

Welcome to The Taylor Swift Board Game, a combination of trivia, chance, and a comprehensive knowledge of Taylor Swift's discography (which you don't actually need to have in order to win). Are you ready for it??

Board Game Contents & Setup

- 2 standard dice
- 60 (ish) Taylor Swift song-based fate cards
- Custom 'Challenge' die
- End Game token
- 'EXILE' placeholder die
- QR card (Spotify QR + website QR)

To start the game, move all game pieces to the 'Begin (again)' space and keep all dice on hand. On one device, load the board game GitHub website, on another load the Spotify playlist.

The Board

There are three types of spaces on the board:

- **Blank Space:** do nothing :) or maybe I'd write your name?
- **Fate Space** (broken heart with +/-): draw a card from the Fate card stack. Some of these cards require you to keep them until they can be used, others instruct you to discard immediately. You may need to move your piece, or perform another action on the board. Everything you need to know should be written in the card description.
- **Challenge Space** (thought bubble): see how much you know about Taylor Swift and her music! If you land on one of these spaces, roll the custom challenge die (with the various symbols on it) and perform the corresponding challenge. The challenges are accessed from either the website or the Spotify playlist and are time-sensitive.

There are 4 possible challenge types:

- Heart: 'Guess the Lover' - you are given a song and have to name who the song was allegedly written about
- Question Mark: 'Taylor Trivia' - answer the question about Taylor's life or music in the allotted time
- Music Note: 'Finish the Lyric' - you will be given two lyrics from one of any of Taylor's songs and have to follow up with the next lyric or two before time runs out
- Speaker: 'Guess that Song' - using the Spotify playlist linked to the Spotify QR code, have an opponent play the first 10 seconds of a shuffled song and try to guess which song it is

The first 3 challenge types can be found on the GitHub website linked to the standard QR code. There's an automatic timer set up on the website that must run out before starting a new question.

Game Play

The person whose birthday is closest to December 13th goes first :) On your turn, roll a single die and move forward that many spaces. If you land on a Challenge Space, roll the challenge die and complete the corresponding challenge. If you are successful, collect a 'Grammy'. If you land on a Fate Space, draw a card and perform the action. If the Fate Space requires you to move forwards or backwards and you land on a Challenge Space, you can roll the challenge die and get the chance to collect a 'Grammy'. If you land on a second Fate space, do not draw another Fate card.

How To Win

There are two ways to win the game.

1. Reach the End Game space on the board. You can do this by rolling the exact value on a die or by drawing a Fate card that has you move forward enough spaces (does not have to make you land exactly on the End Game space.) If you are on the last Challenge space and do not roll a 1, you can roll for and attempt a Challenge.
2. Collect 7 'Grammys'. Successfully completing challenges can give you a strong advantage here. If you collect enough 'Grammys', you can trade them in for the 'End Game' circular token, thereby ending the game.

Variations

Feel free to change up some of the rules to make the game more fun!! Some suggestions for game variations:

- Want to play a quicker round? Roll both dice instead of just one and change the Grammy requirement to 4 instead of 7 to collect the 'End Game' token.
- Playing with non-Swifties? Boo tell them to listen to Taylor Swift. Or convert the Blank Spaces into Fate Spaces for more movement around the board
- Playing with *only* Swifties? Turn challenge spaces into a toss-up: all players can participate and whoever answers first collects the Grammy
- There are some extra blank cards and dice if you want to make any additions to the game!