

# C64 BOARD



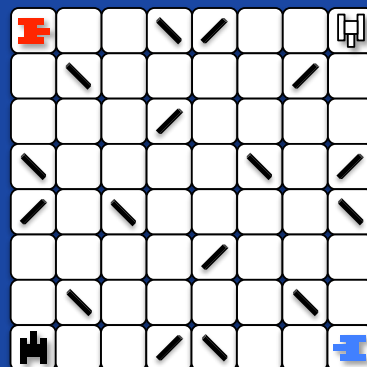
Category: Card Game, Maze, Racing, War  
Mechanic: Action Programming, Area Movement, Hand Management  
Players: 2-4  
Time: 30 minutes  
Age: 12+  
Components: 60 cards, 96 components

## What is the game about?

Simulate the old Commodore 64 games in a boardgame using programmable "joystick cards".

## How do you win?

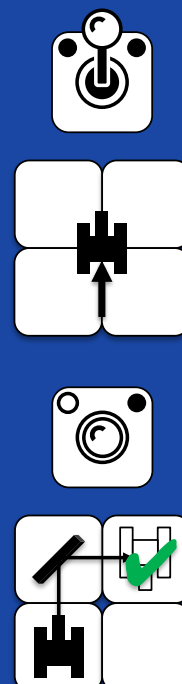
Several games are included, each with its own victory conditions. There are Tanks (hit your opponents), Monsters (find a treasure but avoid the monsters), Maze (find the way through a changing maze), Cars (race and bump your opponents), and Trains (connect stations to the most rails). Or use the joystick cards and components to invent your own game.



## How do you play?



Each player has a grid of "joystick cards", from which they choose two from a row or a column. They take turns to return one card and take the "joystick action" of the card. When the last card is played, they take two new cards from the intersecting row or column.



The joystick action depends on the game and may be a move in a direction or a fire against a target.

## What makes the game special?

The few actions (move or press a button) makes each game simple. However, the open and programmable joystick cards challenge the players to plan their own actions while also predicting and adapting to the opponents' action. In addition, the game system is flexible and allows the players to invent their own games