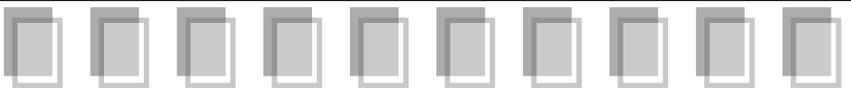# Gerry.

A game of border-line manipulation.

Buzz Tilford

SETUP: Remove the King of Hearts and King of Spades from a 52 card deck. Shuffle the remaining cards. Place 25 cards face-down in a 5 by 5 grid. Place another card from the deck face-up atop each of these 25 cards. Randomly deal the King of Hearts to one player and the King of Spades (now the Black Player) to the other. The player with the King of Hearts (now the Red Player) will take the first turn.

Turns: On their turn a player selects one cell on the 5 by 5 grid of cards. That player may either move one face-up card from that cell to any other to any other cell on the grid or look at all face-down cards in that cell and move one of them to any orthogonally adjacent cell. If a cell only has 1 card in it, the card cannot be moved. If it is a face-down a player may still look at It as their turn. A player may not select the same cell that their opponent selected on the previous turn. The game ends when each player has completed ten turns.

Scoring: Flip all cards in each cell face-up. Add up the values of all black cards and all red cards separately for each cell (Kings have a value of 13; Queens: 12; Jacks: 11, Aces: 1). If the value of the black cards is higher, make the cell by placing one of the blacks cards on top of the cards there. If the value of the red cards is higher, mark it with a red card. Otherwise, flip all cards in that cell face-down. For each row and column, counter the number of cells marked red and the number of cells marked black. If the majority of cells are Black, the Black Player scores a point. If the majority of cells are Red, the Red Player scores a point. After scoring all 5 rows and all 5 columns, the player with the most points wins.