natural sciences (biology, chemistry, and physics) study nature. The social sciences (economics, psychology, and sociology) focuses on societies. The formal sciences (logic, mathematics, and computer science) are for abstract concepts.
-  **TECHNOLOGY (GEAR) INDUSTRY, MANUFACTURING**
Technology is the application of scientific knowledge for practical purposes. Engineering is the creative application of science and math to the design and construction of machines, systems, and processes.
-  **SERVICES (GLOBE) MARKETING**
Services are the integration of knowledge, science and technology to create a product to benefit consumers. Services provide a benefit or product for a customer.

LEGACY GAME GENRE



LEGACY GAMES – A legacy game is a genre of tabletop board games where the game itself is designed, through game mechanics, to change permanently over the course of a series of sessions. Rob Daviau pitched the idea of a Clue legacy game to Hasbro. It was rejected. Later, Daviau used the mechanic in a new version of Risk. In 2011, Risk Legacy was released and was the first legacy game. Daviau followed it up with a Pandemic variant, Pandemic Legacy: Season 1. Since then up to 2023, 30 legacy games have been developed including SeaFall, Gloomhaven and Charterstone.

DESCRIPTION, GAME OBJECTIVE & WINNING THE GAME



DESCRIPTION – Tech Deck Legacy is an Olympiad played in a series of five different Tech Deck games selected from the family of 17 Tech Deck games. The Players either collectively decide or randomly determine which five games will form the sequence of Tech Deck games to be played. Each game in the series has unique game play and outcomes that affect subsequent games. Each Tech Deck game has variations from the original rules for enhanced play. Tech Deck Legacy introduces fun and interesting variants of each of the 17 Tech Deck games, breathing new life into their original designs.

OBJECTIVE OF THE GAME – The objective is to win multiple games from the sequence of Tech Deck games played.


GAME END – The game ends after five Tech Deck games are played.

GAME SETUP



DETERMINE SEQUENCE – The Players either collectively decide or randomly determine which five games will form the sequence of Tech Deck games to be played. Use the table on the following page to help players select the games for the Olympiad. The table shows the genres, categories, play time and player count of each of the Tech Deck games.

SETUP TECH DECK OF GAME 1 – Follow the instructions for setting up the first Tech Deck Game. You can find the Tech Deck rules at my website <http://cheung.interzone.com/PAGEDIR/pgmygames.html> and videos of how to play them at my Youtube Channel <https://www.youtube.com/@MagicBenTD/>

SPECIAL RULES – Consult the table of Tech Deck games, and read the special rules associated with the one you have chosen. If you see the  symbol in the variant rules, it indicates there is something to do while setting up the game.

SETUP TEAMS – Some Tech Deck games support only 2 player-play (Tech Chess, Cyber Defense). Thus, if playing with more than 2 players forms two teams either randomly or by recruiting players into teams.

TECH DECK GAME	GENRE	GENRE ICON	GROUPING	PLAY TIME, PLAYERS  
Tech Grid Poker	Poker Variants		Classical Game Variant	45-60m, 1-6
Tech City	Tile-Laying Genre		Strategy (Gamer)	40-60m, 1-6
Tech Exchange	Real-Time Games		Strategy (Gamer)	60m, 2-6
Tech Chess	Strategy Games, Chess		Strategy (Gamer)	60m-90m, 2
Gears of Industry	Customizable Games		Strategy (Gamer)	40-80m, 2-4
Elevator Pitch	Party Games		Social, Party	30-90m, 2-10
Cardle	Deduction Games		Puzzle	20-40m, 2-10
Chronological	Educational Genre Trivia Games	 	Party	40m, 1-6
Peer-to-Peer	Deck Building Games, Cooperative Games	 	Social, Strategy (Gamer)	40-60m, 1-6
Cardoku	Puzzle Games		Puzzle	60-90m, 1-2
Newsworthy	Conversational Games		Social	15-90m, 2-6
Card Barrage	Tower Defense, Dexterity	 	Party	20-40m, 1-6
Prisoner's Trilemma	Game Theoretic Game		Puzzle, Social	30-60m, 2-6
Tricks of the Trade	Trick Taking Game		Classical Game Variant	45-60m, 2-4
Host a Heist Dinner	Dinner Party Game	  	Social, Puzzle, Party	60-90m, 2-13
Paradoxical	Tableau Builder Genre		Puzzle	30-45m, 2-3
Cyber Defense	Area Control Genre		Strategy (Gamer)	45 minutes, 2

GAME PLAY

Tech Deck Legacy is played in a series of five Tech Deck Games:

- 1. SPECIAL RULES** – Look at the table of games on the following pages, and use the special rules associated with the games in the Tech Deck legacy series.
- 2. SEQUENCE REWARDS** – Some of the games have rewards for winning/losing the game that apply to the next game in the sequence of games.
- 4. GAME END** – Tech Deck Legacy ends after the fifth Tech Deck game completed.
- 3. SCORING AND WINNING** – Some Tech Deck games support multiple players. Some games are designed to be head-to-head (Tech Chess, Cyber Defense) requiring players to form teams if playing with more than two players. For cooperative games (Peer-to-Peer, Host a Heist), if all players win it counts as a victory for all the players. When forming teams for the next game, pair the leading player(s) with the player(s) lagging behind the most. The player who has won the most games over the series of games played wins the game. In the case of a tie, the victory is shared.

SPECIAL TECH DECK SERIES GAME RULES



TECH DECK SERIES SPECIAL RULES – Use the following special rules for each of the Tech Deck games that are played in the series.

TECH DECK GAME	SPECIAL RULES
<p>Tech Grid Poker</p> <p> 45-60 m</p> <p> 1-6</p>	<p> At the start of the game, during step 2 in the Deal Cards to all players, deal 9 cards instead of 7 cards to each player. Then, each player shuffles 2 cards from their hand back into the Draw deck and discards 2 cards.</p> <p>Play Tech Grid Poker as normal except in the Grid Poker Phase, Poker hands containing a Four of a kind, Straight Flush or a Royal Flush score 3 victory points instead of 2.</p> <p>The player who won the previous game in the Tech Deck series may discard up to 2 cards from their hand at the start of the game and redraw up to the number of cards they discarded.</p>
<p>Tech City</p> <p> 40-60 m</p> <p> 1-6</p>	<p> The Tech Deck Legacy variant of Tech City introduces <i>Corporate Headquarters</i> that give players asymmetric abilities. At the start of the game, after setup, but before the first round, each player takes one of their cards in their hand and places it face up adjacent to the 3 of Service (the seed card) and places their player token on their Headquarters. This represents that player's Headquarters and is controlled by that player even if it is a Service Domain card. Players may place their Headquarters diagonally next to the Seed Card and it does not need to be paid for. Do not score for placing a Headquarters card. During the use company effects phase, only that player may use the game effects of their Headquarters card. It still follows the Multiple Uses rule. If you control two Knowledge companies, you may choose to use the effect of your Headquarters card or one of your knowledge companies for free once per turn. The player who lost the previous Tech Deck game in the series draws an extra card at the start of the game. The player who won the previous Tech Deck game in the series draws one fewer card at the start of the game. Otherwise, play and score using the normal Tech City Rules.</p>
<p>Tech Exchange</p> <p> 60 m</p> <p> 2-6</p>	<p>The Tech Deck Legacy variant of Tech Exchanges uses thematic cards related to the theme of the Stock Exchange, Information Management, Algorithms game. When either of the two following cards are successfully traded (either in the first or second trading phase): 10 Technology (Financial Software), 3 Knowledge (Crypto-Currency) an additional card is revealed from the deck and placed in the stock stack of the corresponding domain. These are the only two Tech Deck cards that are related to finance or money. This happens at most once per Trading Phase. Due to the nature of a real-time game, variants of Tech Exchange need to be simple and light-weight.</p>
<p>Tech Chess</p> <p> 60-90 m</p> <p> 2</p>	<p>In this variant of Tech Chess, Falcon and Hunter pieces are introduced. These are inspired from the 1943 chess variant called "Falcon-Hunter Chess" designed by Karl Schultz.</p> <p>In Tech Falcon-Hunter Chess, the value 9 card is a Falcon; and the value 10 card is a Hunter.</p> <p>The Falcon (9) moves forward as a chess bishop (on diagonals), and backward as a chess rook (along a file). The Hunter (10) moves forward as a rook (along a file), and backward as a bishop (on diagonals). Neither piece can move along a rank (horizontally). The pieces capture the same as they move.</p> <p> SETUP: Each player has one Falcon and one Hunter piece.</p> <p>They are located in the second rank for each player. Player 1 rank 2 setup is 2-9-4-4-10-2 representing Pawn-Falcon-Pawn-Pawn-Hunter-Pawn. Player 2 setup rank 2 is 2-9-4-10-4-2 representing Pawn-Falcon-Pawn-Hunter-Pawn-Pawn. The first rank of pieces is unchanged from Tech Chess (1-13-11-12-13-1).</p>
<p>Gears of Industry</p> <p> 40-80 m</p> <p> 2-4</p>	<p> During game setup, add a new step 8 during which a player may establish a company. To found a company, a player may take a card from their hand (including a Technology Card) and place it in front of them next to their Factory Area.</p> <p>Then, during the Use a Card Effect phase of a round, a player may use the Game Effect on the card of their company instead of using the game effect of a Market card. Company cards do not participate in Market Clashes. Alternatively, a player may forego using a Card Effect to change their company card to a different card from their hand, discarding the former company card into their discard pile.</p>
<p>Elevator Pitch</p> <p> 30-90 m</p> <p> 2-10</p>	<p>Each player (team) delivers an elevator pitch as usual. After the elevator pitches given, time passes, the fledging companies are established, and the successfully funded companies have established itself in the marketplace and now finds that it has rivals. In the next phase, after everyone (every team) has given an elevator pitch, each other player (or team) then delivers an elevator pitch that represents a new startup company using the pairs of cards for successfully funded companies. The new rival company is in the same industry as original the company from the initial pitch but must innovate. In this round players "innovate" by adding a 3rd card to the competing company. To innovate take any pair of cards still on the table or a card in the discard and use it to develop a new 3-card elevator pitch. In competitive mode players vote (as usual). The game ends and scores as normal.</p>






TECH DECK GAME	SPECIAL RULES
<p>Cardle</p> <p> 20-40 m</p> <p> 2-10</p>	<p>Play in Head-to-Head mode and play in Teams. This variant of Cardle is in the spirit of changing your password to improve security. Each team or player gets to change their initially selected code after the second guess has been made. Each team sets aside their hand, take their existing code and their Tech Deck to choose six new cards and their order for a new code to be broken. Once the code is updated, the first two rows of clues are also updated by changing their orientation for matches or absent. The game ends after eight guesses instead of seven.</p>
<p>Chrono-logical</p> <p> 40 min</p> <p> 1-6</p>	<p>Play Chronological in competitive mode. Use the two Wild Cards in the deck. Play as normal. A Wild Card in hand can be used when the token for the Question card is wrongly placed in the Chronology and it would normally be discarded. Instead, discard the Wild card from your hand and place the card in the proper place in the Chronology. Score 1 point. After a wild card is used, it is expelled from the game. One of the losing players (randomly determined) from the previous Tech Deck series game may look at a random card from another player at the start of the game.</p>
<p>Peer-to-Peer</p> <p> 40-60 m</p> <p> 1-6</p>	<p>The Tech Deck Legacy variant of Peer-to-Peer uses five thematic cards related to the Peer-to-Peer theme of the game. These cards add additional effects to the game when they are in the customer row.</p> <p>10-Knowledge (Peer to Peer Wikipedia) – When this card is in the customer row, If more than one knowledge cards was used to assist this customer, it scores an additional victory point if chosen to be put into the score pile by drawing an extra card from the deck into your score pile.</p> <p>13-Knowledge (Social Media) – When this card is in the customer row, if this is a contested customer, the team with the most Knowledge cards in their group cards wins this customer.</p> <p>7-Technology (Virtual Reality) – When this card is in the customer row, if this card would be put into a group discard the team may instead choose any customer in the customer row and put that card in their group discard instead. Afterwards, expel the 7-Technology from the game.</p> <p>12-Service (Crowdsourcing) – When this card is in the customer row, one card in your group score pile can be temporarily used (face up) to assist this customer. To do so add the selected score pile card your group cards during the play group cards step. Afterwards, return that card to your group score pile.</p> <p>13-Service (Peer to Peer Services) – When this card is in the customer row, when this card is in the customer row, both teams can collectively work together to assist it. To that end, teams may discuss what groups cards to play and play them face up. If successfully assisted, both teams score 1 point (one team puts this card into their group score pile, and the other team takes the top card of the customer deck into their group score pile).</p>
<p>Cardoku</p> <p> 60-90 m</p> <p> 1-2</p>	<p>The Tech Deck Legacy variant of Cardoku uses a common Sudoku variant called “Diagonal Sudoku” or “X-Sudoku”. In this Cardoku variant, the numbers (cards) played along the two major diagonals (from upper left to lower right and upper right to lower left) must also use the numbers from 1 through 9 once each without repeating. Otherwise, play Cardoku as normal. If you are playing with Sudoku enthusiasts, you can try other Sudoku variants: Killer Sudoku, Odd-Even Sudoku, Hypersudoku, Consecutive Sudoku, or Kropki Dots.</p>
<p>News-worthy</p> <p> 15-90 m</p> <p> 2-6</p>	<p>In Blitz mode, players discuss to think a topic relating to previously played Tech Deck games in the series. In Normal mode, the first two topics discussed will be topics relating to previously played Tech Deck games. If Newsworthy is the first game in the series, play the game as normal.</p> <p>For example, if Card Barrage was in the series of Legacy games, players can suggest topics of Warfare, Medieval Life, European History, Castles, Royalty, Feudalism, Siege Weapons, Technology Innovation in Warfare etc. The articles must be actual news articles (not spoof articles). News articles do not have to be recent articles on the selected subject matter. Thereafter, follow the standard Voting and Scoring Newsworthy rules.</p>



TECH DECK GAME	SPECIAL RULES
<p>Card Barrage</p> <div style="border: 1px solid blue; padding: 2px; display: inline-block; margin-bottom: 5px;"> 20-40 m </div> <div style="border: 1px solid blue; padding: 2px; display: inline-block;"> 1-6 </div>	<p>If playing with more than 2 players, play in Teams. Player 1 has a Castle and sets up normally. Player 2 Instead of a Castle, Player 2 has cards that represent an invading army, with 4 siege engines.</p> <p> Instead of a castle, Player 2 sets up with 4 siege engine cards (using the 1-value cards). Player 2 can set up their cards on their side of the play area any way they like except that the siege engine cards must be at least 3.75" (9.5 cm) away from other siege engines. Player 2 Army cards are treated as wall cards and follow their rules except that Player 2 cannot take the <i>Build wall</i> action. Army cards can be upgraded and follow the aftermath rules when destroyed. Player 2 Siege engine cards are treated as castle cards and follow their rules except that they are discarded from play if hit. Player 1 wins if the invading army and their 4 siege engines are destroyed.</p>
<p>Prisoner's Trilemma</p> <div style="border: 1px solid blue; padding: 2px; display: inline-block; margin-bottom: 5px;"> 30-60 m </div> <div style="border: 1px solid blue; padding: 2px; display: inline-block;"> 2-6 </div>	<p>For this variation of Prisoner's Trilemma, use these additional rules:</p> <ol style="list-style-type: none"> (1) Put one of the Wild Cards in the deck and expel the other. Include the 13-Technology in the deck. The Wild card can be used in the Trilemma phase and serves as a card of any domain (representing cooperating, defecting, or compromising). When revealing cards, choose a domain for the Wild Card. (2) During the Game Theory phase, Science Payout Cards of value 12-13 are worth an additional Victory Point, scoring 3 points at the end of the game. (3) The 13-Service and 13-Knowledge may be used for compromising instead of their normal function. The decision is announced after they are revealed. They can be used in either in the Trilemma phase or Game Theory phase. If simultaneous announcements tie-breakers, use this rank order: the Wild Card (highest), 13-Service as next highest, and followed by the 13-Knowledge (lowest). (4) The 13-Technology may be discarded from a player's hand during the Game Theory Phase to protect against a defector stealing a payout card. So, if the opposing player/team defected, and you cooperated, they do not take a payout card from your score pile. (5) If the Player/Team 1 lost the previous game, they Draw an Extra Card during game setup. If the Player/Team 2 lost the previous game, they Draw an Extra Card during game setup
<p>Tricks of the Trade</p> <div style="border: 1px solid blue; padding: 2px; display: inline-block; margin-bottom: 5px;"> 45-60 m </div> <div style="border: 1px solid blue; padding: 2px; display: inline-block;"> 2-4 </div>	<p>In this variation of Tricks of the Trade, the player Goal cards claim center stage. The new objective of the game is to collect as many cards as you can that matches the domain of your goal card embedded in tricks that you win. The player/team that collects the most of their goal cards over the 3 rounds wins. If you are playing with more than 3 people, split up into 3 teams. Teams share a hand. During game setup, deal out goal cards (1-value card) face up to each player/team as usual. Do not create a Trump Deck. The Trump domain will be the one that is not used by any other player/team.</p> <p>During Game play skip the Bidding Phase.</p> <p>In Game play, during the Tricks Phase, each round will have 10 hands of play instead of 6.</p> <p>In Game play, during the scoring phase, count only the number of cards match the domain of a player's goal card within tricks that were won by each player and record it.</p> <p>At the end of the game for each player, add up the total number of goal cards won within their tricks during the three rounds of play.</p> <p>If there is a tie, the player who won the most tricks in the last round wins, if there is still a tie, the person who won the highest value Trump card in the last round wins the game.</p>
<p>Host a Heist Dinner</p> <div style="border: 1px solid blue; padding: 2px; display: inline-block; margin-bottom: 5px;"> 60-90 m </div> <div style="border: 1px solid blue; padding: 2px; display: inline-block;"> 2-13 </div>	<p>In this Host a Heist Dinner Party variant, one player plays as Loki, while the other players are the detectives in a one-versus-many game structure. As in the original game, Loki is a private reclusive individual who has stolen the Mighty Sword of Avalon with the other players representing a detective team trying to return the sword to the city. The detectives play through the three original challenges: getting into Loki's estate, bypassing Helblindi, and the guard dog Fenrir. For bypassing a challenge, if a value [5-9] card is revealed, the player playing Loki will think of a plot twist as the detectives execute their plan. The other players have 10 minutes to think of a solution to solve the plot twist. If a value [1-4] card is revealed, perform the failure test, then the Loki player describes a plot twist to solve. Play the bypassing the security system part of the game as usual. In the Crack the Safe part of the game, the Loki player will be the Code master. Otherwise, the cracking of the safe game play remains the same as the original game.</p> <p>If the Player 1 (Detectives) won the previous game, the safe starts with one extra digit</p> <p>If the Player 2 (Loki) won the previous game, the safe will start with one fewer digit</p>



TECH DECK GAME	SPECIAL RULES
<p>Paradoxical</p> <p> 30-45 m</p> <p> 2-3</p>	<p>If playing with more than 2 players split up into two teams.</p> <p>Players play Paradoxical with an additional Paradox. This new 10-card paradox has 5 set cards all with values less than 8 (e.g., 2, 4, 5, 7, 7), and five indifferent cards (of any value and domain). The Set Cards must be from different decks. The sum value of the set cards must exceed the sum value of the indifferent cards. Thus, if the set cards all had positive values and the indifferent cards all had negative values, the total sum value of all the cards in the paradox must be positive. Otherwise, play Paradoxical as usual.</p> <p>When Paradoxical is in the Tech Deck Legacy Olympiad series, in the subsequent Tech Deck game that is played, reverse the winner/loser game sequence bonus.</p> <p>If the Player 1 won the previous game, their first paradox may have one less indifferent card to claim a valid paradox.</p> <p>If the Player 2 won the previous game, their first paradox may have one less indifferent card to claim a valid paradox.</p>
<p>Cyber Defense</p> <p> 45 min</p> <p> 2</p>	<p>In the Tech Deck Legacy variant of Cyber Defense, players will use both Wild Cards in the deck. These have no ability but can serve as either a 1-Knowledge (counts as the lowest card for tie-breaker purposes) or 13-Service (counts as the highest card for tie-breaker purposes) when revealed. They can't be used as password cards. If the real 1-Knowledge or 13-Service is also in play, the real cards will win ties.</p> <p>If playing with more than 2 players, split up into two teams. If possible, keep the same teams throughout all the series of games in the Tech Deck Legacy Olympiad.</p> <p>If Player/Team 1 (Hacker) won the previous game, then the Defender starts the game with one digit upgraded.</p> <p>If Player/Team 2 (Defender) won the previous game, then the Hacker starts by locking two of the digits in the Defender's code preventing them from being upgraded.</p> <p>During the Card Effects phase of the game, the player may choose to either use the original printed card ability or the following one per game special abilities instead of their printed card abilities:</p> <p>4-Technology (Cybersecurity): Once per round, when the Hacker uses this game effect, he may lock a digit in the Defender's password code. Once per round, when the Defender uses this game effect, he may unlock a previously locked digit in the password code.</p> <p>3-Science (Biometrics): Once per round, when the Defender uses this ability, he may upgrade a digit in his code. Once per round, if the Hacker uses this ability, he can downgrade a previously upgraded password digit.</p> <p>4-Science (Cryptography): Once per round, when the Hacker uses this game effect, he may make a guess on the password. Once per round, when the Defender uses this game effect, he may nullify the next guess that would have been made by the Hacker.</p>

GAME END



GAME END – Tech Deck Legacy ends after the fifth Tech Deck game played. The winning player or team is the one who scored the best over the course of five games.

TECH DECK RESOURCES: RULES, VIDEOS



Rules and videos for Tech Grid Poker, Tech City, Tech Exchange, Tech Chess, Gears of Industry, Chronological, Elevator Pitch, Peer-to-Peer, Cardoku, Newsworthy, Card Barrage, Prisoner's Trilemma, Tricks of the Trade, Host a Heist Dinner Party and Paradoxical are at my homepage cheung.interzone.com, Boardgamegeek (BGG) and my Youtube channel.



CREDITS



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