

# ON LOCATION

3-4 PLAYERS



HOW TO PLAY

**Welcome to On Location, an asymmetric role-playing board game for 3-4 players that takes you on a design journey.** You and your team are co-operating to create a Mixed Reality game experience for visitors to a cultural heritage attraction. You all have strong ideas about how this should be done, but can you work together to tackle the ethical issues that arise? *Watch out for the Troll!*

## YOU WILL NEED

- **4x sets of 8 single-coloured cubes, tokens, or other counters.**  
*E.g 8 red, 8 green, 8 blue, and 8 yellow tokens*
- **A single Visitor token (meeple)**

## HOW TO SET UP YOUR GAME

- 1. Choose your scenario:**
  - a. Dalmeney Island – An island with features of natural and ancient human cultural heritage OR
  - b. Usperling Museum – A popular natural history museum in a modern city.
- 2. Shuffle the Conundrum cards for your scenario and place 6 (for three players) or 8 (for four players) in the spaces on the game board, face down. Return any remaining Conundrum cards to the box. You may remove the ‘create your own’ card if you prefer.**
- 3. If you are playing with three players, remove the Researcher and Environment Activist cards from the Role deck and return them to the box. Then shuffle the deck and deal a Role card to each player.**

Roles are secret! Players may look at their Role, but may not share this information with other players until the end of the game. Return the remaining Role cards to the box.
- 4. Shuffle your deck of Tactic cards. Place the deck face-down within reach of all players. Take five cards from the top of the deck and lay them out, face-up. These cards form the Tactical Pool. Deal five Tactic cards face-down to each player. Players may look at their hand of Tactic cards, but should not share this information with other players!**
- 5. Deal 6 (for three players) or 8 (for four players) single-coloured cube tokens to each player**
- 6. Place the Visitor token on the position marked ‘1’ on the game board.**

# HOW TO PLAY

1. Choose a Project Leader at random or allocate to the oldest player.
2. The Project Leader starts the game by turning over the first Conundrum card and reading it aloud.
3. The other players look through their hands of Tactic cards and find one which they can use to address the Conundrum (ideally one which suits their Role). They place this card face down in front of them. The Project Leader does NOT select a Tactic card.
4. When all players except the Project Leader have selected a Tactic card, the Project Leader declares discussions open.
5. Starting with the player to the right of the Project Leader, each player must make a case for why their Tactic is the best suited to address the given Conundrum. They may discuss, argue, and debate the merits of each others' Tactics, but the final decision rests with the Project Leader.
6. When a Tactic has been chosen by the Project Leader, it is placed on the board over the Conundrum it has been chosen to address. The player whose Tactic was chosen places a cube on top, to mark their victory. The other, unchosen, Tactic cards are discarded in a face-up pile.
7. Starting with the player to the right of the Project Leader, each player must then draw a card from EITHER the face-up Tactical Pool OR from the face-down Tactic deck to refill their hand to 5 cards. When a card is taken from the face-up Tactical its space is refilled immediately from the Tactic Deck. The Project Manager should not have played any cards, and therefore does not draw.
8. The Project Leader then moves the Visitor token to the next position on the board.
9. The next anti-clockwise player then becomes the Project Leader and the game continues as from step 2.

## THE END OF THE GAME

- The game ends when all Conundrums have been addressed (6 for three-player games, 8 for four-player games)
- Starting with the oldest player, each player reveals their Role and states whether they believe they have won based on the requirements defined on their Role card.
- If the Troll is in play and believes they have won, they must state their case as defined on the Role card.
- It is possible for more than one player to win. Players should look at other players' Roles at the end of the game to see if they have met the requirements for multiple Roles to win.

# MISC. RULES AND FAQs

1. Once a Project Leader has declared discussions to be open, a player may not change their Tactic card
2. Roles are secret until the end of the game.
3. If the Troll wins, everybody else loses regardless of which Role requirements they have met.
4. All Tactics are applications of Strategies. Successfully playing Roles requires players to make use of Tactics that are applications of particular colour-coded Strategies.
5. A Role must be present in the game in order to win (e.g. if the Lawyer would win, but no player has the Lawyer Role, the Lawyer can't win. Subsequently, the Local Representative's win condition of 'You also win if the Lawyer wins' can't be fulfilled)

