

# Versatile

The object of Versatile is to piece together a lost narrative similar to how an archaeologist would interpret a set of objects. Players draw from a pile of tiles with images printed on their face and tell a story using the tiles as their guide. Think creatively about how to connect totally different tiles together, and listen to your friends' fantastical findings!

The game is ideally for 4 players, but could also be played with less or more. Rounds of 4 players take around 10-12 minutes.

## Setup

- Shuffle the pile of tiles, face-down.
- Each player draws 6 tiles from the pile, face-down.
- Place the arrow indicator in the middle of the table.
- Take 3 tiles from the pile, and place them face-up along the arrow indicator.

## Story constructing phase

- Your objective is to construct in your head the most coherent story you can using 9 sequential tiles: your 6 tiles, plus the 3 base tiles in the middle.
- You must use the 3 base tiles in your story, and in their order on the table. But you can distribute your tiles in the gaps around them in any way you wish, including before the first tile and after the last tile.
- You may trade tiles with other players with no restrictions other than everyone must always have 6 tiles. For example, you can trade specific tiles, or face-down tiles in a blind trade.
- Many tiles are abstract and are up to your own interpretation!
- Once everyone is ready to begin, start a timer for 5 minutes, and start thinking of stories and trading tiles if you wish! Experienced groups may want to lower the time limit to 4 or 3 minutes. Once the timer is up, move on to the storytelling phase.

## Storytelling phase

- Once everyone has constructed their stories, go around the table and each person briefly tells their story to the group.
- Slide each tile to the middle of the table as you reach that point in the story.
- When done telling your story, bring your tiles back in front of yourself, and then the next person starts, in clockwise order.
- Whoever wants to can go first.

## Scoring phase

- Distribute a +1, +2, and +3 token to each player.
- Everyone takes a moment to think of their favorite, second-favorite, and third-favorite of others' stories, **not counting your own story**. You can rank them according to coherence, entertainment, creative use of tiles, or just generally which ones you like best.
- Once everyone is ready, all at once everyone places tokens in front of other players. Place the +3 token in front of your favorite, +2 token in front of your second-favorite, and +1 in front of your third-favorite.
- Add up your points and see how much everyone got.

## Next rounds

- Set aside last round's tiles instead of adding them back into the big pile. This way, you play with totally different tiles than last round.
- Instead of the same person being the first storyteller, have the next person counter-clockwise go first.
- Feel free to add your own house rules!
- Feel free to draw your own tiles!

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