

Commonality

(Updated February 11, 2021)

Commonality is a family game all about collecting stuff with common attributes.

190 cards of fun for almost all ages, 5+.



Overview:

Depending on the game mode, either collect or align sets of images on cards with their common attributes, i.e., their commonalities.

The cards have an image on one side and an arrow on the flip side.

Game Modes

There are three game play modes:

1. Collectors
2. Flip and Spin
3. Solo

Collectors Setup:

- Shuffle the cards
- Deal three cards to each player to keep in secret
- Form a 3x3 grid of eight cards (stockpile) between all of the players
- Place the draw pile in the centre of the stockpile



Reserve an area in front of each player for grouping cards. This is their “reserve”.

Collectors Game Play:

On each player's turn, a player can perform one of the following actions first:

- Moves a card from the stockpile to their "reserve"
- Discards a secret card and replaces it with a new card from the draw pile
- Steals a visible card from an opponent's reserve to their reserve

Finally, if possible ...

- Reveals and collects a set (see below).

Once the draw pile has been depleted, shuffle the discard pile into a new draw pile.

Continue playing until no draw cards remain or are playable.

Set Collection:

Use one or more of your secret cards along with one or more of your reserve cards to make a set of at least three cards. Explain the connection between all these cards then flip upside down as your collection. Draw one or more new cards to maintain three secret cards.

Some examples of collections:

round things



flat things



wearables



scary



List of Commonalities:

Here are the most common attributes that will predominantly describe an item:

*ANIMAL	AQUATIC	BIRD
*BLACK	*BLUE	BREAKABLE
*BROWN	COLD/FROZEN	CONTAINER
DANGEROUS	DEVICE	EXPENSIVE
(on the) FARM	FEMALE	FISH
FIVE	FLAT	FLIES
FLOATS	FOOD	(in the) FOREST
FOUR	FRAGILE	FURNITURE
GAME	*GREEN	*GREY
HOLE(S)	(at) HOME	HOT
INSTRUMENT	(in the) JUNGLE	LIQUID
MACHINE	MALE	MAMMAL
MEDICAL	METAL	MUSIC
PAIR	PAPER	*PINK
PLANT	*PURPLE	*RED
REPTILE	ROUND	SCARY
SHINY	SIX	SPORTS
SQUARE	STRIPES	THREE
TOOL(S)	TRANSPARENT	UNDERGROUND
UNIVERSE	VEHICLE	WEARABLE
*WHITE	WOODEN	*YELLOW

NOTE: For a more challenging game:

Avoid using “ANIMAL” as the commonality. It’s better to use the more specific animal species attributes: mammal or reptile, etc. Specific COLOURS should be also avoided. Encourage using other attributes for a more challenging game.

Kids can use “animal” and specific colours initially, then progress to expanding their creative thinking without them.

Winning the Collectors Game:

Once the draw pile has been exhausted, everyone counts the cards in their collections. Deduct the number of cards in their hands and visible groupings. The winner has the highest number. In case of a tie, the youngest player wins.

Setup for Flip'n'Spin:

- Shuffle the cards
- With two players, form a 4x4 grid of 16 cards (stockpile) between both players;
OR 5x5 (25 cards) when you have three or more players
- Place a draw pile next to the grid (your choice face up or face down).



Flip'n'Spin Game Play:

On each player's turn, a player will:

- Take the next card from the draw pile
- Find a common match in the grid (if not, pass your turn)
- Call out the commonality
- Flip over the grid card and spin the arrow to point to the player
- Discard the card drawn.
- Collect a line of at least three adjacent cards that point to the player.

Continue playing until no draw cards remain or are playable.

Winning Flip'n'Spin:

The player with the most cards wins. In case of a tie, the youngest player wins.

Flip'n'Spin Examples:



Player 1 relates the soccer ball with earth as both “round”.



The earth card is flipped and its arrow aligned to point to player 1.



The three aligned cards are collected and set aside.



Player 2 relates saw and shopping cart as “metallic”.



Saw card is flipped and arrow aligned to player 2.



The three aligned cards are collected.

Solo Mode:

Shuffle the cards and form a 3x3 grid with nine cards face up.



Deal yourself three cards face up.

Place the remaining cards face up in a draw pile.

Try to place one of your cards on top of one of the cards in the grid using any valid commonality.

If you cannot relate the card, keep it face up in front of you. Maintain at least three cards.

Repeat (placing and drawing cards).

You win by having no cards left to play!

