Xendo

a game for Looney Pyramids designed by Kory Heath

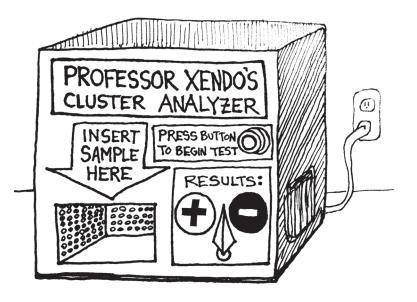
By Andrew Looney, June 2013

You are a scientist, working on tiny clusters of charged particles. You are continuing the research of the famous Dr. Xendo, who died without explaining the process behind his unique invention.

The "Xendo machine" is a special device, sort of like an electron microscope combined with litmus paper. It can analyze a quantum cluster and tell you if it has a positive or negative charge, with a color code of either white or black.

The great mystery is why some quantum clusters have a negative charge in the first place, while others become positively charged. The first scientist to figure out what makes a cluster turn black or white will surely win the Noble prize for Science!

In the game of Xendo, one person takes on the role of the Xendo machine, and moderates the game for the others. The players are the scientists, who take turns building a quantum cluster and putting it into the machine. After each test, a scientist has the option to publish their grand unified theory for how the machine works. If they are correct, they win!



During each turn, a player will assemble a cluster of pyramids and ask the machine to analyze it. The player may do this just as a test, with instant results, or they may call for a peer review, in which case all players attempt to predict what outcome the machine will generate. Those who are correct in these predictions will receive funding markers, which are necessary for publishing a theory and thus hopefully winning the game.

When a player does choose to publish, they must state precisely the rule they believe the machine is using to determine if a cluster is marked black or white.

If the player is wrong, the machine will build a cluster in response that follows the secret rule but breaks the scientist's theory. This represents reaction to the publication by the scientific community, who quickly test the new theory using other Xendo machines and discover disproving results.