

# Seeing Green

## Stinger/Player count

A game of watching grass grow for 2 - 4 players.

## Win condition

The first player to win three rounds wins the game.

## Contents

28 Look cards (four sets of seven)

## Setup

Give each player a set of seven Look cards. Each player takes one of their Look cards and places it face-down in front of them. This is the start of their Dirt Pile.

## How to play

Players will secretly choose a Look in their hand to play. Once all players have chosen a Look, they reveal them simultaneously.

The player who reveals the Look with the highest Intensity (1 is the lowest and 7 is the highest), without revealing the same Intensity as another player, scores that Look and places it above their Dirt Pile to start their Score Pile (DIAGRAM). Each other player places their Look face-down in their Dirt Pile. Every player that revealed a Look with the same Intensity as another player, places their Look face-down in their Dirt Pile. The top-most scored Look above a player's Dirt Pile is considered their Top Look.

Play continues until six Looks are played. Whoever has the most height in scored Looks wins the round. If there is a tie, whoever has scored the most Looks wins. If there is still a tie, the tied players enter a sudden death staring contest. Those players gather all of their Looks and play until one Look is scored. That player wins the round. The first player to win three rounds wins the game.

## Looks

Glance (Intensity 1) - This Look is a variable height when scored and its value changes depending on the number of cards in your Dirt Pile.

Gawk (Intensity 2) - Just a solid amount of height.

Watch (Intensity 3) - This card modifies the current hand of Looks being played. If players play duplicates of this card, they cancel out and the winner of the hand is decided by most Intense Look.

Gaze (Intensity 4) - This Look modifies your other Looks only while it is your Top Look. It also increases the Intensity of each Look you play, which might cancel out other Looks.

For example, you have Gaze as your Top Look. You and your opponent both play Watch. Your opponent would win because they played the Least intense Look with a value of 3 while your Watch is 4. Remember that all matching Intensities cancel out, not matching Looks.

Peer (Intensity 5) - This effect happens when the Look is scored, so scoring a Glare, then using its ability to replace itself with Peer would cause Peer to be Scored, which would trigger its effect.

Stare (Intensity 6) - Since you have to score this card before its effect happens, you will not have to discard a previously scored "G" Look if it is your top Look before scoring Stare. The "G" Looks are - Glance, Gawk, Gaze, and Glare.

Glare (Intensity 7) - Glare can replace itself with its ability. The Dirt card that gets switched takes the same place as whatever Look you switch out, which means that the card will only become the Top Look if you replace Glare.

## Credits

Game design: Matt Ajifu

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