

WPI PARTY

A Scavenger Hunt ... With a TECH Twist!

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Game Procedures

Materials

Game board, 12 trivia cards, 6-sided dice, 4 player markers, 60 item chips (4 for each location), Timer

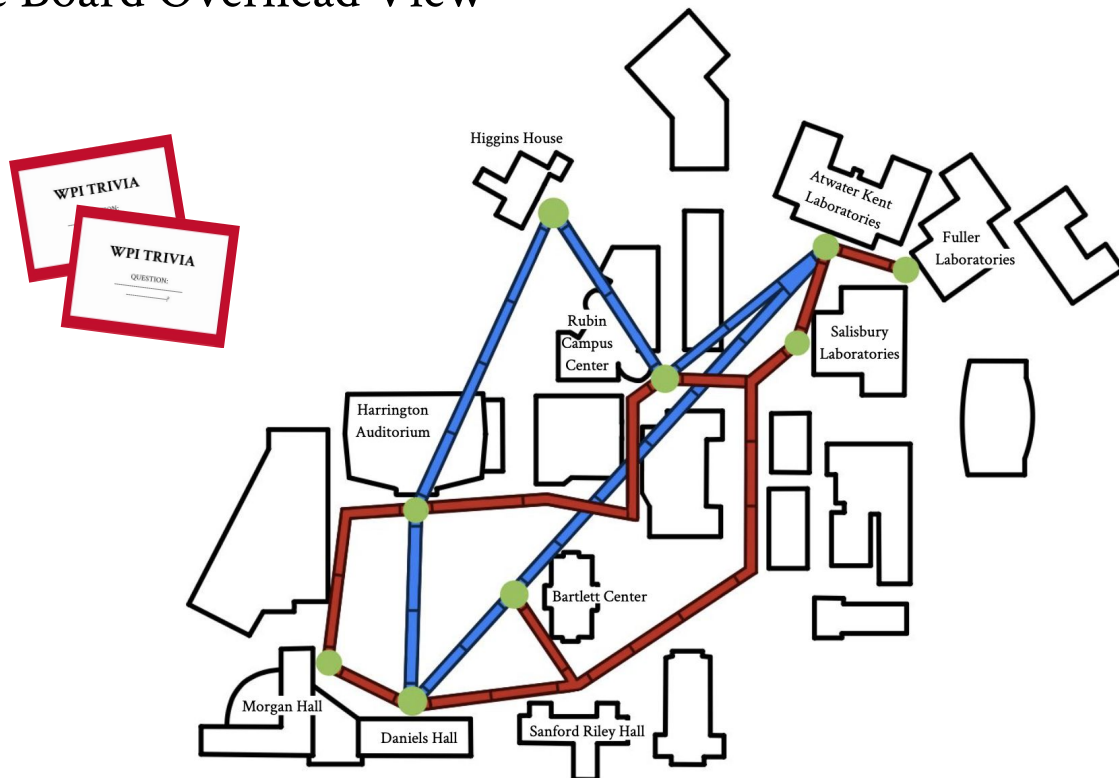
Premise

You and your group of friends have decided to go on a timed scavenger hunt around the campus of Worcester Polytechnic Institute, to collect artifacts and learn secrets along the way. Your adventures start when there is still light outside, so it is easy to walk around the campus and get from place to place. However, halfway through the scavenger hunt, it becomes night. To avoid being caught suspiciously lurking around by Campus Police, everyone must enter the tunnel system that is below the campus and travel from building to building via this new path. Once the scavenger hunt is deemed to be over, everyone reconvenes and shows off everything that they have found. Everyone hopes to have collected the most items of the group, being crowned the most spirited WPI student of them all.

Objective

Traverse the board by rolling dice to collect items and complete challenges in the various buildings on the WPI campus. The game will last 16 minutes, and whichever player has the most items by the end wins.

Game Board Overhead View



Game Procedures

Rules

This is a four-player game. To determine player order, each player rolls a d6. Whoever rolls the highest on d6 goes first, followed by the next highest roll, until all four players are ordered. If players roll the same value, those players continue rolling until the tie is broken.

Players get to choose their own starting location. They get to choose it in the same order as the player order, and only locations that are accessible during the day can be chosen. This means that Higgins House cannot be chosen as starting locations.

The game in total will last 16 minutes, with a shift in gameplay at the halfway point. When the game starts, set a timer for 8 minutes. In the first half of the game, players must use the Day Path (the red path). After this timer is up, players must move to the closest building that has a connection to the Night Path (the blue path), and then traverse the campus using the underground tunnels. When it turns night, players must get to a building with underground access within one turn. If a player fails to do this, they will be caught by campus police and lose one token (if they have any in their possession).

On each path, players will travel to different buildings on campus and complete various challenges to gain points, advantages, or the ability to sabotage. Players roll a d6 to determine their movement around the board. For example, if a player rolls a 2, they will move 2 spaces on the board. The player can move in any direction, unless there is a challenge that the player is currently working on that impacts their movement. Any roll below 1 means that the player does not move from their current location.

When moving around the board, players have the option to cut their turn short in order to land directly at a building (denoted by the green circles). Players do not get to use the remaining movement later on and must stop at the location they choose. Buildings count as a space on the board.

At each building, players have the ability to complete a challenge. Each building has a card that details the available challenges at that location. A player only has access to the challenges available during that time of day; Day Challenges are played in the first half of the game, and Night Challenges are played in the second half of the game. Players must stay on the proper path during the corresponding time of day.

Each time a player completes a challenge successfully, they get the token that is the image next to the location description. Each player can only complete a challenge once, excluding trivia. If all players run out of challenges to complete, move on to the next part of gameplay (either switch to night or end the game). If a player loses the chip for a certain location, they can go back and complete that challenge again. After a challenge is completed, that player's turn is over. This includes if a challenge is completed by traveling to a different location on the map, the turn is over once the player receives a token.

At the end of the 16 minutes, players will count the number of items they received throughout the challenges they completed. Whichever player has the most items wins the game. If there is tie, the players who have tied will roll a d6, and whichever player rolls the highest wins. If there is a tie in the dice roll, the players continue rolling until the tie is broken.

Map Location Descriptions

Bartlett Center

Day: Gompei's Mask (reward: mask)

The Gompei statue outside the Bartlett Center is wearing his favorite mask, and you want it. The only way you will earn Gompei's respect is by showing your knowledge of WPI. ***Tell Gompei the WPI Motto correctly and he will give you his mask. Additionally, if you can say it in its original language as shown on the WPI Seal, you earn a +1 to your dice rolls for the next three turns! But be careful, if you fail to say the motto in English, you make Gompei upset and get a -1 on your dice roll for the next three turns.***

Night: It's Cold Outside (reward: heart)

It is officially sweater weather, and being outside all night without anything to keep warm is not good. Gompei needs someone to go get his sweater from inside the Bartlett Center, but the doors are locked! ***Roll a d6 to see if your key card will work to open the door; a roll of a 3 or lower is a success and Gompei will love you forever.***

Atwater Kent Laboratories

Day: Robots (reward: R2D2)

The robots are taking over! The glass shelves of robotics projects have developed minds of their own and are challenging you to a fight of wits. ***Roll a d6 three times. If any of your three rolls is a 1, the robots win and steal one of the items you have collected from a previous challenge. If you have no items currently, the robots will place a -1 on your rolls for the next three turns. Not rolling any 1's means you win the challenge, defeat the robots, and keep WPI safe ...for now.***

Night: Tunnel QR Code (reward: QR code)

In the depths of this old building lies many secrets. If you get deep enough in the basement, you'll find some QR codes scattered around the pipes. ***Roll a d6 twice, and if the sum of the two rolls is over 8, you gain access to a secret QR code, and you must scan it! Pick one of the five QR codes and keep it.***

Daniels Hall

Day: Obtain an ROTC Uniform (reward: uniform)

The ROTC Offices are located in Daniels Hall, and you want one of their uniforms. ***Roll a d6 three times. If the sum of the rolls is greater than 11, you can take a uniform.***

Night: Wrath of the Bananas, Continued (reward: banana peel)

If the bananas have already been transported from the Campus Center to Daniels Hall, you now have to spread the bananas all over the residence hall without the RA's catching you. ***Roll a d6, and if you roll a 4 or higher, you successfully place a banana at each door without getting caught. If you fail this challenge, an RA catches you, and you must skip a turn as punishment.***

Map Location Descriptions

Rubin Campus Center

Day: Ben & Jerry's (reward: ice cream)

Any time of the day is perfect for ice cream, but you're out of meal swipes! Maybe the employees will let it slide. **Roll a d6 three times, and if you roll under a 4 each time, the cashiers will not charge you for the ice cream. Otherwise, you have to put the ice cream back and go hungry for the now.**

Night: Wrath of the Bananas (reward: banana)

You are joining a group of students in stealing bananas and placing them throughout a residence hall. **You must get from the Campus Center to Daniels Hall quickly, in order to not get caught. If you make it to Daniels in three turns or less, you win the challenge.**

Day and Night: Trivia

Today is a Tuesday, which means that Trivia is happening in the Campus Center! Pick a card from the Trivia Deck on the board and try to answer the question. **If you answer correctly, you can have either an advantage or sabotage. Give yourself +2 to your movement rolls for the next three turns, or sabotage another player of your choice by placing a -2 on their dice rolls for their next three turns.**

Harrington Auditorium

Day: COVID Testing (reward: cotton swab)

All students and staff have to get COVID tested each week. You don't think you have been in close contact with anyone who tested positive, but sometimes you never know. **Roll a d6 three times, and if the sum of the three rolls is a 10 or above, you test negative this week. If you fail this challenge, you test positive for COVID, and must go into isolation by skipping your next two turns.**

Night: Get a Bucket Hat (reward: bucket hat)

You missed the Homecoming Game and did not get one of the WPI bucket hats. You heard some rumors that they are being kept inside Harrington Auditorium, and you are determined to get one. **Roll a d6 two times, and if you get above a 4 in both rolls, you successfully get into the auditorium and obtain a bucket hat. You are so set on getting a bucket hat that you do not leave Harrington Auditorium until you get one. If you fail this challenge, your turn ends. At your next turn, you must try this challenge again, and you cannot continue moving about the campus until you obtain a bucket hat.**

Map Location Descriptions

Salisbury Laboratories

Day: Water the Greenhouse Plants (reward: plant)

To keep the plants on the greenhouse roof of Salisbury Laboratories alive, you must get them some water. Where do you get this water from? The Reflecting Pool at Higgins House! **Roll a d6 to determine if you will get to the Pool; a roll of 4 or higher is success. If you fail this roll, you stay at Salisbury and end your turn. Once you are at the Pool, roll a d6 again to see if you will make it back to Salisbury. If you roll a 3 or below, you successfully get to Salisbury and water the rooftop plants. If you fail this roll, you go back to Salisbury and end your turn without earning the reward.**

Morgan Hall

Day: Yogurt Pizza (reward: pizza)

The chefs at DAKA have been at it again with their crazy dishes. This time, it is yogurt pizza. Yes ... yogurt on pizza. This abomination must be destroyed to save the students eating on campus. **Get to the Rubin Campus Center in 3 turns or less to successfully get rid of the pizza. If you fail to get to the Campus Center quickly, you'll have to eat the pizza, and take a -1 to your rolls for the next three rounds as your stomach recovers.**

Sanford Riley Hall

Day: Pi(e) Eating Contest (reward: pie)

Not only is Pi part of the name of WPI, it is also a great dessert. Even though it is not Pi Day, we can still celebrate with a slice. **All players roll a d6, and whoever rolls the highest value gets to have some Pi(e)! If players roll the same value, continue rolling until there is no longer a tie.**

Fuller Laboratories

Day: The Server Room (reward: computer)

Technology is powerful and shows how advanced WPI is. The server room is in Fuller Laboratories, and you want to see if there are any secrets kept in there. **Roll a d6 twice, and if the sum of the two rolls is greater than 9, you successfully get into the room and explore without damaging anything. If you fail this challenge, you cause a blackout, and have to skip your next turn.**

Higgins House

Night: Original Goat's Head (reward: ghost)

The night brings supernatural horrors to the Higgins House! Ghosts and ghouls call it home, and maybe the original goat's head does too. **Roll a 4 or higher to successfully search through the house and find the prized head. If you roll anything lower you are instead possessed by a ghost and move 3 spaces away from Higgins House.**

Trivia Cards

WPI TRIVIA

QUESTION:

*What is the make of the car that
Laurie Leshin drives?*

QUESTION:

*What is the make of the car that
Laurie Leshin drives?*

ANSWER:

Tesla

WPI TRIVIA

QUESTION:

*What wild animal can be seen
roaming around campus?*

QUESTION:

*What wild animal can be seen
roaming around campus?*

ANSWER:

Squirrels or Bunnies

WPI TRIVIA

QUESTION:

*What is the oldest building on
the WPI campus?*

QUESTION:

*What is the oldest building on
the WPI campus?*

ANSWER:

Boynton Hall

Trivia Cards

WPI TRIVIA

QUESTION:

*Where did Laurie Leshin work
before being at WPI?*

QUESTION:

*Where did Laurie Leshin work
before being at WPI?*

ANSWER:

NASA, RPI, or ASU

WPI TRIVIA

QUESTION:

*What are the two school colors
of WPI?*

QUESTION:

*What are the two school colors
of WPI?*

ANSWER:

Crimson and Grey

WPI TRIVIA

QUESTION:

*What apparel company is
affiliated with WPI Athletics?*

QUESTION:

*What apparel company is
affiliated with WPI Athletics?*

ANSWER:

Under Armor

Trivia Cards

WPI TRIVIA

QUESTION:

*What was the original name of
the WPI Innovation Studio?*

QUESTION:

*What was the original name of
the WPI Innovation Studio?*

ANSWER:

Foisie Innovation Studio

WPI TRIVIA

QUESTION:

*What is the name of the tree
outside the Bartlett Center?*

QUESTION:

*What is the name of the tree
outside the Bartlett Center?*

ANSWER:

The Beech Tree

WPI TRIVIA

QUESTION:

*How many paths are leading
towards the Seal on the Quad?*

QUESTION:

*How many paths are leading
towards the Seal on the Quad?*

ANSWER:

Five

Trivia Cards

WPI TRIVIA

QUESTION:

Where were the grotesques on the side of Harrington Auditorium originally located?

QUESTION:

Where were the grotesques on the side of Harrington Auditorium originally located?

ANSWER:

Alumni Gym

WPI TRIVIA

QUESTION:

On what building is the bell tower located?

QUESTION:

On what building is the bell tower located?

ANSWER:

Alden Memorial

WPI TRIVIA

QUESTION:

What certification does East Hall have for being environmentally conscious?

QUESTION:

What certification does East Hall have for being environmentally conscious?

ANSWER:

LEED Gold Certification