

Rules for W.W.B

By Rich Hutnik (Copyright 2011)

It's not really a board game because it uses cards, but plays like one. It also has not been playtested, because the designer refuses to put up with the tedium of playing it. It also includes variants that increases the length of play by 10 times the normal length, another that adds a memory element, and a third that adds match play.

Number of players for game: 2

Objective: To be the first player to reach the Finish space.

Equipment used:

* **A deck of 102 cards:** One card is marked Start. Another card is marked Finish. The rest of the 102 cards consists of numbers 1-100. Here is a list of cards, and how player proceed through them:

Start, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10,
11 12 13 14 15 16 17 18 19 20,
21 22 23 24 25 26 27 28 29 30,
31, 32, 33, 34, 35, 36, 37, 38, 39, 40,
41, 42, 43, 44, 45, 46, 47, 48, 49, 50,
51, 52, 53, 54, 55, 56, 57, 58, 59, 60,
61, 62, 63, 64, 65, 66, 67, 68, 69, 70,
71, 72, 73, 74, 75, 76, 77, 78, 79, 80,
81, 82, 83, 84, 85, 86, 87, 88, 89, 90,
91, 92, 93, 94, 95, 96, 97, 98, 99, 100, Finish.

* **1 piece per play, each a separate color or shape.**

* **Two 6-sided dice.** All spaces of each die should be blank, except for one space which has the number 5 on it. Each player gets one die.

Game Setup:

Shuffle together all 102 cards, including the Start and Finish cards face up so that either their number (or word Start or Finish) is shown. Each player then locates the Start space card among all the cards. Each player rolls a die. The first player who rolls a 5 on their die starts the game. If both players roll a 5, both players roll again, until one player rolls a 5 and the other player doesn't.

Rules of play:

During a player's turn, the player rolls their die. During their turn, a player can roll their die up to two times.

On first roll: If the player rolls a five, then they advance their piece to the next card in the sequence, from the Start space card to the card with 1 on it. Players advance in order one space at a time, as seen in the numbered list above, going from Start, to 1, then to 2, then to 3, and so on, until player's hit space 100, then they go to the Finish card. Due to the layout being random, players are expected to hunt the layout for the next number in sequence.

On the second roll: If a player had advanced to the next card, they would then roll again. If the player rolls a five on the die, they would stay on the the new card they landed on. If the player fail to roll a five on their die, their piece goes back to Start.

Important note: Besides the Start space, only one piece is allowed on a card at a time. If by rolling, a player's piece lands on a card that has another player's piece on it, both player's pieces would go back to the Start space card.

How the game ends:

Once a player has reached the Finish space card, the game is over that player wins the game.

Variant rules:

* **Longer game:** Add cards for number spaces from 101-1000, in the same manner as the other cards. When playing this variant, shuffle all cards together and deal them out as normal. Players would then progress from the Start card, to 100, then onward to 1000, then onto the Finish space to win the game. The designer of this game is to list all the numbers, but fully expects people who want to play with this variant to create the needed cards.

* **Use pieces that are of identical shape and color:** Player who moves their opponent's piece instead of their own moves both pieces back to the Start card, and the game resets.

* **Match play:** Players play multiple games. First player to win two games, wins overall. When playing with the identical pieces and shapes variant, if a game is reset, then then the total number of wins each player has resets, and the match starts over. Each time the game is played, players are to shuffle and reset the layout of the play area.