

# DNS DIRECTORS

## Overview

Become an engineer of the internet and race to send clients to their requested website before your opponents do!

**Estimated play-time:** 30mins

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**Target audience:** All ages (~4+).  
Anyone interested in networking, technology, and strategy-based games.

## Components Needed

12 Request Cards

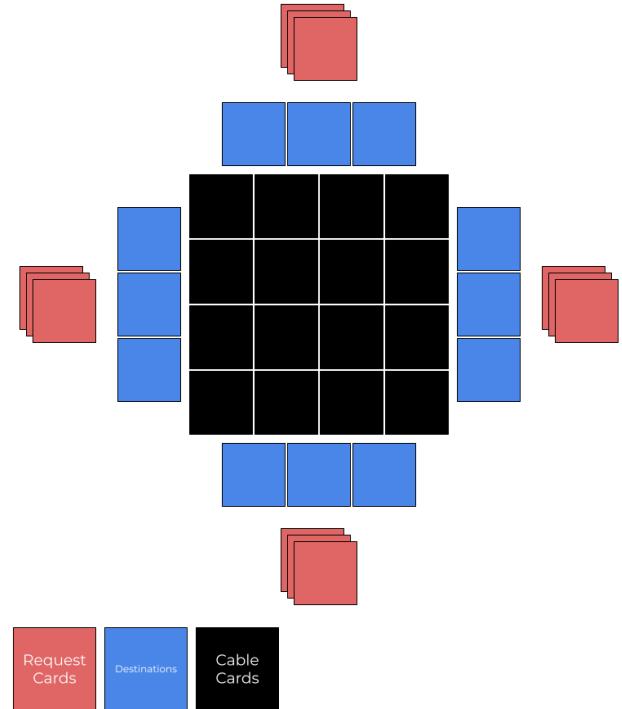
12 Destinations

Signal arrows (12 needed for a game)

Cable cards

- 3 four-way
- 6 vertical
- 6 horizontal
- 7 right turns
- 8 left turns
- 6 t-cards

- 2) Shuffle the destination cards and place three of them on each side of the cable array.
- 3) Take the request cards and make four decks for each side.
  - a) The three request card decks should correspond to the destination cards of each side.  
Ex: A side with destinations Youtube, Bing, and Google would have Youtube, Bing, and Google in their request cards deck.



## Setup

- 1) Shuffle the deck of cable cards and lay them out to form the starting array of cables.
  - 2 players → 3x3
  - 3-4 players → 4x4

The remaining cable cards go into a side deck.

# Gameplay

The objective is to get all three of your requests complete.

At the **beginning of the game**, every player draws one card from everybody's **request deck**. These decks should have the same number of cards as the number of players, minus one. These are the requests that players must complete.

A player has **these options** when it is **their turn**:

- Draw a cable card if they have less than 3 in their hand (free)
- 1) Rotate a cable card.
- 2) Play a new cable card.
- 3) Begin sending a signal (free use.  
Does not take a full turn)

## Turn order

The turn order goes as such

- It does not matter who goes first.
- Turn order goes clockwise from then on.
- After every round when signals have moved, the turn order rotates. The player who just had the first turn now has the last. The player who just had the second turn has the first.

One **round** is over after all players have completed their turn.

# Rules

## Sending a signal

When a player decides to **send a signal**, they can start it on any tile connecting to their three destinations, if the cable opens towards them. A player can send a signal for free during their turn. A signal cannot be started on a cable that another signal is already occupying.

## Rotate a cable card

The player can rotate one card into any orientation they want. Cards that have signals on them can also be rotated.

## Play a new cable card

Replace a cable on the array with one from your hand. The old card goes to the bottom of the deck of cables. Players can play a new cable on a card that a signal is already on.

## Signal movement

Signals move one card at the end of every round. After signals move, players choose how to orientate their signals again. Players cannot re-orientate their signals until the end of the next round.

## Signal crashes

If two signals crash into each other at the end of a round, the card the crash occurs on is taken out of the array, and both signals are given back to the players to be restarted.

- Signals move **according to turn order**. This means the card in which the “slowest” player is on is taken out (slowest meaning

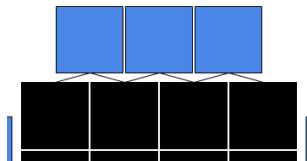
their turn comes after the other player)

The removed cable is replaced by a random card out of the cable card deck after two rounds.

- After the first round, place the card **face down** in its position
- Second round → **flip the card** over.

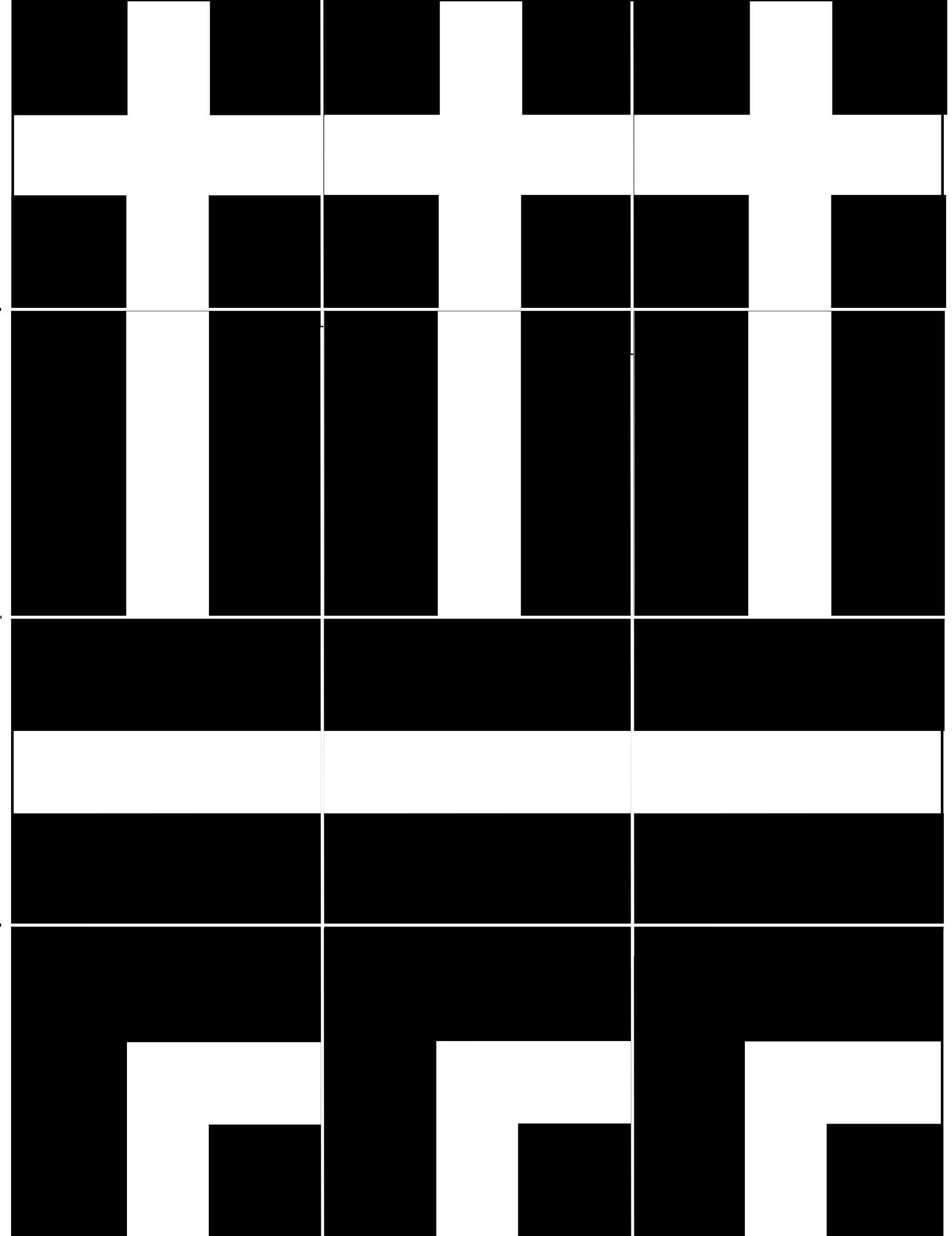
## Completing a Signal

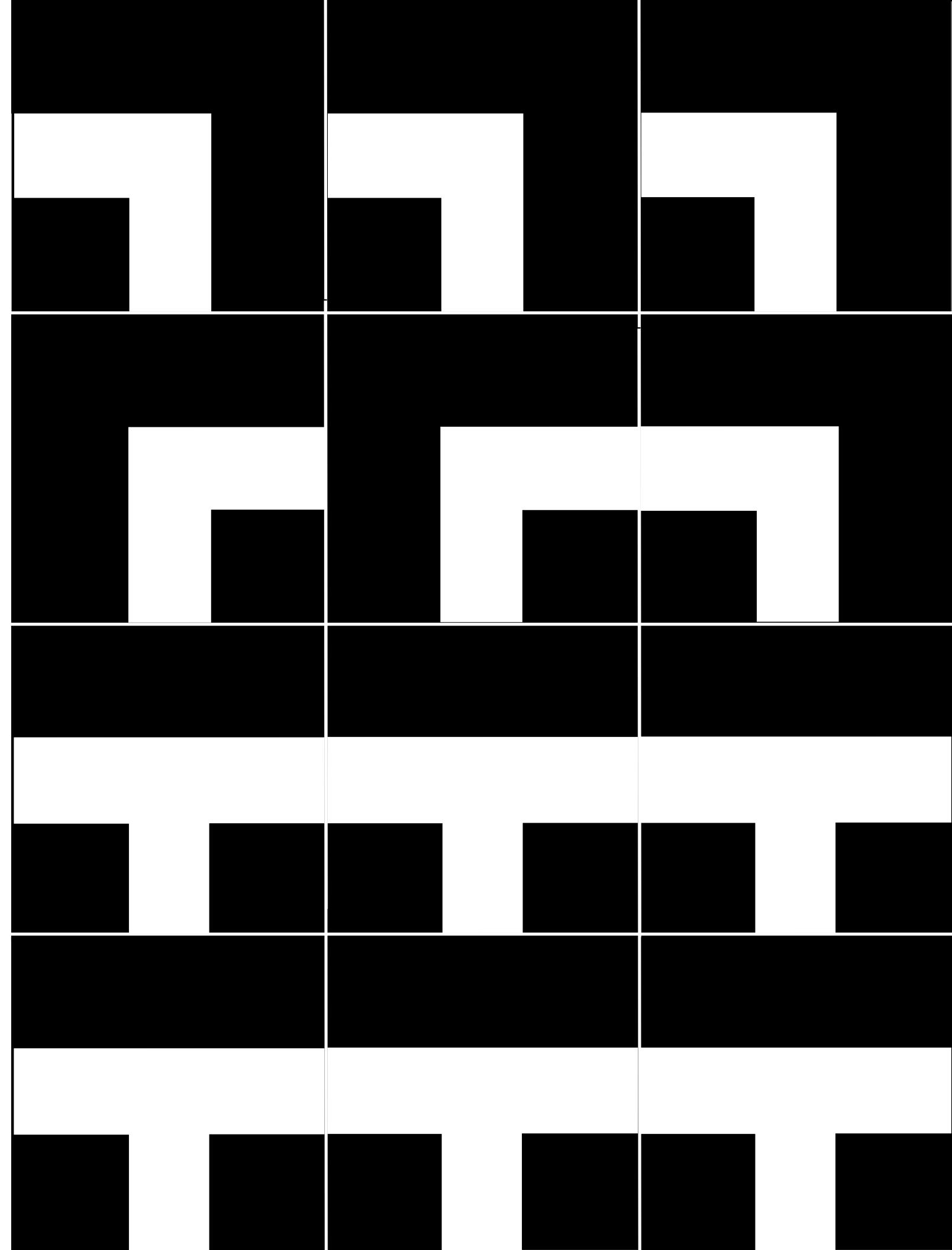
A request is completed after the signal reaches its destination. The center card(s) may be able to reach the outer destinations depending on the layout.

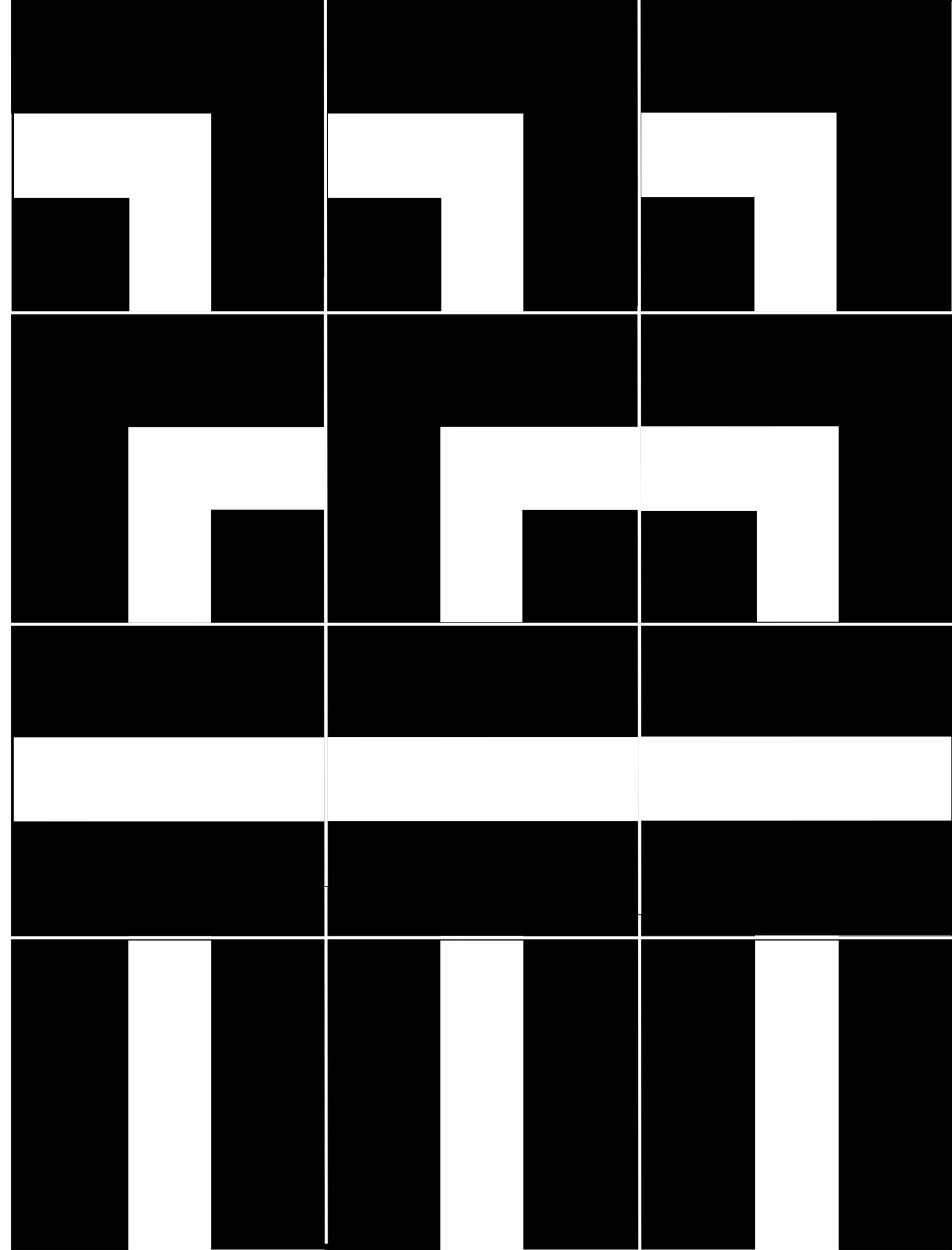


## Win Condition

The first player to complete their three requests first wins.







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