ECCE

RULES

THE GAME

One simple mechanic, many ways to enjoy it.

ECCE (ECCE) is played with see-through cards. Each card holds a few dark squares, and cards laid on top of each other add up into a new shape. A target card shows the shape to find.

A clear card can be flipped over or turned upside down, so it sits on the grid in up to four ways. You can play in turns, alone, or all together at once.

THE CARDS

Every card has a grid of 3 columns and 4 rows.

Clear cards (80). Transparent, with 2 to 5 dark squares.

Target cards (48). Opaque, with a shape on the grid. The colour goes from blue to red as the shape gets harder to build. The back is the same for all of them.

STACKING

Look at the targets and choose clear cards that could fill part of one. Turn them, flip them, stack them on the target. Their dark squares add up.

A stack matches a target when it covers the shape exactly: every square of the shape filled, no dark square outside it. Then the target is yours. Take it with the clear cards still on top of it.

Cards may overlap, and a square covered twice counts once. A sideways turn is not allowed. The cards need to be aligned.

HOW TO PLAY

These are some ways to play it, but there could be many, many more, even ways that the creator has not yet imagined.

The game ends when the targets run out. Play with as many targets as you like: 10 for a short game, all 48 for a long one. The player with the most targets wins.

When the clear deck runs out, shuffle the discards into a new one.

AROUND THE TABLE

2 to 6 players

Setup. Lay 6 target cards face up in a row, with the rest as a pile. Put 4 clear cards beside them for everyone to share. Each player holds 6 clear cards, and the rest of the clear cards make the deck.

A turn. Build as many targets as you can from your hand and the table, using each card once. Take the targets together with the clear cards you used. At the end of your turn, discard those clear cards. Then refill the row to 6 targets, the table to at least 4 clear cards and your hand to 6.

If you cannot build anything, put one clear card from your hand on the table and refill your hand to 6.

ONE BY ONE

2 to 6 players

Setup. Lay 6 target cards face up in a row, with the rest as a pile. Each player holds 4 clear cards. The rest of the clear cards make the deck.

A turn. Place one clear card from your hand on a target. Turn it or flip it first if you like. The card can only go on a target if none of its dark squares fall outside the shape. Cards stay where they land, so the stack on each target grows from turn to turn and everyone can add to it.

If the stack now covers the shape exactly, the target is yours. Take it with its clear cards and discard them right away. Turn up a new target. You can take only one target per turn. Then draw a clear card to get back to 4.

If no clear card fits. If none of the clear cards in your hand can go on any target, discard one of them and draw a new one. Your turn ends.

TOGETHER

1 or more players

Setup. Lay 6 target cards face up in a row, with the rest as a pile. Lay 12 clear cards on the table. The rest of the clear cards make the deck.

Play. Look for a target you can build from the clear cards on the table. Everyone can look and help. When you find one, take it with the clear cards you used and discard them right away. Then refill the row to 6 targets and the table to 12 clear cards. Then look again.

If you cannot find anything. Put one target at the bottom of the pile and turn up a new one. You can also replace some of the clear cards on the table: discard them and draw new ones. Choose together how many to change. Then look again.

Here nobody wins against anyone. Count the targets you took together.

ALL AT ONCE

2 to 4 players

Setup. Lay 6 target cards face up in the middle, with the rest as a pile. Lay 12 clear cards beside them. The rest of the clear cards make the deck.

Play. Count "one, two, three" and everyone plays at once. Anyone can pick up any clear card on the table. When you build a target, take it with the clear cards on top of it and keep them there. Then refill the table to 6 targets and 12 clear cards, and keep playing.

Stuck. When someone thinks nobody can find anything, call "stuck". If the others agree, stop. This is the moment to look. Anyone can check the stacks of the others, or trust them. Then everyone discards their stacks, you replace some targets and some clear cards as you decide, and you count "one, two, three" again.

THE EXTRA ECCE RULE

Every game above plays without this. Add it when you want more.

Look at the border of the cards. Every clear card carries a few tiny marks along its edge, a different piece on each one. Every target has a gap in its border. When you stack clear cards on a target, their marks fall in the gap. Most of the time they make a few scattered marks. When they make the word ecce, you get an ecce point.

You decide what an ecce point is worth. It can be one extra point, many points, or the whole game: whoever makes the most ecce wins.

When it happens, leave the clear cards on top of the target to track that you made it.

Those cards stay out of play, so the deck runs out sooner and the game ends sooner. The pickiest cards in the deck come with a bit of ecce already written on them, as an apology for being so hard to place.

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ecce was made by **Sofia Gallego**, an astrophysicist and artist who likes to build games with simple rules and interesting solutions. More of them live at **sofi.games**.