Phenonema
2 PLAYERS NEEDED

Team Eggplant
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6:00-8:00pm with Jennifer Parrish
Phenomena is a two player game where the players compete against each other using five elements. Each player may select fire, water, earth, wood, or metal using the numbers on the keyboard in a kind of rock paper scissors based combat. After each player selects their element you transition to a separate room where you view which element each player has chosen as well as the victor of that round. If both players select the same element you tie; however, when you tie you must choose another element, but your element selection becomes limited so you cannot play the element you tied with and you cannot play a randomly selected element. This is repeated until one player wins with the same selected element three times or once in all five of the elements.
These represent what element is available for each player.
These show what keys to press to select each element for each player (note do not use the keypad)
- orange keys for player 1
- blue keys for player 2

PLAYER 1

PLAYER 2

15
This is the key that shows what element defeats what.
-Arrows point to losing elements
This is a timer that counts down from 15.
-Meaning you have 15 seconds to select your element.
A green check will appear when you select your element.
These represent what elements each player has selected.

PLAYER 1 WINS
PLAYER 1

WATER

PLAYER 2

FIRE

This shows the winner of the round.

PLAYER 1 WINS
This is a countdown from 5. Once it finishes, you will return to the main element selection room for the next round.
This shows the players score in that element. Since player 1 won with water, he/she gets a point in water.
This shows what the player has a win in. Each color that appears in here is associated with an element by color.
This represents a tie which is both players selecting the same element.
When a tie occurs, these will appear stating what elements you cannot use during the tie breaker round. These will tell you what element you can't use, allow you to pick what element you can't use, and pick an element that the other player cannot use.
These will appear showing that you cannot select this element during the tie breaker round.
In order to win a player needs a point in each element or three points in one of the elements.
Can't play fire
Can't play water
Can't play wood
Can't play earth
Can't play metal

Choose element YOU will not be able to play

Pick element opponent can't play