STAY HOME TAROT

A board game by Ville Susi

Soundtrack composed by Pauli ‘Gwaur’ Marttinen

INTRODUCTION

Heavily GGJ18 jamsite constrained 2-4 player boardgame played with Tarot-cards, post-it-notes and candy. This game was created during the Global Game Jam 2018 / Finnish Game Jam 2019 with the theme constraint of "What Home Means To You". The goal of the game is to act according to the three Tarot cards picked form the shuffled pile:: remove the hometile (post-it-note) from the "Past" sector, keep one hometile on the "Present"-sector and try to reach the "Future"-sector with a third tile. The fourth tile should be in the homebase in the end of the game. On top of each tile there should be one player-object (candy). The winner is the player who has all the four tiles in the right places and on top of each tile, a player object. =)

RULES

Creating / initiating / preparing installing the game

Create the gameboard by taking four A4 sized or similar papers and create a square placing them correctly next to each other so that each short end meets with another wide end. There will be left an empty spot in the middle. This is the void and can be filled with a post it note or similar or left unfilled. Make this game board into a 7 x 7 = 49 square shaped sectors

Take a Tarot card deck

Discard the following cards

1. All the cards with no number in them
2. All pentacle / coins cards (II - X)
3. The 0 or zero (fool / jester / joker)

Use all the remaining cards. You should have 48 cards in your hand. Make sure you have 48 cards and discard more cards if necessary. Mark / create a sector for each card. The 49th sector is the void and does not require a corresponding card.

Beginning

Begin by choosing three cards for each players randomly. The first is The Past and should be on the left from the ponint of view of the player. The second one is The Present and is in the middle and the third one is The Future and is on the righ. All cards are visible to all players throughout the entire gameplay.

Each player chooses a color out of the four player colors (for example green, yellow, orange and red) and chooses hometiles (= post it notes) and character objects (candies). Each player has four hometiles and four characters.

The first hometile will be placed in the homesector which is the corner correspongin to that players position. The second hometile will be put on the gameboard on the

sector shown in the Past card. This hometile have to be gotten away from this sector in order to win the game. The third hometile is placed on the Present sector. This tile is supposed to be found in the same position at the end of the game in order to win. The fourth and last hometile is the Future hometile and starts from on top of the deck, on top of the Future card. This tile should get into the corresponding Future sector in the end of the game to assure victory. Each hometiles should be in their right as well as not in their wrong places in order to win. Another winning condition has to be reached in order to win the game: on top of each tile there should be a character object.

Rounds

In each round each player gets to move one home tile where ever she wishes and then roll a die and move one character object into any preferred direction that amount of steps. These steps happen on the small sectors, not the large one, unless you are walking on your own tiles where each hometile is one step. You can only more tiles or characters four directions: north, south, west and east or up, down, left and right. If your rolled die number isn't enough to enough to reach a previously placed hometile of your own color, you may not proceed moving or alternatively, if you choose, will fall into the void and this character object will start from the center void from the nex round on. There can be max of four character objects on the void at the same time, so jumping onto the void is not allowed if this condition is reached.

Tarot

Each player can reflect on the meaning of the Tarot card on the beginning of the game if the players choose so. Also, at the end of the game each player can reflect on which goals were met, the past, present of the future and which goals took the most effort and on the other hand how much concentration were given to each goal. This can become a deep and insightull practice amongst the game, before it and after it and is highly recommended. It is also a great way to get to know Tarot cards before the actual Tarot game.

SOUNDTRACK

This game is meant and designed to be played while the official soundtrack is playing in the background, (while the game also can be played without it). The soundtrack consists of two songs, both composed by composer Pauli 'Gwaur' Marttinen. The first song "Hot sunshine in the desert is" for those players (Aces) who want to go deep

and the second iteration “Hot synthsine in the desert” is for those one a more playful mood (Jokers/Jesters) is created to strengthen the new age feel of the game. The songs can also be combined in use and played for example in sequence.