

THE BOARDGAME

REMIX KIT

.....
TURN THE CLASSIC BOARDGAMES YOU'VE GOT
INTO NEW GAMES YOU'LL LOVE.
.....

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HOW TO USE THE BOARDGAME REMIX KIT?



WHAT THIS IS

Boardgames! They're pretty great - except when they're not. When it's Christmas Day and you find yourself playing Cluedo with a very clever seven-year-old, a slightly dim twelve-year-old, a drunken uncle, and three missing cards. When it's the fourth day of a beachside holiday and it's raining, and the pub down the road has Scrabble (which is great) but your friend knows a hundred and seven two-letter words by heart (which isn't). When your household edition of Trivial Pursuit dates from the year you were born, which means (a) the board is in three pieces, and (b) an awful lot of the questions are about Gilligan's Island, which you've never seen. Maybe you even bought a more recent copy, only to find older family members grumbling at the focus on new-fangled celebrities like Britney Spears and 'N Sync.

If this sounds familiar, the Boardgame Remix Kit is for you. It's a set of new games that you can play using the board and pieces from Monopoly, Scrabble, Cluedo and Trivial Pursuit. Some of the new games are silly; some of them are tactical; some of them ask you to think fiercely, some of them ask you to make stuff up, some of them just ask you to sit around and chat.

For each game you're likely to have lying around the house we've included a mix of tweaks, new games and mashups. A tweak is like a house rule: a little change you can make to a game you already love that perhaps makes it a bit faster, or a bit less random, or a bit sillier. A new game is what it sounds like - a totally new game that uses the pieces from a game you own, but gives you different things to do with them. A mashup is a combination of two different games - perhaps using the tiles from Scrabble on the Cluedo board, or combining Monopoly and Trivial Pursuit.

These are ideas and games that can extend the life of the boardgames you already know. Some of them let you keep playing even after you've lost so many pieces that the original game won't work. Some of them let you play on more equal terms with people who are much better or worse at a game than you are. Some of them are great for a lazy afternoon, or when you want an easier way to spend an hour - or a harder way, or just a funnier one.

We think they're all great fun, and we hope you do as well.



WHAT TO DO

So, you want to play a game. You have the Boardgame Remix Kit. You have at least one of the classic back-of-your-aunt's-cupboard board Cluedo, Monopoly, Scrabble and Trivial Pursuit. But you don't want to play that game, because you've played it too often, or you don't have time, or it always ends in tears, or you just want something different. That's where the Boardgame Remix Kit comes in.

For each tweak, new game or mashup in this book, you can see:

- * What you need to play: what games you need the pieces from, and whether you need anything extra like paper, pens, playing cards, player tokens or counting tokens.
- * What the game is like: is it silly, serious, tactical? Does it involve trivia, or words, or bartering, or something else entirely?
- * How many players you need.
- * How long the game will take. You can expect short games to run 10 to 20 minutes; medium games to run 20 to 40 minutes; and long games to run for more than 40 minutes, depending on how many people play.

Tips:

- * Small change can make excellent player tokens as there are lots of different values to identify different players (a 5p piece for one player, 20p for another, and so on).
- * You can use pretty much anything for counting tokens - paperclips, buttons, chocolate coins - as long as it's something small that you can find a pile of.

MASH UPS



DOCTOR ORANGE IN THE TURRET WITH THE RAYGUN

A creative murder game. Mr Who in the What? It's up to you to decide.

- 2-9 players
- Requires: A Cluedo board (optional), Scrabble tiles
- Game type: Mashup
- Duration: Medium
- Mood: Silly / Creative

For this game, you'll take it in turn to pull three letters from the Scrabble bag, and then come up with a Cluedo-style murder where the words central to the plot start with those letters.

Lay out the Cluedo board, and pick a different room for each player. This is where you'll be keeping any tiles that you win.

Now start playing - youngest player first, then moving left around the table. To play: Draw three tiles from the Scrabble bag, and lay them face-up in front of you - in the order you pulled them out, no moving them around!

You've got five seconds to come up with a proper Cluedo-style murder: Mr/Mrs/etc Colour Name, in the Room, with the Weapon. The colour should begin with the first letter you pulled out, the room should begin with the second letter you pulled out, and the weapon should begin with the third letter you pulled out.

So if you pulled out P, C and D, for example, you might say “Mrs Purple in the Conservatory with the Dahlia”, or “Lord Pink in the Chill-Out Room with the Dumplings”. If you manage to do this in five seconds, take the tiles and put them in your room on the board. If you don’t manage, put the tiles - still in the same order - into one of the corridors on the board.

Keep going, taking it in turns around the table. Once you’ve run out of Scrabble tiles in the bag, on each turn players can choose to take one of the groups of three tiles sitting in the corridors on the board, and make up a murder that fits them (still keeping them in the same order!) The game ends when the bag and the corridors are empty, or when everyone around the table has passed.

Add up your points - that’s the points value of all the Scrabble tiles in your room on the Cluedo board. The player with the most points is the winner.

Each colour, room or weapon can only be used once per game

If the game is a bit too tricky, you can let people rearrange their letters, or give them ten seconds to think instead of five.

A colour is any word that might reasonably be used to communicate the colour of a wall. So: peacock, mustard, pink, blue, iridescent, ultraviolet, chocolate, rainbow - yes. Effervescent, cheese, startling, beetle, tiger - no.

A room is anything that might plausibly exist as a room. Rec room, sauna, counting house, dungeon, orchid house - yes. Zinnia room - stretching it a little. Paper towel room, radioactive lamp turret - no.

A weapon is anything that a murderer could plausibly use as a weapon - so a pencil, candlestick, bag, raygun, telephone, mushroom - yes. A sentence, tissue, metaphor, paradox - probably not.

Tips:

- Although this is listed as a mash-up, you can play it without a Cluedo board if you don’t have one. Just put a piece of paper in front of each player, and use these for rooms; and use the space in the middle for unused tiles.



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