PROJECT 2 : ARCHITORTURE STAGE 1

ORGANIZATIONAL STRUCTURE

At the start of the prejudice project we sorted cards from the original game of Exploding kittens into the context of the years of Architecture School. In this process we determined which existing cards were to be added and where additional made up cards were needed for Architorture version of the game. The names of the cards were all changed to suit the game of Architorture as well as the number of cards needed for each year. After the base deck of 65 cards for First year an average of about 25 – 35 were added in the expansions, each expansion representing second through forth year. The total amount of cards for the game of Architorture is 150 cards. The following page is an overview of the sorting of cards and the amount of cards of each type of Card. Additionally we sorted the cards into Primary, Secondary, and Tertiary cards.

EXPLODING ARCHITORTURE
Playing out the years of Architecture School (Bachelors Edition)

Purpose:
- informing potential future architecture students on the realities and obstacles of architecture school
- understanding what tends to be taught and what is actually useful after school (WHAT I SHOULD'VE KNOWN)
- Will the journey be worth it?

ORIGINAL EDITION - PRIMARY CARDS - YEAR 1

MINDSET: In this game you are the student and your opponents is architecture school.
- Playing WITH other students in competition to see who can balance the school's obstacles the best.
- Game ends when there's one student left

DISCLAIMER: This is just a game, we're all friends here. Don't try to sabotage your classmates in real life pls.

MAXIMUM BRAIN MEMORY: 7
ARCHIVE : 3
- The number of cards in your hand = the amount of memory in your brain
- If you reach the maximum amount of memory, you may **archive** some knowledge (cards) into your USB for future reference.
    - you can swap out knowledge 1 time per turn.
- You can play an **unlimited** amount of action cards per turn.
- Player ends turn by drawing a card.
    - Players must make sure that they do not exceed memory capacity by the end of their turn. Must calculate for additional drawn card by the end of the turn. Must play cards if neccessary to make room for memory capacity.

PRIMARY CARDS

EUREKA CARDS
x6

1. Peers help with last minute preparation for crit.
2. Professor compliments you during crit
3. You passed studio
4. Surprise Auto-save
5. You get a PTT sticky note / studio award
6. Sleep in the Bridge
7. TA / Friend helps you figure out what to do

ARCHITORTURE CARDS
x4

2. Getting destroyed in Crit
- getting destroyed by professor
3. Didn't go to class - no attendence - fail course
4. Computer crash, Didn't Save Project (Revit, Rhino, Illustrator crash)
5. Prof wasn't impressed with your all-nighter work.
6. Sleep Deprived - Cut a finger, got to the hospital
7. Creative Block

ARCHITORTURE DUMPSTER
x6

Get rid of 1 card that you believe won't be useful in your later years (or throughout the current year).

- **MUST BE PLAYED RIGHT AWAY**   **UNLEARNING BY CHOICE** (didn't care maintain the knowledge)

ARCHITORTURE MEMORY LOSS
x4

Everyone shuffle their cards, person to the right blindly chooses 1 card to be discarded back into the draw pile.

- **MUST BE PLAYED RIGHT AWAY**
DUMPSTER FIRE   **UNLEARNING BY MEMORY LOSS (PTSD)** (forget about the knowledge unwillingly)

SHUFFLE THE RESOURCES
BLANK CARD   BLANK CARD
x4

Play this card to shuffle everyone's cards. Rest of the cards are dealt back to other players EVENLY.

- **MUST BE PLAYED RIGHT AWAY**
DOWN MEMORY LANE

MEMORY EXPANSION CARD
BLANK CARD   BLANK CARD
x2

+1 to the amount of cards you can hold in your hands
- **MUST BE PLAYED RIGHT AWAY**

USB EXPANSION CARD
BLANK CARD   BLANK CARD
x2

+1 to the amount of cards you can archive
- **PICTURE IDEAS - USB**
- **MUST BE PLAYED RIGHT AWAY**

SECONDARY CARDS

VENDETTA
x4

End your turn by giving the next person one of your cards. Force the next player to draw an additional 2 cards, they get to choose out of the 3 received cards, which 2 to keep.
- surprise readings
- additional requirements
- printing place closed
- out of stock materials

PREVIEW CARDS
x5

- Draw the 2 top cards to preview your next resources or downfall.
- Lectures
- Stopping to revaluate where you are
- "I Swear I've Been Educated"

THANK U NEXT
x4

- End your turn by playing this card.

SHUFFLE
x4

- Shuffle the draw pile

TERTIARY CARDS

x20 **Knowledge Cards**
- 5 Curriculum
- 5 Personal Growth
- 5 Starchitect
- 5 Architectural Motor Skills

EXPANSION 2 - YEAR 2

PRIMARY CARDS

USB EXPANSION CARD
BLANK CARD
x1

+1 to the amount of cards you can archive

FOUND A USB
BLANK CARD
x1

Take an ARCHIVE EXPANSION CARD from another player

SECONDARY CARDS

REVERSE
x2

- End your turn by playing this card. Order of play is now reverse.

CHANGE OF PLANS
x3

- Draw the 2 top cards to preview your next resources or downfall. Change the order of the cards if you want and place them back on top of the draw deck.
switching to UI/UX Design
switching to engineering
switching to Industrial Indesign
switching to Conservation or Urbanism

NOT TODAY
x5

- Stand up for yourself (or other people). Play this card to cancel out an action that's played (except for an architecture card). Can be played at anytime, does not have to be on your turn.
- The professor doesn't like your new idea.
- Elective class is Full

SURPRISE EPIPHANY
x2

This card can be paired with another knowledge cards to create two of kind or three of kind action play.

SUPER VENDETTA
x3

End your turn by giving the person of your choice one of your cards. Force the that player to draw an additional 2 cards, they get to choose out of the 3 received cards, which 2 to keep.
"This TiMe iTs PeRsOnAl"

TERTIARY CARDS

x8 **Knowledge Cards**
- 3 Software Skills
- 4 Building Knowledge
- 1 Curriculum

EXPANSION 3 - YEAR 3

PRIMARY CARDS

ARCHITECTURE CARDS
x1

2. Getting destroyed in Crit
- getting destroyed by professor
3. Didn't go to class - no attendence - fail course
4. Computer crash, Didn't Save Project (Revit, Rhino, Illustrator crash)
5. Prof wasn't impressed with your all-nighter work.
6. Sleep Deprived - Cut a finger, got to the hospital
7. Creative Block

MEMORY EXPANSION CARD
BLANK CARD
x1

+1 to the amount of cards you can hold in your hands

SECONDARY CARDS

CO-OP CARD
x2

Skip the next **2** rounds of your turn.

NOT IN THIS LIFETIME
x1

Nope not today. Nope their nope. THE NOPE OF ALL NOPES. GOD SAYS NO.

TIME EXTENSION CARD
x2 - **MUST BE PLAYED RIGHT AWAY**

This card must be in 7 memory'' at all times (cannot be placed in your archive).
If a player draws an architecture card, this card will give them a time extension before they're architorture'd.
Players must acteos _____
Glory be to the Architecture Gods, your professor has decided to be kind to you and give you an extension. You are able to avoid the architorture. In the future, if an Architorture card is drawn, you may hold the Architorture card in your hand as long as your have the Time Extension card there as well. This card cannot be archived and must be in your hand at all times and take up a spot in your memory.

EXTRA PREVIEW CARDS
x3

- Draw the **4** top cards to preview your next resources or downfall.
- Lectures
- Stopping to revaluate where you are
- "I Swear I've Been Educated"

SURPRISE EPIPHANY
x2

This card can be paired with another knowledge cards to create two of kind or three of kind action play.

SUPER VENDETTA
x1

End your turn by giving the person of your choise one of your cards. Force the that player to draw an additional 2 cards, they get to choose out of the 3 received cards, which 2 to keep.
"This TiMe iTs PeRsOnAl"

TERTIARY CARDS

x12 **Knowledge Cards**
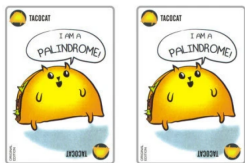- 3 Software Skills
- 2 Building Knowledge
- 1 Curriculum
- 2 Personal Growth
- 2 Starchitect
- 2 Architectural Motor Skills

EXPANSION 4 - YEAR 4

PRIMARY CARDS

EUREKA CARDS
x1

1. Peers help with last minute preparation for crit.
2. Professor compliments you during crit
3. You passed studio
4. Surprise Auto-save
5. You get a PTT sticky note / studio award
6. Sleep in the Bridge
7. TA / Friend helps you figure out what to do

ARCHITORTURE DUMPSTER
x2

Get rid of **3** cards that you believe won't be useful in your later years (or throughout the current year).   **UNLEARNING BY CHOICE** (didn't care maintain the knowledge)
DUMPSTER FIRE
Archive

ARCHITORTURE MEMORY LOSS
x2

Everyone shuffle their cards, person to the right blindly chooses **3** card to be discarded back into the draw pile.   **UNLEARNING BY MEMORY LOSS (PTSD)** (forget about the knowledge unwillingly)

- **MUST BE PLAYED RIGHT AWAY**

SHUFFLE THE RESOURCES
BLANK CARD   BLANK CARD
x2

Play this card to shuffle everyone's cards. Rest of the cards are dealt back to other players EVENLY.

- **MUST BE PLAYED RIGHT AWAY**

FOUND A USB
BLANK CARD
x1

Take an ARCHIVE EXPANSION CARD from another player

USB EXPANSION CARD
BLANK CARD
x1

+1 to the amount of cards you can archive

MEMORY EXPANSION CARD
BLANK CARD
x1

+1 to the amount of cards you can hold in your hands.

SECONDARY CARDS

CHANGE OF PLANS
x3

- Draw the **4** top cards to preview your next resources or downfall. Change the order of the cards if you want and place them back on top of the draw deck

NOT TODAY
x4

- Stand up for yourself (or other people). Play this card to cancel out an action that's played. Can be played at anytime, does not have to be on your turn.

SHARE THE PREVIEW
x3

- Draw the **3** top cards to preview your next resources or downfall. Share your knowledge with 1 other player.

NUMB CARD
BLANK CARD   BLANK CARD
x1

Numb to the architorture but it effects someone else. Hand this card to someone else of your choosing. mahahaha Can't hurt you if you don't care.

ASSISTANCE
x4

Play this card to ask for assistance from another player. Other player must give you one of their cards of choice.

TERTIARY CARDS

x10 **Knowledge Cards**
- 1 Software Skills
- 2 Building Knowledge
- 2 Curriculum
- 2 Personal Growth
- 2 Starchitect
- 1 Architectural Motor Skills

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65 Total   **+25**   **+25**   **+35**
        90 TOTAL **115 TOTAL** **150 TOTAL**
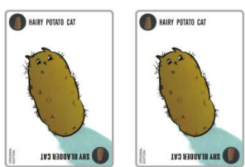

KNOWLEDGE CARDS

CURRICULAM
- History of Structures
- Art History (Year 1 - First semester)
- Art History (Year 1 - Second semester)
- First Year Elective
- Intro to Architecture
- Intro to Modern Architecture
- Intro to Multimedia

- Roger Connah
- Thomas Strickland
- Federica Goffi
- Baez
- Paul Kariouk
- Ben Gianni
- Jill Stoner
- Jay Lim
- Mariana Esponda
- Greg Andonian
- Rob ____
- Mike ____
- Mark MacGuigan
- Eric Archambault
- Honorata Pienkowska-Roseman
- Jerry Hacker
- Johan Voordouw
- Sheryl Boy
- Yvan Cazabon

BUILDINGS KNOWLEDGE
- 3 pillars
- Fallingwater House
- Solomon R. Guggenheim Museum
- Guggenheim Museum Bilbao
- Sydney Opera House
- Colosseum
- Leaning Tower of Pisa
- Chrysler Building
- Eiffel Tower
- Casa Mila
- Villa Savoye
- Louvre Museum
- Cathédrale Notre-Dame de Paris

SOFTWARE SKILLS
- Illustrator
- Photoshop
- Indesign
- Rhino
- Revit
- AutoCAD
- Sketchup
- Enscape
- Grasshopper
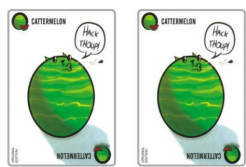- 3Ds Max
- Figma
- Lightroom
- Premier

STARCHITECTS KNOWLEDGE
- Bjarke Ingles
- Steven Holl
- Frank Gehry
- Zaha Hadid
- Frank Llyod Wright
- Louis Kahn
- Isamu Noguchi
- Douglas Cardinal
- Daniel Libeskind
- Rem Koolhaus
- Renzo Piano
- Norman Foster
- Le Corbusier
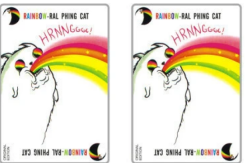- Van Der Rohe
- Kengo Kuma

ARCHITECTURAL MOTOR SKILLS
- Laser cutting
- 3D Printing
- CNC
- Lepage Glue
- Exacto Knife
- Drafting Mechanical Pencil
- Drafting Mechanical Pencil Sharpener
- Drafting Board
- Triangles
- Scale rulers
- Kneading Erasers
- Metal Rulers
- Foam core
- Super glue
- Painters tape
- Portfolio/Drawing tube
- Acetate
- Plexiglass
- Heat gun
- Hammer
- Hot Glue Gun
- Photography

PERSONAL GROWTH
- Self-Esteem
- Rest (no sleep)
- Model Making Money
- Mental Health
- Personal Design Opinions
- Proper Diet
- Social Life
- Freedom
- Regular hobbies

PROJECT 2 : ARCHITORTURE STAGE 2

FORMAL RULES & CARD DESCRIPTIONS

With the organizational chart the preparation of formal instruction and descriptions of cards were necessary for the next steps to create an online version. With connections we were able to get the help of a software engineer who needed these instructions as a base to create code for the online game. The following is a folded pamphlet type document explaining the rules, mindset, and also card descriptions of each of the cards of the game.

ARCHITORTURE
THE GAME

Playing out the Years of Architecture School (Bachelors Edition)

YEAR 1
ORIGINAL EDITION

2-5 PLAYERS
15-30 MIN TO PLAY

PROLOGUE

The purpose of this game is to simulate the obstacles, learnings and realities of architecture school. Architorture will help inform current and potential future students understand what tends to be taught and what is actually useful for the future. What can our minds hold onto and what is dropped throughout the years?

The original edition represents the beginning of architecture school which is 1st year, Bachelors edition. Additional expansions, representing 2nd, 3rd and 4th year, could be added if students decide to proceed with an architecture education after playing the original edition.

MINDSET

In this game you are the student and your opponent is architecture school. Players will be playing against other students in competition to see who can best balance the workload and avoid obstacles in architecture school based on their memory capacity and Eureka moments. Players will use knowledge, action and primary cards to aid them along their journey and attempt to reach the end without being overcome by architorture.

GAME ENDING

The last player who hasn't been wiped out by architorture wins the game!

DISCLAIMER: *It is important to remember that this is just a game. The sabotaging actions that happen in game are not recommended or supported for in real life experiences (we're all friends here). The game is based on the journey of two former undergraduate students at the Azrieli School of Architecture at Carleton University.*

SETUP

1. Remove all the Architorture and Eureka Cards from the deck.
2. Shuffle the deck and deal 5 cards to each player.
3. Deal 1 Eureka Card to each player.
4. Distribute a USB memory mat to each player. (for the physical game).
5. Insert the Architorture cards back into the deck. The amount of Architorture Cards should be 1 fewer than the amount of players in the game.
6. Insert 1 Eureka Card back into the deck.
7. Shuffle the deck and place it face down.

GAMEPLAY

1. Play will go in a clockwise direction.
2. Every player is allowed to have **7 cards** in hand and **3 cards** in the USB archive.
3. Each turn players are allowed to pass or play cards.
4. Players are allowed to play an unlimited amount of action cards per turn.
5. To pass and or end turn, players must draw a card from the draw pile.
6. Players must make sure that they have a maximum of 7 cards in their hand by the end of their turn (including the one that is to be drawn to end their turn). Any extra cards must be played or discarded prior to their turn ending.
7. Players may discard as many cards as they want in hand prior to their turn ending. This may be done so to create more room in their hand, or simply because they feel like there's no use for the card.

DISCARDING CARDS:
- Discarded cards are placed at the bottom of the draw pile.

CARDS IN-HAND / MEMORY:
- The cards in hand represent each players' brain memory.
- Players are allowed a default maximum capacity of 7 cards in hand unless expanded by a Memory Expansion Card.

CARDS IN USB ARCHIVE:
- Similar to architecture school, most architecture students will have an abundance of USBs and/or hard drives to store their projects and other references.
- A player may archive some cards into their USB for future reference.
- A player may play 1 action per turn with the USB archive. This includes:
    - Swapping out a card in memory (in hand) with a card in the USB archive.
    - Adding a card to the USB archive.
    - Removing a card from the USB archive to be placed in memory.
    (Players must have enough memory/in-hand capacity to do this action)
- Players are allowed a default maximum USB capacity of 3 cards unless expanded by a USB Expansion card.

8. Every player ends their turn by drawing a card from the draw pile or playing an action card that ends their turn.

PRIMARY CARDS

The Primary cards in the game focus on memory throughout architecture school which results in either memory expansions or in memory loss from all those late nights. The architorture cards are the main cards of the game. The goal is to utilize other cards to defuse or avoid the architorture cards.

EUREKA CARD
With these cards you are able to defuse the Architorture Cards to avoid being eliminated from the game. These are a priceless asset in the game of Architorture.

ARCHITORTURE CARD
If you draw these cards, you've been overwhelmed by Architorture! This the end of the road for your Architecture education, you are eliminated from the game. If you have a Eureka Card, Time extension, or Numb cards you may utilize it to block the architorture's disastrous effects on you. This card cannot be archived.

ARCHITECTURE DUMP CARD
Once drawn these cards must be used right away. This card forces you to discard 1 card that you won't believe will be useful in the game. The discarded card must be placed at the bottom of the draw pile.

ARCHITECTURE MEMORY LOSS
Once Architecture Memory Loss is drawn it must be used right away. You never know when memory loss will strike. The person on the right will blindly choose 1 card from your hand and insert it back into the draw pile.

RESOURCE SHUFFLE CARD
Everyone in the game must combine the cards in hand together, shuffle and redistribute amongst the players evenly. Deal the cards in a clockwise rotation starting with the player that drew this card.

MEMORY EXPANSION CARD
With this card you are able to +1 card to your hand as your memory has expanded.

USB EXPANSION CARD
With this card you are able to +1 card to your USB as your USB memory has been expanded. This card must be placed face up with your archived card(s) on the table.

SECONDARY CARDS

Secondary cards are the action cards. These action cards help you navigate through the game to possibly avoid the chances of being architortured.

VENDETTA CARD
Sometimes things don't go your way but it doesn't mean your classmates shouldn't have one. Give the next player a card from your hand and force them to draw 2 additional cards to end their turn. Your turn ends once this card is played.

IF YOU'VE BEEN VENDETTA-ED:
- The player that gets vendetta-ed will automatically receive +1 card from the player who played the vendetta card. (This is the only point where there is a possible chance of passing in-hand capacity).
- The player that gets vendetta-ed must then play or discard the proper amount of cards to fit within their current in-hand capacity, prior to being forced to draw twice to end their turn.
- If the player that gets vendetta-ed has enough in-hand capacity, they may draw twice accordingly to end their turn
- By the end of their turn, they must remain within their current in-hand capacity.

PREVIEW CARD
You have an opportunity to prepare and take a glimpse of the future. Draw the first two (2) cards and preview what the next resources or downfall cards will be. Place the cards back on top of the draw pile in the same order once you're done viewing them.

THANK U NEXT CARD
Want to avoid the next draw? Play this card and skip your turn. Thank U, Next!

SHUFFLE CARD
Shuffle the cards in the deck file.

TERTIARY CARDS

Knowledge cards will allow you to steal resources from other students throughout the game. Pairs or trios of the same cards will allow you to make power moves in the game.

KNOWLEDGE CARDS
There are type 6 knowledge cards: Curriculum, Building Knowledge, Software Skills, Starchitects knowledge, Architectural Motor Skills and Personal Growth.

TWO OF A KIND
If a player has two of the same knowledge cards category, they may play these and choose a card blindly from another player's hand.

THREE OF A KIND
If a player has three of the same knowledge cards category, they may play these and request a specific card from another player of their choosing. If that player does not have that card they lose the 3 knowledge cards.

ARCHITORTURE
THE GAME

Playing out the Years of Architecture School (Bachelors Edition)

YEAR 2
EXPANSION 1

2-5 PLAYERS
15-30 MIN TO PLAY

PROLOGUE

The purpose of this game is to simulate the obstacles, learnings and realities of architecture school. Architorture will help inform current and potential future students understand what tends to be taught and what is actually useful for the future. What can our minds hold onto and what is dropped throughout the years?
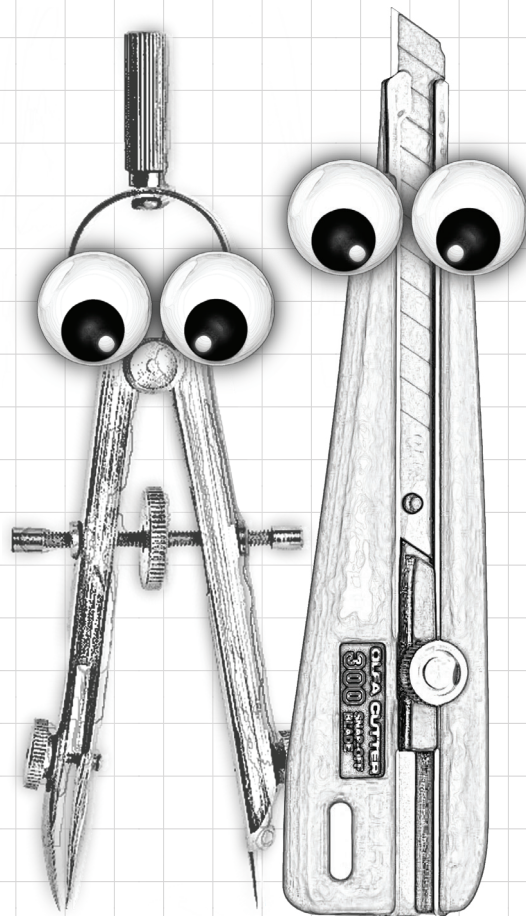
The original edition represents the beginning of architecture school which is 1st year, Bachelors edition. Additional expansions, representing 2nd, 3rd and 4th year, could be added if students decide to proceed with an architecture education after playing the original edition.

MINDSET

In this game you are the student and your opponent is architecture school. Players will be playing against other students in competition to see who can best balance the workload and avoid obstacles in architecture school based on their memory capacity and Eureka moments. Players will use knowledge, action and primary cards to aid them along their journey and attempt to reach the end without being overcome by architorture.

GAME ENDING

The last player who hasn't been wiped out by architorture wins the game!

DISCLAIMER: *It is important to remember that this is just a game. The sabotaging actions that happen in game are not recommended or supported for in real life experiences (we're all friends here). The game is based on the journey of two former undergraduate students at the Azrieli School of Architecture at Carleton University.*

SETUP

1. Combine all cards from Year 1 and Year 2.
2. Remove all the Architorture and Eureka Cards from the deck.
3. Shuffle the deck and deal 5 cards to each player.
4. Deal 1 Eureka Card to each player.
5. Distribute a USB memory mat to each player. (for the physical game).
6. Insert the Architorture cards back into the deck. The amount of Architorture Cards should be 1 fewer than the amount of players in the game.
7. Insert 1 Eureka Card back into the deck.
8. Shuffle the deck and place it face down.

GAMEPLAY

1. Play will go in a clockwise direction.
2. Every player is allowed to have **7 cards** in hand and **3 cards** in the USB archive.
3. Each turn players are allowed to pass or play cards.
4. Players are allowed to play an unlimited amount of action cards per turn.
5. To pass and or end turn, players must draw a card from the draw pile.
6. Players must make sure that they have a maximum of 7 cards in their hand by the end of their turn (including the one that is to be drawn to end their turn). Any extra cards must be played or discarded prior to their turn ending.
7. Players may discard as many cards as they want in hand prior to their turn ending. This may be done so to create more room in their hand, or simply because they feel like there's no use for the card.

DISCARDING CARDS:
- Discarded cards are placed at the bottom of the draw pile.

CARDS IN-HAND / MEMORY:
- The cards in hand represent each players' brain memory.
- Players are allowed a default maximum capacity of 7 cards in hand unless expanded by a Memory Expansion Card.

CARDS IN USB ARCHIVE:
- Similar to architecture school, most architecture students will have an abundance of USBs and/or hard drives to store their projects and other references.
- A player may archive some cards into their USB for future reference.
- A player may play 1 action per turn with the USB archive. This includes:
    - Swapping out a card in memory (in hand) with a card in the USB archive.
    - Adding a card to the USB archive.
    - Removing a card from the USB archive to be placed in memory. (Players must have enough memory/in-hand capacity to do this action)
- Players are allowed a default maximum USB capacity of 3 cards unless expanded by a USB Expansion card.

8. Every player ends their turn by drawing a card from the draw pile or playing an action card that ends their turn.

PRIMARY CARDS

The Primary cards in the game focus on memory throughout architecture school which results in either memory expansions or in memory loss from all those late nights. The architorture cards are the main cards of the game. The goal is to utilize other cards to defuse or avoid the architorture cards.

USB EXPANSION CARD
With this card you are able to +1 card to your USB as your USB memory has been expanded. This card must be placed face up with your archived card(s) on the table.

FOUND A USB CARD
Congratulations! You found a forgotten USB in the computer lab. Take an USB Expansion Card from another player. If no expansion cards are played, keep card and play at the next available opportunity.

ADDITIONAL NOTE:
- Read the Primary, Secondary and Tertiary Cards descriptions of Year 1 for additional card clarifications.

- IF YOU'VE BEEN VENDETTA-ED:
  - The player that gets vendetta-ed will automatically receive +1 card from the player who played the vendetta card. (This is the only point where there is a possible chance of passing in-hand capacity).
  - The player that gets vendetta-ed must then play or discard the proper amount of cards to fit within their current in-hand capacity, prior to being forced to draw twice to end their turn.
  - If the player that gets vendetta-ed has enough in-hand capacity, they may draw twice accordingly to end their turn
  - By the end of their turn, they must remain within their current in-hand capacity.

SECONDARY CARDS

Secondary cards are the action cards. These action cards help you navigate through the game to possibly avoid the chances of being architortured.

REVERSE CARD
Not liking the order of the players? Let's switch it up. Use this card to reverse the order.

CHANGE OF PLANS CARD
Sometimes you got to look at your different options and get your ducks in a row. You have an opportunity to change the near future. Take a peek at the first two (2) top cards of the draw pile, rearrange in the order you wish them to be and place them back onto the draw pile once you're done.

NOT TODAY CARD
Did a student or professor try to pass a fast one on you? Well today is your lucky day! Play this card to cancel out another player's action card(s). The card must be played before the action is followed through. Unfortunately, Architorture cards cannot be voided.

SURPRISE EPIPHANY CARD
Sometimes good ideas can't wait. Use this card as a substitute of one of your knowledge cards to complete a pairing or trioing play.

SUPER VENDETTA CARD
This card is similar to the Vendetta Card except you get to choose who you want to attack. Give the player of your choice a card from your hand and force them to draw 2 additional cards to end their turn. See the additional notes for this card under "IF YOU'VE BEEN VENDETTA-ED".

TERTIARY CARDS

Knowledge cards will allow you to steal resources from other students throughout the game. Pairs or trios of the same cards will allow you to make power moves in the game.

KNOWLEDGE CARDS
There are type 6 knowledge cards: Curriculum, Building Knowledge, Software Skills, Starchitects knowledge, Architectural Motor Skills and Personal Growth.

TWO OF A KIND
If a player has two of the same knowledge cards category, they may play these and choose a card blindly from another player's hand.

THREE OF A KIND
If a player has three of the same knowledge cards category, they may play these and request a specific card from another player of their choosing. If that player does not have that card they lose the 3 knowledge cards.

YEAR 2 EXPANSION 1

ARCHITORTURE
THE GAME

Playing out the Years of Architecture School (Bachelors Edition)

YEAR 3
EXPANSION 2

2-6 PLAYERS
15-30 MIN TO PLAY

PROLOGUE

The purpose of this game is to simulate the obstacles, learnings and realities of architecture school. Architorture will help inform current and potential future students understand what tends to be taught and what is actually useful for the future. What can our minds hold onto and what is dropped throughout the years?
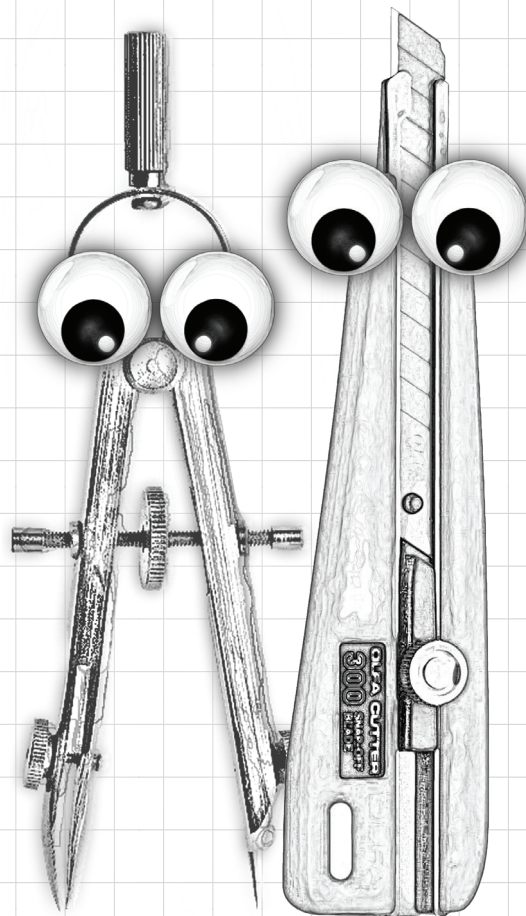
The original edition represents the beginning of architecture school which is 1st year, Bachelors edition. Additional expansions, representing 2nd, 3rd and 4th year, could be added if students decide to proceed with an architecture education after playing the original edition.

MINDSET

In this game you are the student and your opponent is architecture school. Players will be playing against other students in competition to see who can best balance the workload and avoid obstacles in architecture school based on their memory capacity and Eureka moments. Players will use knowledge, action and primary cards to aid them along their journey and attempt to reach the end without being overcome by architorture.

GAME ENDING

The last player who hasn't been wiped out by architorture wins the game!

SETUP

1. Combine all cards from Year 1, Year 2 and Year 3.
2. Remove all the Architorture and Eureka Cards from the deck.
3. Shuffle the deck and deal 5 cards to each player.
4. Deal 1 Eureka Card to each player.
5. Distribute a USB memory mat to each player. (for the physical game).
6. Insert the Architorture cards back into the deck. The amount of Architorture Cards should be 1 fewer than the amount of players in the game.
7. Insert 1 Eureka Card back into the deck.
8. Shuffle the deck and place it face down.

GAMEPLAY

1. Play will go in a clockwise direction.
2. Every player is allowed to have **7 cards** in hand and **3 cards** in the USB archive.
3. Each turn players are allowed to pass or play cards.
4. Players are allowed to play an unlimited amount of action cards per turn.
5. To pass and or end turn, players must draw a card from the draw pile.
6. Players must make sure that they have a maximum of 7 cards in their hand by the end of their turn (including the one that is to be drawn to end their turn). Any extra cards must be played or discarded prior to their turn ending.
7. Players may discard as many cards as they want in hand prior to their turn ending. This may be done so to create more room in their hand, or simply because they feel like there's no use for the card.

DISCARDING CARDS:
- Discarded cards are placed at the bottom of the draw pile.

CARDS IN-HAND / MEMORY:
- The cards in hand represent each players' brain memory.
- Players are allowed a default maximum capacity of 7 cards in hand unless expanded by a Memory Expansion Card.

CARDS IN USB ARCHIVE:
- Similar to architecture school, most architecture students will have an abundance of USBs and/or hard drives to store their projects and other references.
- A player may archive some cards into their USB for future reference.
- A player may play 1 action per turn with the USB archive. This includes:
    - Swapping out a card in memory (in hand) with a card in the USB archive.
    - Adding a card to the USB archive.
    - Removing a card from the USB archive to be placed in memory. (Players must have enough memory/in-hand capacity to do this action)
- Players are allowed a default maximum USB capacity of 3 cards unless expanded by a USB Expansion card.

8. Every player ends their turn by drawing a card from the draw pile or playing an action card that ends their turn.

PRIMARY CARDS

The Primary cards in the game focus on memory throughout architecture school which results in either memory expansions or in memory loss from all those late nights. The architorture cards are the main cards of the game. The goal is to utilize other cards to defuse or avoid the architorture cards.

ARCHITORTURE CARD

If you draw these cards, you've been overwhelmed by Architorture! This the end of the road for your Architecture education, you are eliminated from the game. If you have a Eureka Card, Time extension, or Numb cards you may utilize it to block the architorture's disastrous effects on you. This card cannot be archived.

MEMORY EXPANSION CARD

With this card you are able to +1 card to your hand as your memory has expanded.

ADDITIONAL NOTE:

- Read the Primary, Secondary and Tertiary Cards descriptions of Year 1 for additional card clarifications.

- IF YOU'VE BEEN VENDETTA-ED:
   - The player that gets vendetta-ed will automatically receive +1 card from the player who played the vendetta card. (This is the only point where there is a possible chance of passing in-hand capacity).
   - The player that gets vendetta-ed must then play or discard the proper amount of cards to fit within their current in-hand capacity, prior to being forced to draw twice to end their turn.
   - If the player that gets vendetta-ed has enough in-hand capacity, they may draw twice accordingly to end their turn
   - By the end of their turn, they must remain within their current in-hand capacity.

SECONDARY CARDS

Secondary cards are the action cards. These action cards help you navigate through the game to possibly avoid the chances of being architortured.

CO-OP CARD

Play this card to end your turn and skip the next round. Time to take a break.

NOT IN THIS LIFETIME CARD

Nope their nope, the nope of ALL nopes! The Lord has spoken, god says NO! Play this card to cancel out another player's action card(s) and overpower any Not Today card(s). The card must be played before the action is followed through. Unfortunately, Architorture cards cannot be voided.

TIME EXTENSION CARD

Glory be to the Architecture Gods, your professor has decided to be kind to you and give you an extension. You are able to avoid the architorture wrath. Hold onto an architorture card in your hand with this card. While you have an architorture card in hand this card cannot be archived and must be in your hand at all times. If along your journey, you lose the Time Extension Card while holding an Architorture Card, you've been eliminated.

EXTRA PREVIEW CARD

You have an opportunity to EXTRA prepare and take a glimpse of the future. Draw the first four (4) cards and preview what the next resources or downfall cards will be. Place the cards back on top of the draw pile in the same order once you're done viewing them.

SURPRISE EPIPHANY CARD

Sometimes good ideas can't wait. Use this card as a substitute of one of your knowledge cards to complete a pairing or trioing play.

SUPER VENDETTA CARD

This card is similar to the Vendetta Card except you get to choose who you want to attack. Give the player of your choice a card from your hand and force them to draw 2 additional cards to end their turn. See the additional notes for this card under "IF YOU'VE BEEN VENDETTA-ED".

TERTIARY CARDS

Knowledge cards will allow you to steal resources from other students throughout the game. Pairs or trios of the same cards will allow you to make power moves in the game.

KNOWLEDGE CARDS

There are type 6 knowledge cards: Curriculum, Building Knowledge, Software Skills, Starchitects knowledge, Architectural Motor Skills and Personal Growth.

TWO OF A KIND

If a player has two of the same knowledge cards category, they may play these and choose a card blindly from another player's hand.

THREE OF A KIND

If a player has three of the same knowledge cards category, they may play these and request a specific card from another player of their choosing. If that player does not have that card they lose the 3 knowledge cards.

ARCHITORTURE
THE GAME

Playing out the Years of Architecture School (Bachelors Edition)

YEAR 4
EXPANSION 3

2-6 PLAYERS
15-30 MIN TO PLAY

PROLOGUE

The purpose of this game is to simulate the obstacles, learnings and realities of architecture school. Architorture will help inform current and potential future students understand what tends to be taught and what is actually useful for the future. What can our minds hold onto and what is dropped throughout the years?
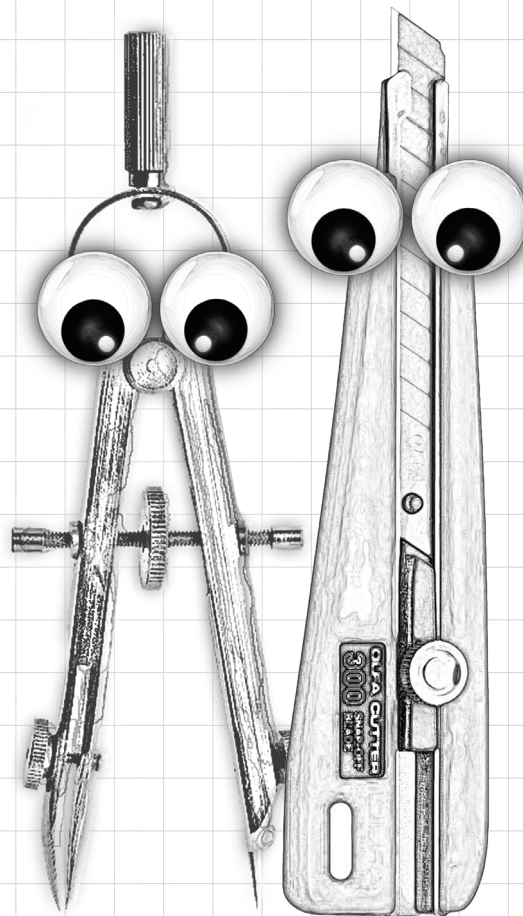
The original edition represents the beginning of architecture school which is 1st year, Bachelors edition. Additional expansions, representing 2nd, 3rd and 4th year, could be added if students decide to proceed with an architecture education after playing the original edition.

MINDSET

In this game you are the student and your opponent is architecture school. Players will be playing against other students in competition to see who can best balance the workload and avoid obstacles in architecture school based on their memory capacity and Eureka moments. Players will use knowledge, action and primary cards to aid them along their journey and attempt to reach the end without being overcome by architorture.

GAME ENDING

The last player who hasn't been wiped out by architorture wins the game!

DISCLAIMER: *It is important to remember that this is just a game. The sabotaging actions that happen in game are not recommended or supported for in real life experiences (we're all friends here). The game is based on the journey of two former undergraduate students at the Azrieli School of Architecture at Carleton University.*

SETUP

1. Combine all cards from Year 1, Year 2, Year 3 and Year 4.
2. Remove all the Architorture and Eureka Cards from the deck.
3. Shuffle the deck and deal 5 cards to each player.
4. Deal 1 Eureka Card to each player.
5. Distribute a USB memory mat to each player. (for the physical game).
6. Insert the Architorture cards back into the deck. The amount of Architorture Cards should be 1 fewer than the amount of players in the game.
7. Insert 1 Eureka Card back into the deck.
8. Shuffle the deck and place it face down.

GAMEPLAY

1. Play will go in a clockwise direction.
2. Every player is allowed to have **7 cards** in hand and **3 cards** in the USB archive.
3. Each turn players are allowed to pass or play cards.
4. Players are allowed to play an unlimited amount of action cards per turn.
5. To pass and or end turn, players must draw a card from the draw pile.
6. Players must make sure that they have a maximum of 7 cards in their hand by the end of their turn (including the one that is to be drawn to end their turn). Any extra cards must be played or discarded prior to their turn ending.
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- Similar to architecture school, most architecture students will have an abundance of USBs and/or hard drives to store their projects and other references.
- A player may archive some cards into their USB for future reference.
- A player may play 1 action per turn with the USB archive. This includes:
    - Swapping out a card in memory (in hand) with a card in the USB archive.
    - Adding a card to the USB archive.
    - Removing a card from the USB archive to be placed in memory.
    (Players must have enough memory/in-hand capacity to do this action)
- Players are allowed a default maximum USB capacity of 3 cards unless expanded by a USB Expansion card.

8. Every player ends their turn by drawing a card from the draw pile or playing an action card that ends their turn.

PRIMARY CARDS

The Primary cards in the game focus on memory throughout architecture school which results in either memory expansions or in memory loss from all those late nights. The architorture cards are the main cards of the game. The goal is to utilize other cards to defuse or avoid the architorture cards.

EUREKA CARD

With these cards you are able to defuse the Architorture Cards to avoid being eliminated from the game. These are a priceless asset in the game of Architorture.

ARCHITECTURE DUMP CARD

Once drawn these cards must be used right away. This card forces you to discard 1 card that you won't believe will be useful in the game. The discarded card must be placed at the bottom of the draw pile.

ARCHITECTURE MEMORY LOSS

Once Architecture Memory Loss is drawn it must be used right away. You never know when memory loss will strike. The person on the right will blindly choose 1 card from your hand and insert it back into the draw pile.

RESOURCE SHUFFLE CARD

Everyone in the game must combine the cards in hand together, shuffle and redistribute amongst the players evenly. Deal the cards in a clockwise rotation starting with the player that drew this card.

FOUND A USB CARD

Congratulations! You found a forgotten USB in the computer lab. Take an USB Expansion Card from another player. If no expansion cards are played, keep card and play at the next available opportunity.

USB EXPANSION CARD

With this card you are able to +1 card to your USB as your USB memory has been expanded. This card must be placed face up with your archived card(s) on the table.

ADDITIONAL NOTE:

- Read the Primary, Secondary and Tertiary Cards descriptions of Year 1 for additional card clarifications.

SECONDARY CARDS

Secondary cards are the action cards. These action cards help you navigate through the game to possibly avoid the chances of being architortured.

CHANGE OF PLANS CARD

Sometimes you got to look at your different options and get your ducks in a row. You have an opportunity to change the near future. Take a peek at the first two (2) top cards of the draw pile, rearrange in the order you wish them to be and place them back onto the draw pile once you're done.

NOT TODAY CARD

Did a student or professor try to pass a fast one on you? Well today is your lucky day! Play this card to cancel out another player's action card(s). The card must be played before the action is followed through. Unfortunately, Architorture cards cannot be voided.

SHARE THE PREVIEW CARD

Draw the top three (3) cards and share the preview with another player of your choice. Place the cards back on top of the draw pile in the same order once you're done viewing them.

NUMB CARD

You've gotten to the point where you're just numb, you stopped feeling the architorture. Use this card to deflect the architorture card toward another player of your choosing.

ASSISTANCE CARD

Play this card to ask for assistance from another player of your choosing. That player must give you one of their cards of choice.

TERTIARY CARDS

Knowledge cards will allow you to steal resources from other students throughout the game. Pairs or trios of the same cards will allow you to make power moves in the game.
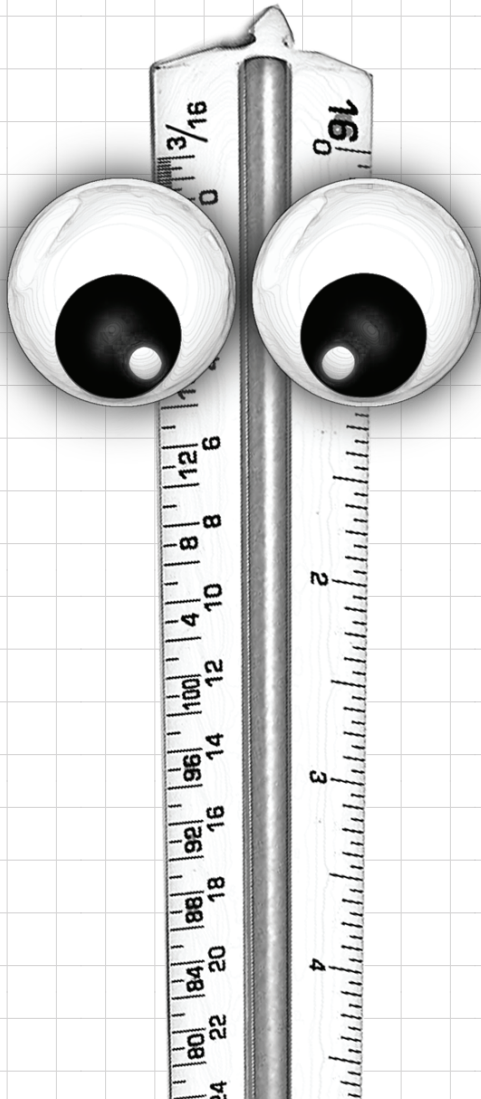
KNOWLEDGE CARDS

There are type 6 knowledge cards: Curriculum, Building Knowledge, Software Skills, Starchitects knowledge, Architectural Motor Skills and Personal Growth.

TWO OF A KIND

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THREE OF A KIND

If a player has three of the same knowledge cards category, they may play these and request a specific card from another player of their choosing. If that player does not have that card they lose the 3 knowledge cards.

PROJECT 2 : ARCHITORTURE THE GAME STAGE 3

ARCHITORTURE CARD DESIGN

The designs of the 150 cards were split evenly between both game designers, about a week worth of work each. Specific card types in the primary, secondary, and tertiary cards design were split and carried out by that respected designer for similar types of cards. For example the Vendetta card designer also designed Super Vendetta card types. The following pages are the cards for each expansions divided into their primary, secondary, and tertiary categories as an overview of all the cards designed.

PRIMARY CARDS

EUREKA CARDS

ARCHITORTURE CARDS

ARCHITECTURE DUMP CARDS

ARCHITECTURE MEMORY LOSS CARDS
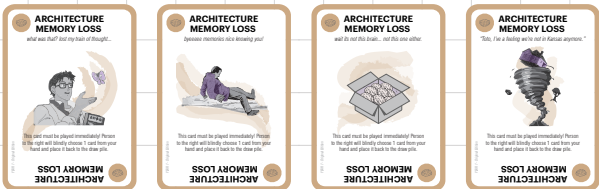
RESOURCE SHUFFLE CARDS
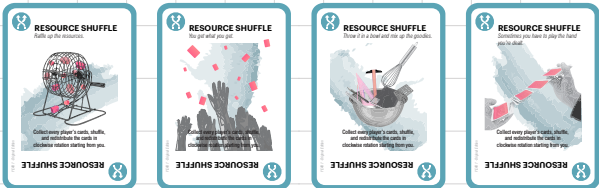
MEMORY EXPANSION CARDS
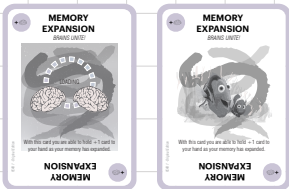
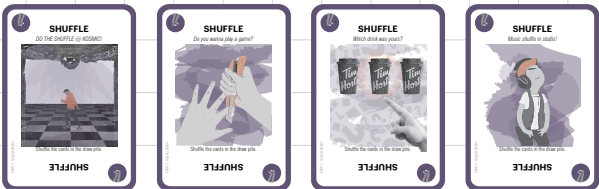## USB EXPANSION CARDS
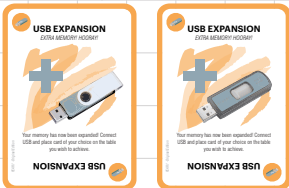
SECONDARY CARDS
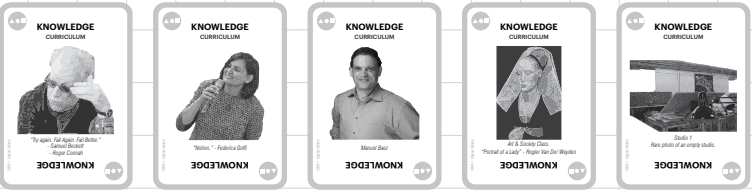
VENDETTA CARDS

PREVIEW CARDS

THANK U NEXT CARDS

SHUFFLE CARDS

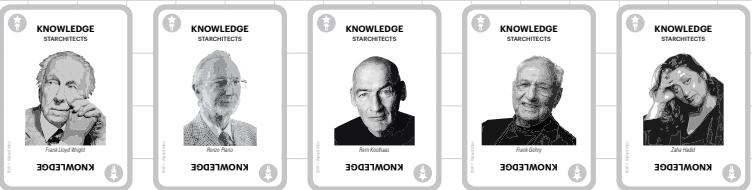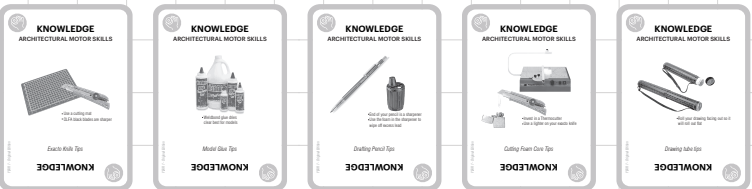# TERTIARY CARDS

CURRICULUM CARDS

PERSONAL GROWTH CARDS

STARCHITECTS CARDS

ARCHITECTURAL MOTOR SKILLS
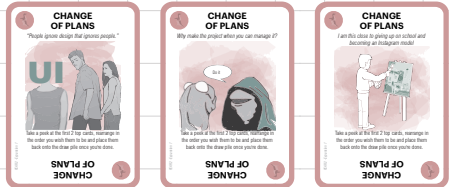
PRIMARY CARDS

USB EXPANSION CARDS

FOUND A USB CARDS

SECONDARY CARDS

REVERSE CARDS

CHANGE OF PLANS CARDS

NOT TODAY CARDS
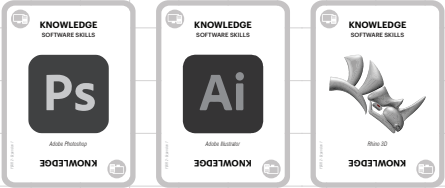

SURPRISE EPIPHANY CARDS

SUPER VENDETTA CARDS

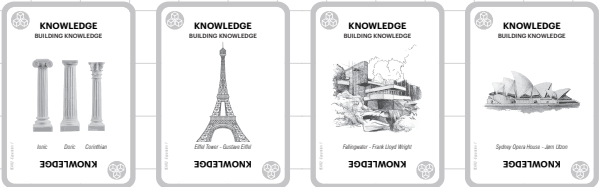
TERTIARY CARDS

SOFTWARE SKILLS CARDS

BUILDING KNOWLEDGE CARDS

CURRICULUM CARDS

PRIMARY CARDS

ARCHITORTURE CARDS

MEMORY EXPANSION CARDS

SECONDARY CARDS

CO-OP CARDS

NOT IN THIS LIFETIME CARDS

TIME EXTENSION CARDS

EXTRA PREVIEW CARDS

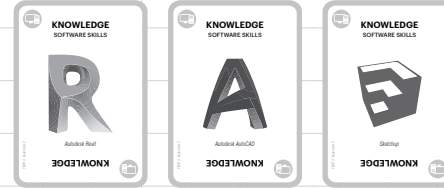

SURPRISE EPIPHANY CARDS

SUPER VENDETTA CARDS

TERTIARY CARDS

SOFTWARE SKILLS CARDS

BUILDING KNOWLEDGE CARDS

CURRICULUM CARDS

PERSONAL GROWTH CARDS

STARCHITECTS CARDS

ARCHITECTURAL MOTOR SKILLS CARDS
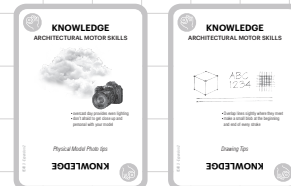
PRIMARY CARDS

EUREKA CARDS

ARCHITECTURE DUMP CARDS

ARCHITECTURE MEMORY LOSS CARDS

RESOURCE SHUFFLE CARDS

FOUND A USB CARDS

MEMORY EXPANSION CARDS
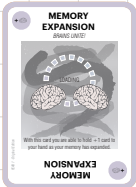
USB EXPANSION CARDS

SECONDARY CARDS

CHANGE OF PLANS CARDS

NOT TODAY CARDS

SHARE THE PREVIEW CARDS

NUMB CARDS

ASSISTANCE CARDS
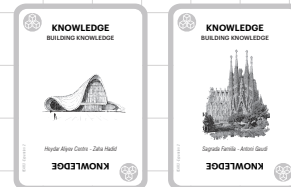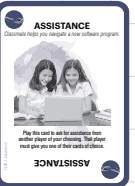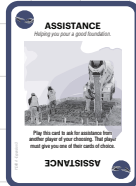

TERTIARY CARDS
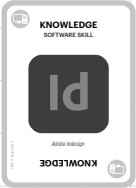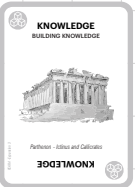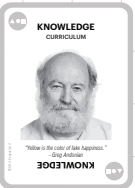
SOFTWARE SKILLS CARDS

BUILDING KNOWLEDGE CARDS

CURRICULUM CARDS

PERSONAL GROWTH CARDS

STARCHITECTS CARDS

ARCHITECTURAL MOTOR SKILLS CARDS

YEAR 4 EXPANSION 3
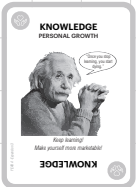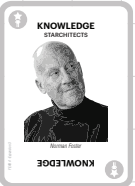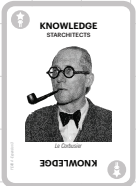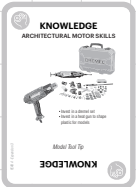
PROJECT 2 : ARCHITORTURE THE GAME
STAGE 4

EARLY DESIGN DEVELOPMENT FOR USER INTERFACE
OF THE ONLINE GAME

The following are the early design stages of the User Interface design for the game. The Software Engineer and Designers worked out the layout and progression of how the online is seen and interacted with together.

ARCHITORTURE

HOST A NEW GAME

ENTER ROOM CODE

DROP DOWN OF RULES

EXPANSION:
①2 3 4

USER NAME

READY

ROOM CODE

USER NAME

READY

EXPANSION:

USER NAME   USER NAME   USER NAME   USER NAME   USER NAME

ROOM CODE : ####

READY

draw pile   played pile

USB CARD

CARD   CARD   CARD   CARD   CARD   CARD   CARD
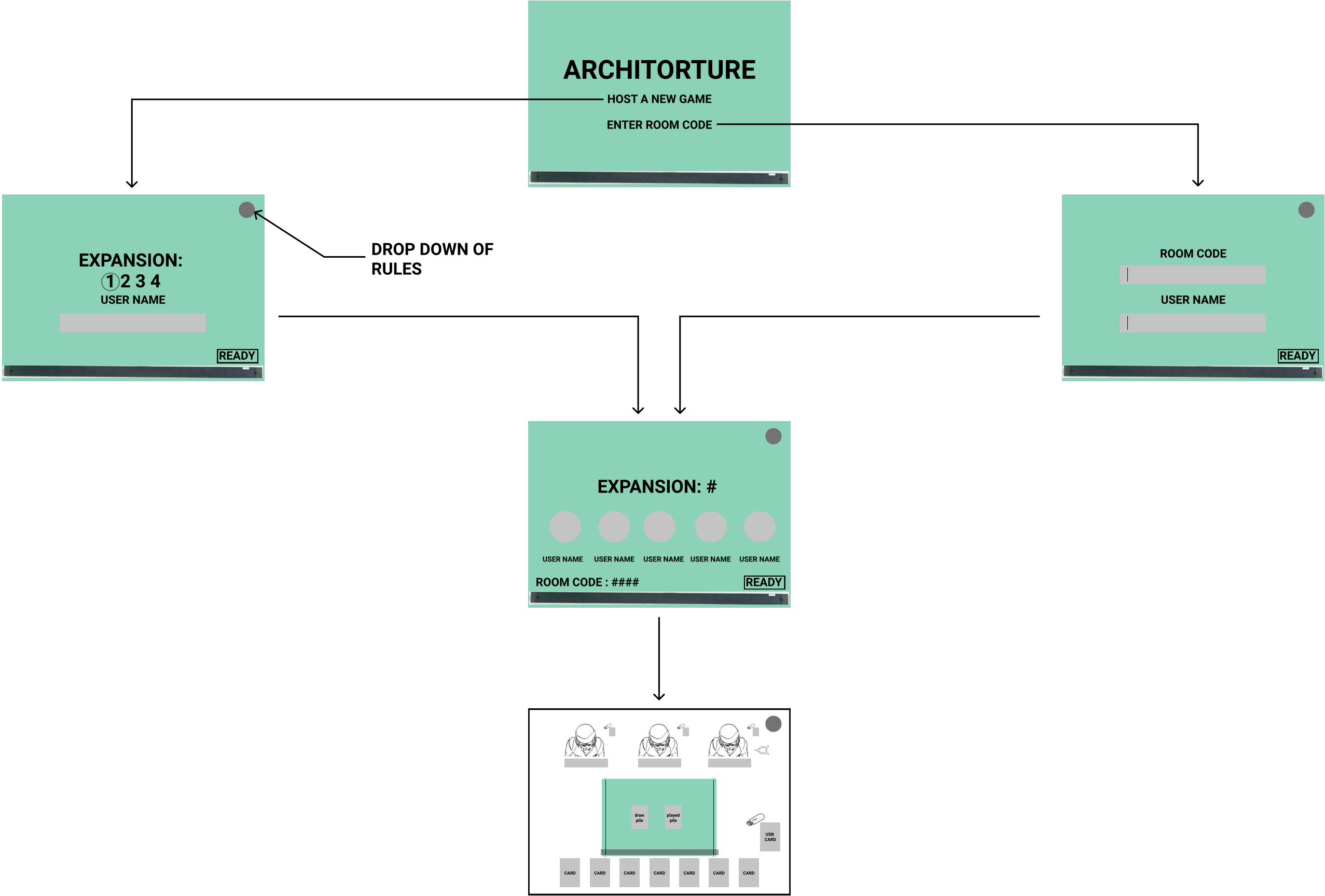
PROJECT 2 : ARCHITORTURE THE GAME
STAGE 5

DESIGN DEVELOPMENT FOR USER INTERFACE OF THE ONLINE GAME

The following are the User Interface design for the online game. The designer's job at this time were to create all icons, cards, and graphics which were to be implemented as design elements for the online game, in software engineering terms these are called assests. To tie the online game back to the origin of reflection of the Designers' education, Cristina and Melissa combined their original mapping as the background of the game play screen as to show the connections students make in Architecture school.

Logo

Avatars

Back of Card

Drafting Board

Online Icon

North Arrow - Turn indicator

ONLINE GAME ASSETS

WINNER SCREEN

ARCHITORTURED!

BETTER LUCK NEXT SEMESTER 🙂

MEMORY EXPANSION ICON

LOSER SCREEN

CONGRATULATIONS YOU SURVIVED THE WRATH OF ARCHITORTURE

NOW ONTO THE REAL WORLD 🙂

USB ICON

ONLINE GAME ASSETS

BACKGROUND IMAGE FOR GAMEPLAY
COMBINED MAPPING OF CRISTINA AND MELISSA'S ARCHITECTURAL JOURNEY

Training for a skill implies endless practice and repetition that borders upon boredom. However, the gradual improvement of performance, combings with dedication, keeps the negative sense of boredom at bay. (pg. 81)
- The Thinking Hand-
Juhan Pallasmaa

art school - life drawing class and modeling class

2012

2011

landmarks

CREATIVE

SIMS to architecture

night markets

CRITICISM

learning to take criticism

rejection

process & journey

STUDIO 1

commitment

teamwork

COMPETITIVE SWIMMING

seeing ancestral village

analog development

MULTIMEDIA

2014

COMPUTER KNOWLEDGE

literacy in computers

microsoft suite

math

mental math

the forbidden city

2006

03

learning from the built environment

ARCHITECTURE STREAM

PERSONAL STREAM

1998

I SWEAR I'VE BEEN EDUCATED

racism finally exposed

04

processing steps

HISTORY OF STRUCTURES

value in boys

black lives matter

sketching as a tool

ART HISTORY

TECHNICAL

FAMILY DYNAMIC

FIRST HOME PURCHASE

importance of precedents

STUDIO 3

01

calculation of stresses

organizational logic

playing with models

rhino

intro to technical

I SWEAR I'VE BEEN EDUCATED

ARCHITECTURAL TECH 2

WORK EXPERIENCE 4

GRADUATE STUDIO 2 OPTION STUDIO

DRAWING ON THE AVANT-GARDE

ADVANCED BUILDING SYSTEMS

EDITING PROGRAMS

BIM PROGRAMS

GRADUATE STUDIO

GRADUATE SEMINAR 2 "I SWEAR I'VE BEEN EDUCATED"

00

rules of presentation

DIGITAL FABRICATION

COMPUTER MODELING

ARCH. DRAWING & DESIGN

software & fabrication intro

architecture as a fortress

PRACTICAL

architecture and nature

WORK EXPERIENCE 2

GRADUATE STUDIO

PROFESSIONAL PRACTICE

perspective of other culture

HISTORY

AutoCAD

REVIT

ILLUSTRATOR

RESEARCH & CRITICISM

EDITING PROGRAMS

PROJECTS

I SWEAR I'VE BEEN EDUCATED

ARCHITECTURAL STUDIES

DRAWING

TECH 1

THEATRE PRODUCTION

DESIGN ECONOMICS

TECH 4

working online

STUDIO: FRAUGHT LANDSCAPE

THEORIES OF LANDSCAPE

MULTIMEDIA

PHOTOSHOP

ARCH. DRAWING & DESIGNS

project management

TECH 3

ARCH. DRAWING & DESIGNS

BLDG MATERIALS

COLLECTIVE STUDIO PROJECT

WORK EXPERIENCE 3

apocalypse

designing for social distance

reflection

working with difficult people

STUDIO 5

CRAFTING defines cities

DRAWING

hamilton city of beauty

ILLUSTRATOR

facilities detailing

WORK EXPERIENCE 1

how do we adapt

INTRO TO CRITICAL THOUGHT IN ARCHITECTURE

MOM INSPIRATION

DAD INSPIRATION

MORPHOLOGY OF THE CITY

measurements

stage production

set modeling

icons speak louder than words

learning to design again

channeling

INTERIOR DESIGN SHOWS

CO-OP PROGRAM

UNIVERSITY APPLICATIONS

trial & error

systems & buildings

client meetings (boutique clients)

3D modeling

photoshop

GATEWAY STUDIO

DRAWING ON THE AVANT-GARDE

VISUAL ARTS PROGRAM

ARCHITECTURAL TECH 3

THEATRE

STUDIO 4

CO-OP

COLOR THEORY

THEORY OF ARCHITECTURE

ADVANCED BUILDING SYSTEMS

PROFESSIONAL PRACTICE

ONLINE GAME ASSETS

PROJECT 2 : ARCHITORTURE THE GAME
STAGE 6

FINAL LAYOUT OF THE ONLINE GAME

Time and close attention to detail were implemented for this stage between the Designers and Software Engineer. Overall 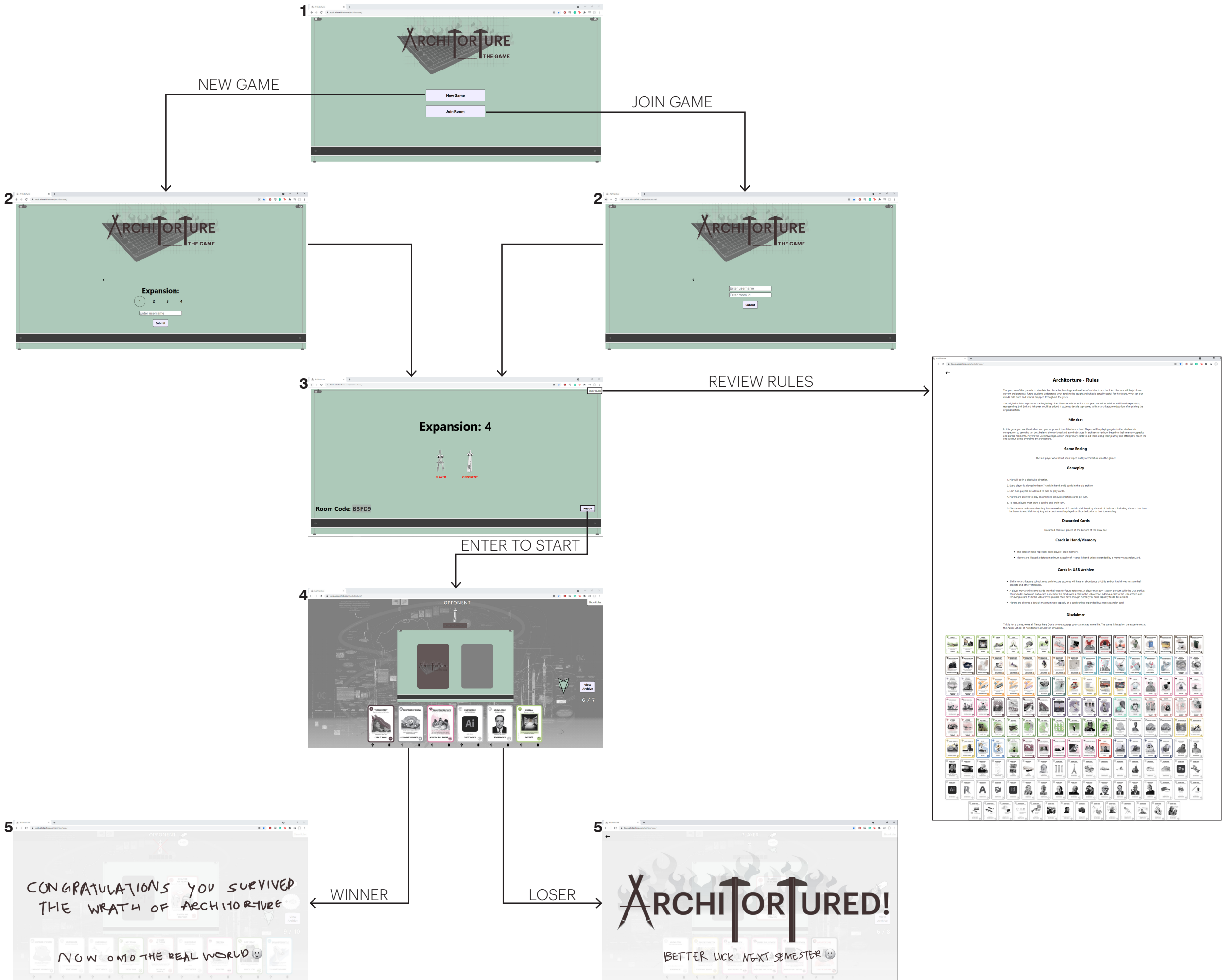the experience in creating the online version made us reflect on the rules and if the game actually worked, revisions were made at this stage. The Designers worked on revising some rules and also making sure the bugs of the online version would not be shown in the final game in the last class. The following is the final layout of the gameplay of the online version.

1

NEW GAME

JOIN GAME

2

Expansion:
1 2 3 4

Enter username

Submit

2

Enter username
Enter room id

Submit

3

Expansion: 4

PLAYER   OPPONENT

Room Code: B3FD9   Ready

REVIEW RULES

Architorture - Rules

ENTER TO START

4

OPPONENT

View Archive

6 / 7

5

CONGRATULATIONS YOU SURVIVED
THE WRATH OF ARCHITORTURE

NOW ONTO THE REAL WORLD

WINNER

LOSER

5

ARCHITORTURED!

BETTER LUCK NEXT SEMESTER

DRAW PILE

PLAYED PILE

TURN REMINDER

Architorture

tools.alistairfink.com/architorture/

Show Rules

OPPONENT

ARCHITORTURE
THE GAME

KNOWLEDGE
BUILDING KNOWLEDGE

Ionic   Doric   Corinthian

KNOWLEDGE

USB EXTRA STORAGE

MEMORY EXPANSION

View Archive

VIEW ARCHIVE CARDS

8 / 8

TOTAL AVAILABLE CARD SPACE IN HAND

TIME EXTENSION
Deferral of the deadline

SHUFFLE
Do you wanna play a game?

THANK U NEXT
Prof skips class to catch a flight.

KNOWLEDGE
PERSONAL GROWTH

KNOWLEDGE
CURRICULUM

SUPER VENDETTA
A group member is not pulling their weight.
We all know that one person.

SHUFFLE
Music shuffle in studio!

ASSISTANCE
Helping you pour a good foundation.

TIME EXTENSION

SHUFFLE

THANK U NEXT

KNOWLEDGE

KNOWLEDGE

SUPER VENDETTA

SHUFFLE

ASSISTANCE

ARCHIVE CARD

REMOVE CARD FROM HAND
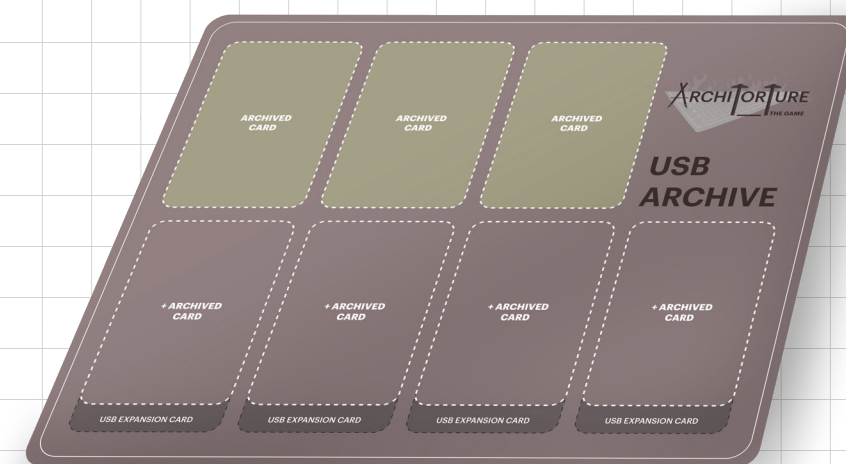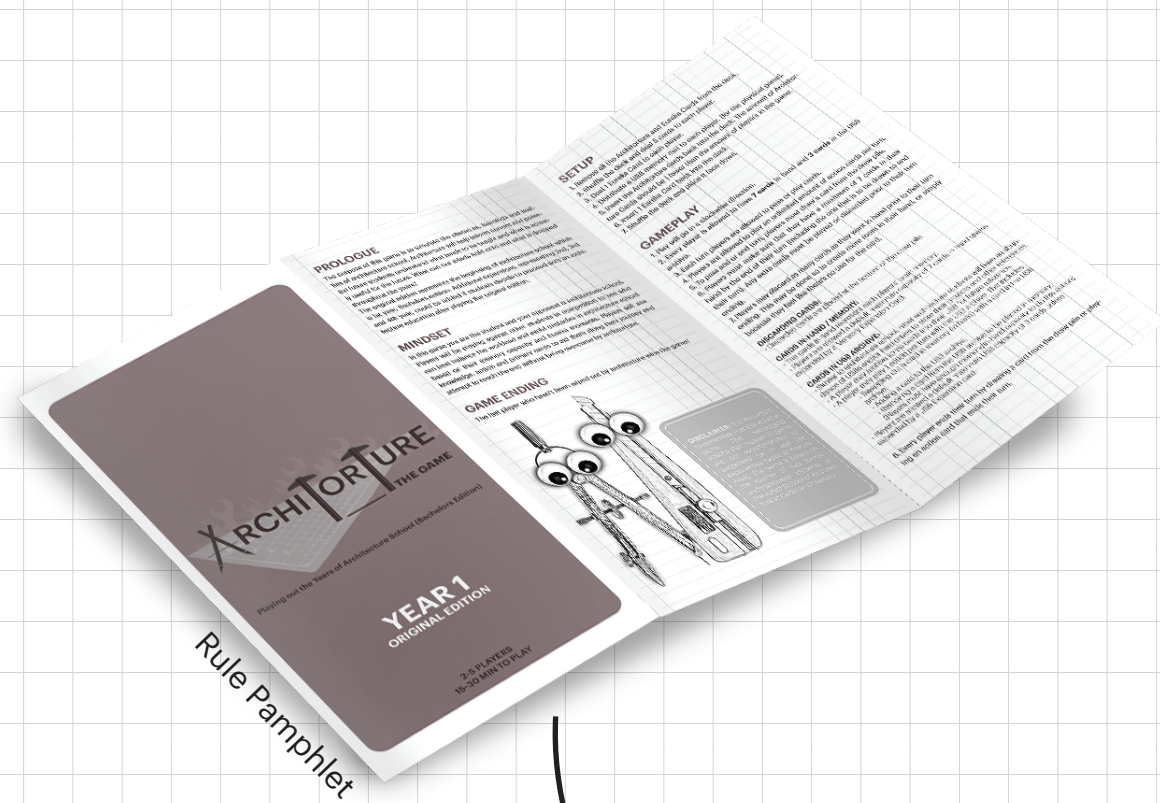
NUMBER OF CARDS IN HAND

PROJECT 2 : ARCHITORTURE THE GAME STAGE 7

FINAL LAYOUT OF THE PHYSICAL GAME

For the final stage of this assignment, preparation and planning of the physical game was thought out The following image shows what the player would receive when opening the game: USB Mat, Rule Pamphlet for instructions, and cards associated with the expansion or original edition.

Rule Pamphlet

Deck of Playing Cards

USB Archive Placemat

Game Box

PHYSICAL GAME ASSETS