This set of rules contains 2 parts:

- Page 1-3: How to play The Game of 2020
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THE GAME OF 2020

Welcome to 2020. This game was created to lament our woes and quench our boredom as we try to make it through to the end of the year. This year was rough. A lot happened. We don't really want to think about it. But for any of you sardonic individuals out there who use humor as a mechanism to forget how sad and difficult things have been, this game's for you.

THE BOARD:

The design for the board is a rickety old wooden rollercoaster to represent how this year was like a rollercoaster ride. Just like an actual rollercoaster track, it starts at the same place it ends, symbolic of the cycle of the year. Like a first-time rollercoaster-rider who hopes the ride isn't going to fall apart, gets really nervous, scared, and throws up a bit by the end of the ride, the hope is that it's not so bad the next ride around.

The starting point is "2020". You're supposed to do your best to get to "2021" unscathed. Or, as "least-scathed" as possible.

There are 64 playing spaces in the rollercoaster.

Regular spaces are green, red and yellow. These correspond to the card colors and are labeled with the names of the card types.

The board also has three unfortunate zones, and spaces of the same color that connect to them: two for the Quarantine Bubbles and one for the Pit of Despair.

Thankfully, you don't get sent into the unfortunate zones if you land on those spaces! That is where you make your escape from each of those zones.

We'll explain how each works a little later.

THE DECKS:

There are 3 card decks. "Yay," "Nay," and "Oy Vey."

Each card says one of these three phrases on the back, and cards are color-coded to correspond to the spaces on the game board.

On the flip side, each card starts off by naming a month of the year, and below the month there will be a description of something that really happened to people during that month, or at least something pretty darn similar.

Below the description, the card will explain what action to take.

YAY Cards

Green cards are good! A "Yay" card will tell you to move forward a certain number of spaces. It will say on the card whether that number is "3" or "5".

<u>Nay</u>

Red cards- they're not so good. A "Nay" card will tell you either to move back 4 spaces, or to go and get yourself stuck in the Pit of Despair. That means you lose your next turn.

Oy Vey

Yellow cards- they're an "either-or" situation. An "Oy Vey" card either tells you to go back to the most recent yellow space behind you, or it will get you stuck in the nearest Quarantine Bubble. You get to roll to escape, but it may take a few turns. Note: If you're on the first yellow space when an "Oy Vey" card tells you to go back to the last yellow space, you don't need to move!

THE PIECES:

- A single six-sided die. (As in dice, but only one of them.)
- 8 game tokens the playing pieces that you move around the board with. Each one is symbolic of an item significant in 2020
 - o 1 roll of toilet paper to represent the stockpiling craze
 - 1 surgical mask to represent protection against the pandemic
 - o 1 nitrile glove to represent more pandemic protection equipment
 - 1 house to represent staying home way more than usual
 - 1 mailbox to represent the postal service's importance in 2020
 - 1 canned good to represent the convenience of preserved foods
 - 1 syringe to represent a vaccine in development for COVID-19
 - 1 rollercoaster car- this is a rollercoaster after all!

GAMEPLAY:

- Gather 2-8 Players.
- Follow the tutorial explaining how to use the online game interface. (Learn what all the buttons do.)
- Each player chooses a game token as a playing piece.
- Shuffle the decks.
- WAIT A MINUTE! Roll the die. Whoever gets the lowest number goes first. If there's a tie, keep rolling until there isn't one.
- Okay NOW you can begin. The general actions that a player takes each turn go like this: ROLL, MOVE, DRAW, FOLLOW CARD INSTRUCTIONS.

Then, relinquish your turn to the next player. Got it?

- 1. ROLL the die.
- 2. MOVE ahead the number of spaces specified by the die.
- 3. DRAW a card with the corresponding color to your space.

*Read the description out loud for all players to bemoan!

4. FOLLOW THE INSTRUCTIONS the card tells you to take- moving forward, backward, to the last yellow space, or head on over to the Quarantine Bubble or Pit of Despair.

• Quarantine Bubble:

- If you're sent here, head to the NEAREST guarantine bubble. If you're before the board's half-way sign, go to the first bubble. If you're after the half-way point, head to the second bubble.
- During the turn you arrive at this space you must roll to try and escape. The lower the better, so if you roll a 1, 2, or 3 (referred to as "1-3" on the cards), you are out of quarantine! You do not roll again this turn.
- You are unable to leave the bubble until you roll one of those numbers, and you may spend multiple turns trying to exit.
- After 4 turns, you've spent enough time in quarantine and are free to go. Exit the bubble at the nearest space that matches the color of the bubble. You do not roll again this turn.
 - *Rolling low, as in 1, 2, or 3, represents testing "negative" for the coronavirus- which is a good thing!
 - *4 turns is meant to represent 2 weeks' time- the amount of time that people in the year 2020 were required to quarantine if they suspected they were affected with the coronavirus, COVID-19.

Pit of Despair:

- If you're sent to this abyss, you're only here for a little while, thank goodness.
- You lose your next turn, which means the next time your turn rolls around, I'm afraid you'll have to skip it.
- When you leave the pit of despair, safely exit onto the space of matching color. Just try not to fall in again, okay? When you exit, roll immediately!

HOW TO WIN:

The first player that reaches the last playing space is the winner! This is a green space that says "2021!" If you end up passing that space and end up around the New Year's fireworks and the "Happy New Year!" message, you've still won! You get to usher in the new year with the hope that it's much less crazy and stressful than the previous one.

Created by: Emma Brown Design and Development: R.F. Brown, T. Brown

Test gameplay: N. Johnson, R.F. Brown

Dedicated to: C. Scheppner-Finkel. We know you would have loved this game. Miss you lots.

HOW TO USE THE INTERFACE

Upon entering the game page, you may be facing the board at an unusual angle. Move your mouse over the "table" next to the game board. Right-click to bring up a set of game options. Click (left-click) on the icon that looks like a videocamera without a gear inside. This will reorient the board into the best position for viewing.

Click on a "+" sign seat to join as that color player character. Once you select your color, your icon will appear in the bottom left-hand corner near the help section marked with a "?" and the rules document which looks like a page of paper. You may already have found that one, since you're here reading the rules!

When you have selected a color, your mouse will become a glove of matching color.

How to move cards, die, and game pieces:

- Move your mouse over the die. Click the die. Press "R" on your keyboard to roll the die.
- Move your mouse over a game piece. Click, hold, and drag the game piece onto the starting space on the board. Repeat this motion to move the piece across the board.
- To pick up a card, hover your mouse over the deck, click and immediately drag the card (which appears a little further away than one would expect) to the empty space next to that deck. Click the individual card and press "F" on your keyboard to flip it over.
- Cards can be stacked. Pick up any card and drag it over the deck until the deck is highlighted in orange. Release your mouse to stack the card.
- In the "Tabletopia" menu, there are options for game settings and to re-set the game!

Play safely!