

#tiltfactor

presents

VEXATA™



SUN CARD

positive ideas and helpful rules



STORM CARD

negative ideas and harmful rules



GEAR CARD

neutral actions that may
be used in strategic ways

OBJECT

To be the first player to move your game piece from the start to the finish

EQUIPMENT

Board, die, 3 card decks, game pieces, blank sun and storm cards

SETUP

Cut out cards along the dotted lines and fold along the solid lines. Tape or glue the flaps together. Cut out the game board along the dotted lines and tape together as indicated. Make or find small objects (such as coins or pencil erasers) that would fit in the board squares as game pieces.

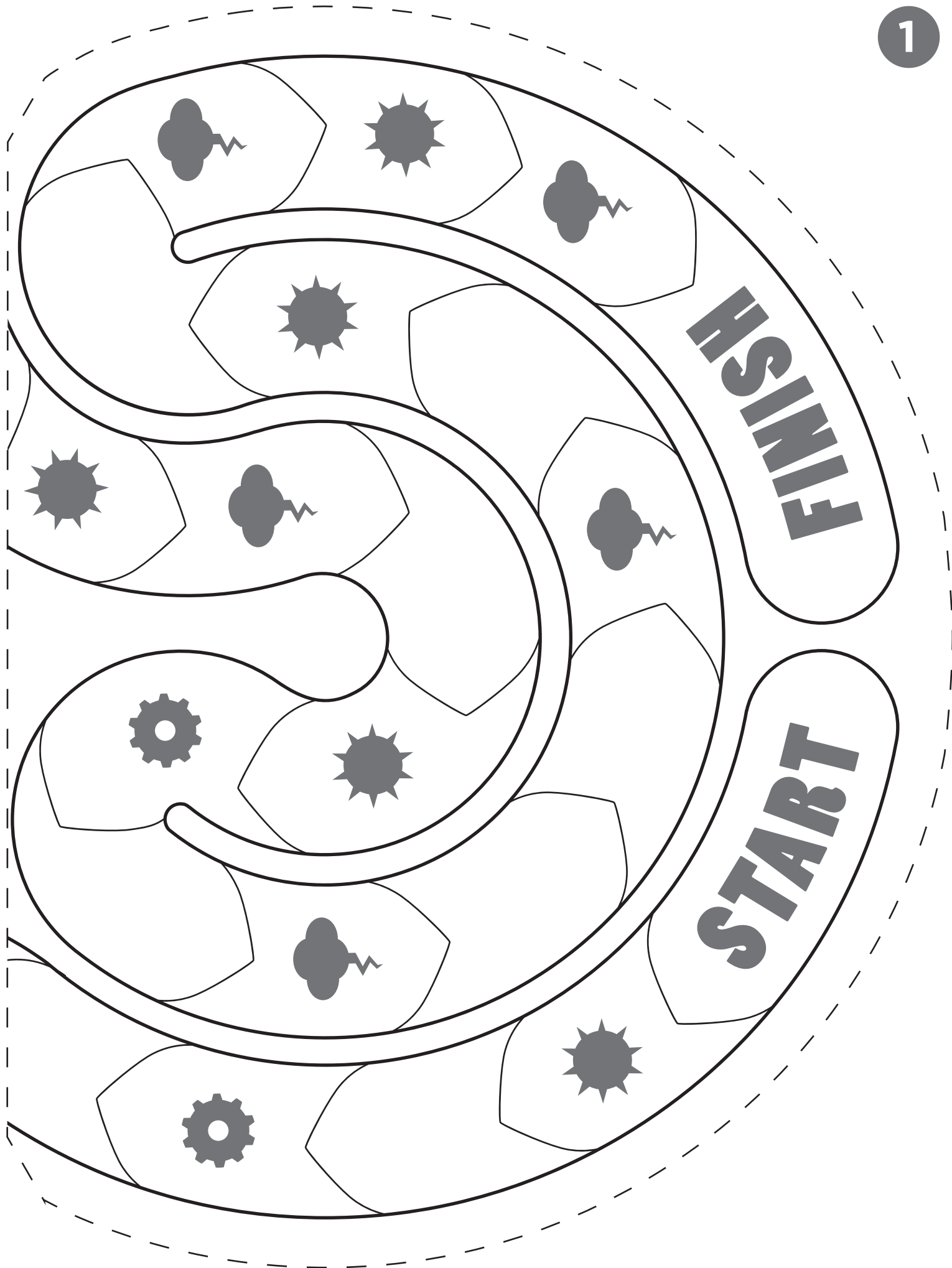
Set the blank cards aside and shuffle the three types of cards separately, stacking them in separate decks.

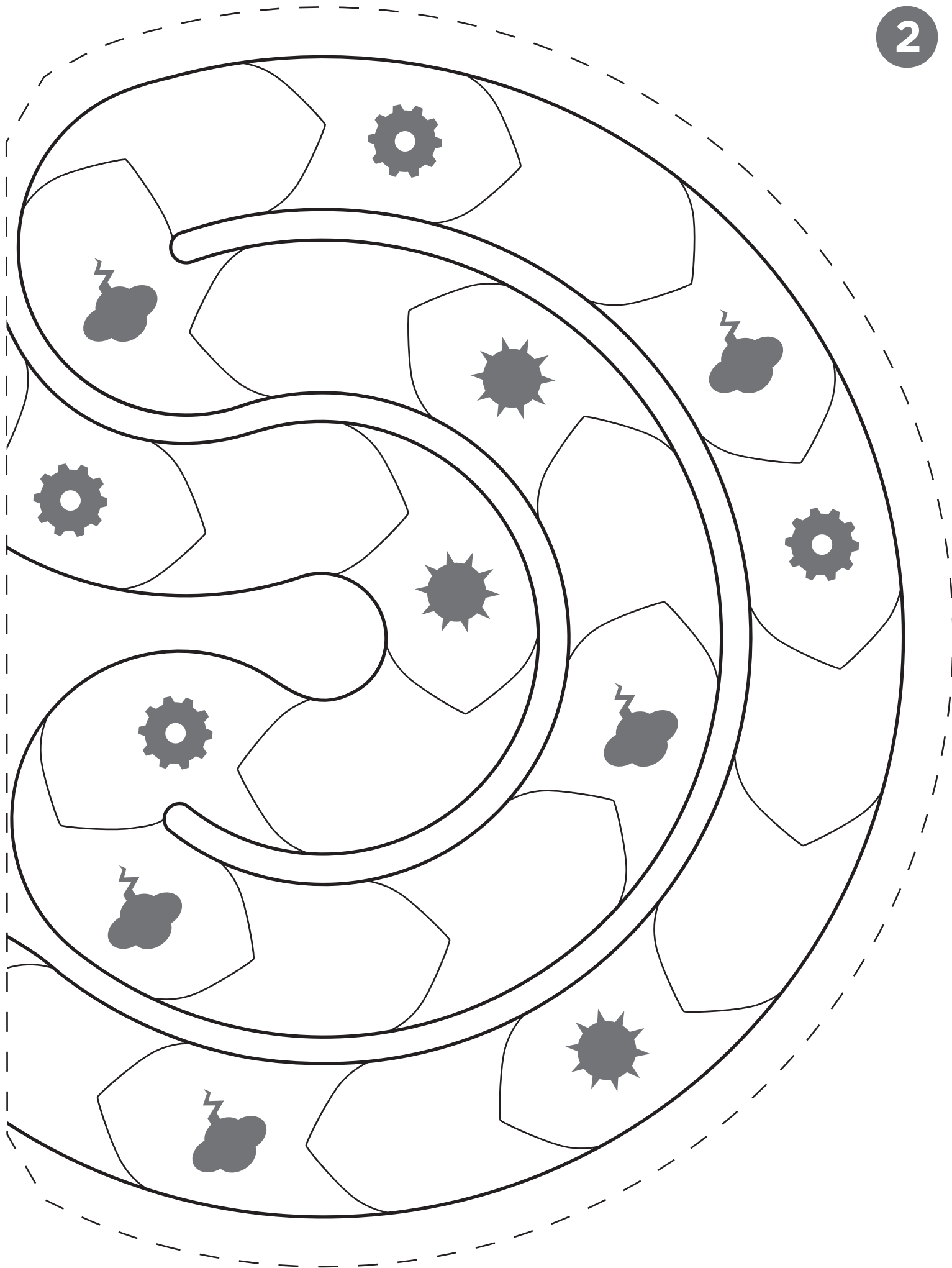
HOW TO PLAY

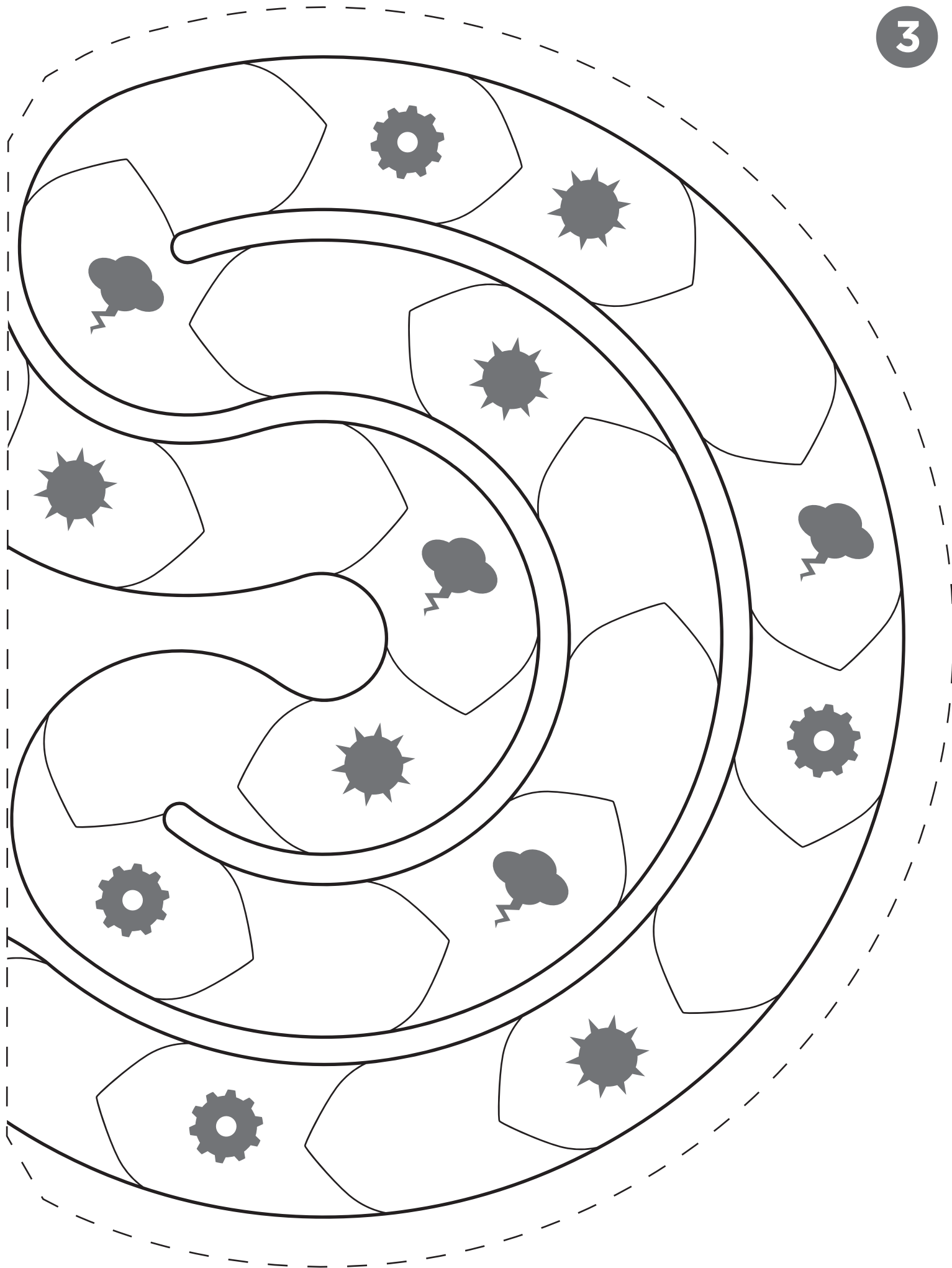
Players move in turns. At the start of a turn, the player will roll the die and move forward by the number rolled. After this roll, if the player lands on a space with a storm or sun icon, the player will draw a card with a corresponding icon. The player will then read the card aloud to the table and follow the instructions on the card. If these instructions causes a player to land on a space with an icon, do not draw a card.

If the player lands on a space with a gear icon, the player draws a gear card. This card may be held and played during any player's turn. Some gear cards instruct players to add new rules to the game. The rules that players invent may not cause any player to move more than 6 spaces forward or 6 spaces backward.

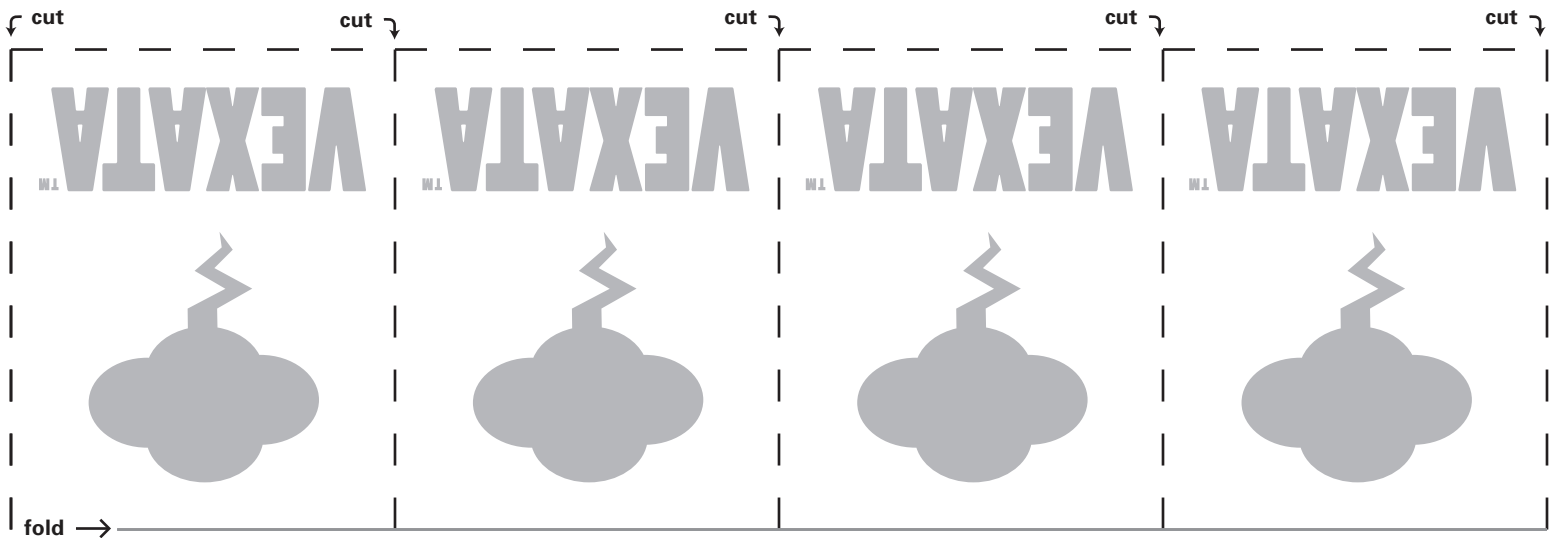
The player who is first to reach the last square is the winner.











DISEASE

An epidemic has spread through the group. Everyone must move back 3.

DISTRUST

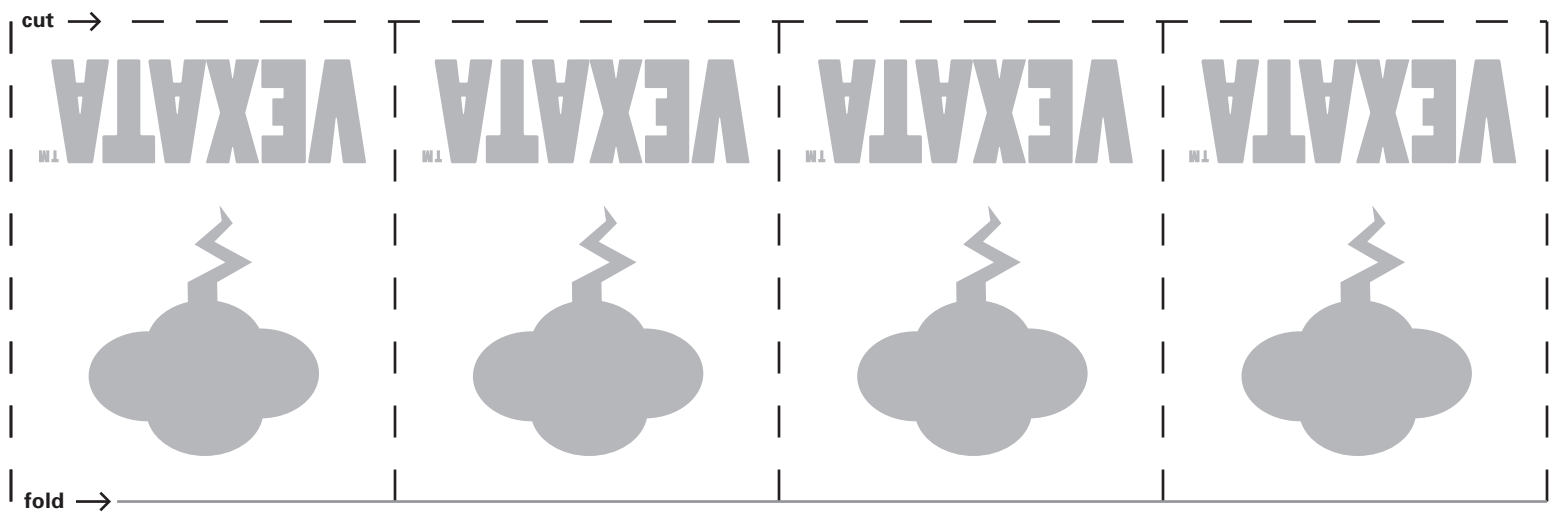
Have another player roll for you without showing anyone the roll. Move by whatever that player says was rolled. Wonder whether that player was telling the truth.

POVERTY

Everyone rolls once. You may move the lowest number rolled.

CONSPIRACY

Your fellow players will decide together how many spaces you will move for this turn, up to 6 forward or backward.



INJUSTICE

Roll twice. You may move forward by your low roll and everyone else may move forward by your high roll. No one ever said life was fair.

SELFISHNESS

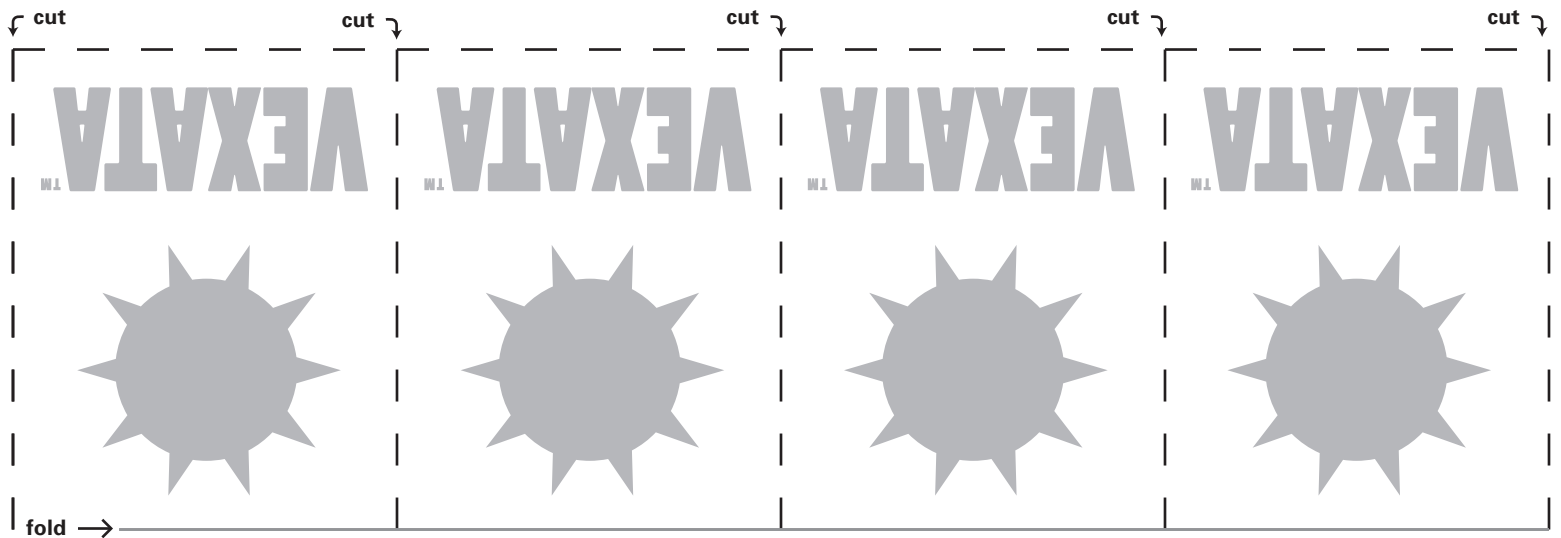
Roll once for another player at the table. Decide whether to allow the other player move or to move yourself.

INEQUALITY

Roll the die but don't move. Everyone gets to move forward by what you rolled except for you.

SUFFERING

Roll and move backward by double your roll. Cry.



COMFORT

Move forward to the next sun square, kick back, and relax.

FAMILY

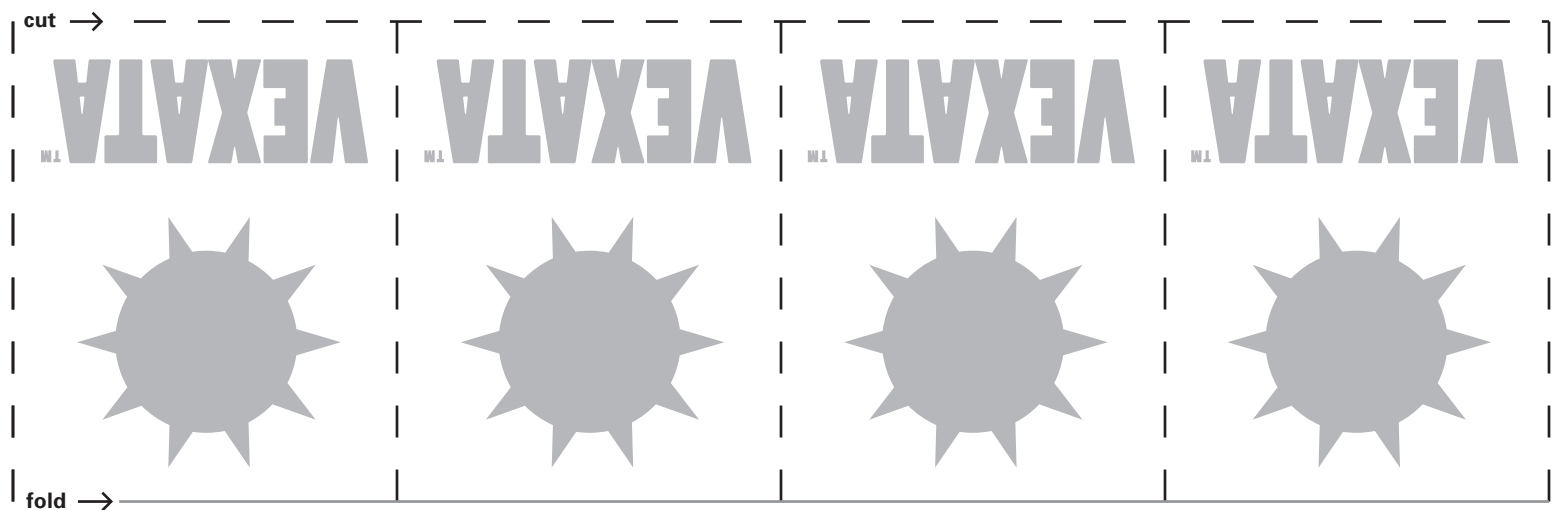
All players move 3 spaces towards your piece. If a piece is on the same space as yours, they do not move. Now you're one big happy family.

HAPPINESS

Roll the die, then move triple your roll. Smile.

CONFIDENCE

Roll the die but before you do, guess what number you will get. If you're right, move ahead by triple the number you rolled. If you're wrong, stay where you are.



COMMUNICATION

Think of a word and write it down on a piece of paper without showing anyone, then act it out without speaking. If anyone can guess your word within 30 seconds, you and that person may move ahead by 6.

LOVE

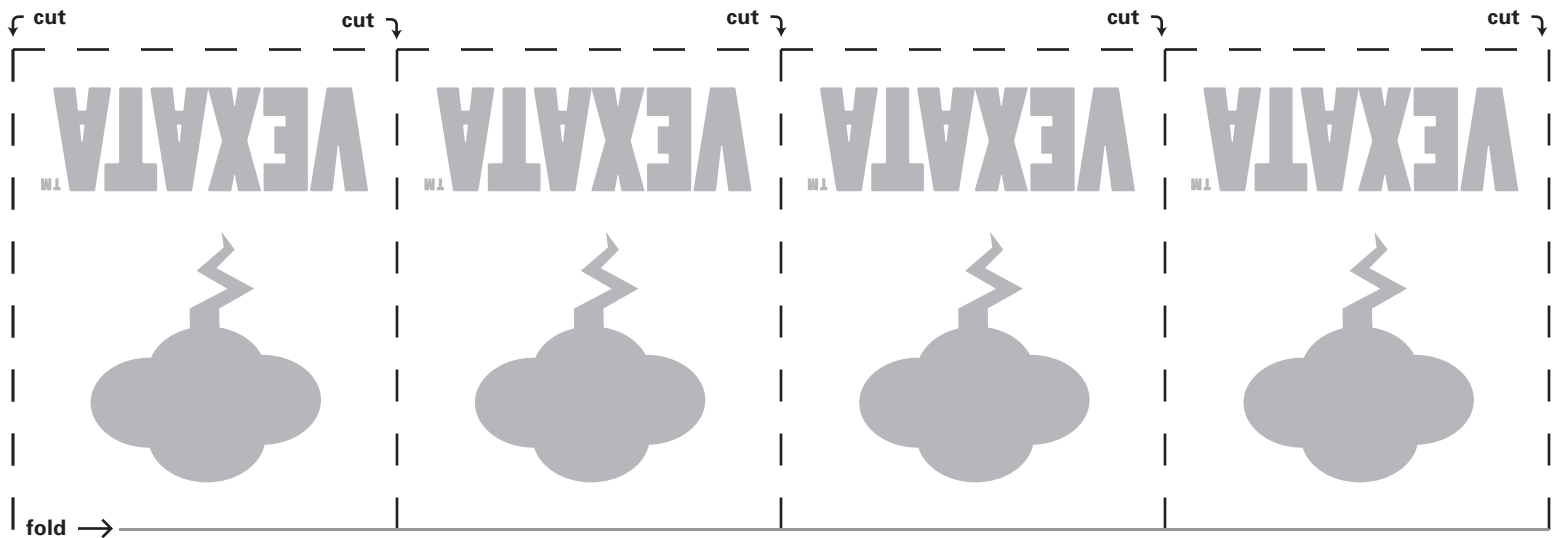
Roll and choose a fellow player to roll too. If that player rolls what you rolled, both of you may move ahead by triple that number (and live happily ever after). If not, no one moves.

FREEDOM

Move forward by any number of spaces you choose, up to 6.

STYLE

Move ahead 2 spaces, trendsetter! Everyone who is wearing a shirt that is the same color as yours may move ahead by 1.



OPPRESSION

Sorry, it's out of your hands. The player to your left may force you to trade spaces with another player.

RISK

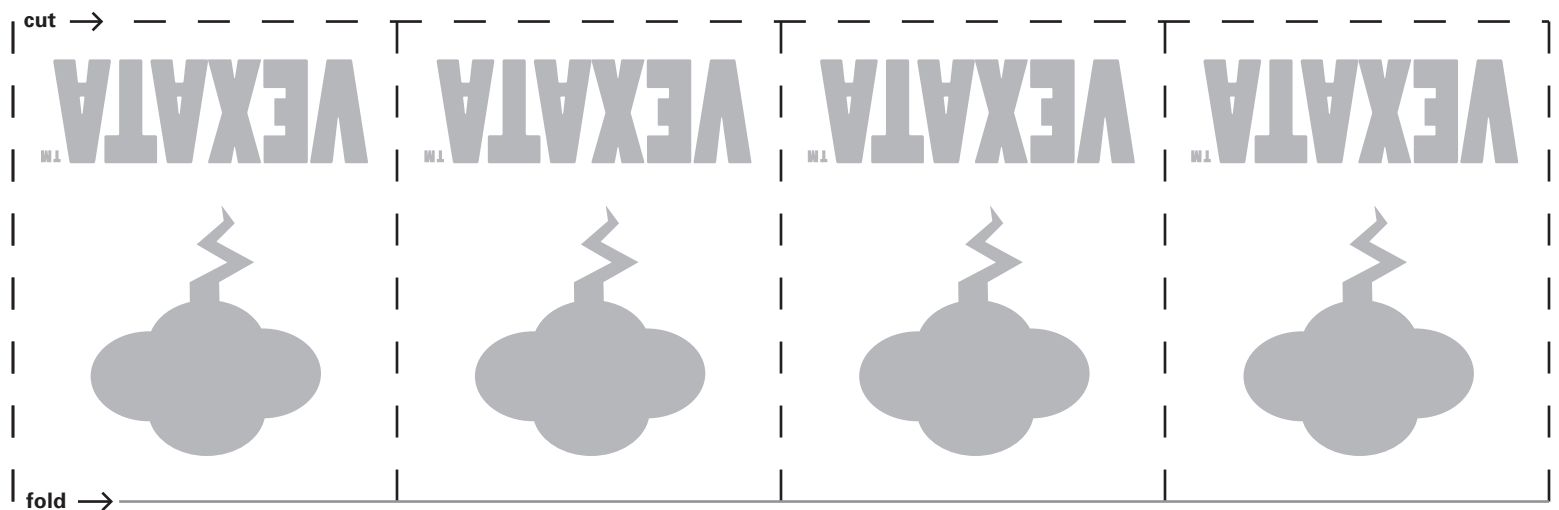
Roll twice. If you roll the same number both times you may move forward by the total rolled. Otherwise, you must move back by total rolled.

VIOLENCE

Move back 6 spaces and remove the love card from the sun deck for the rest of the game. See? Violence hurts everybody.

PAIN

Move back 8 spaces. Ouch!



DISHONESTY

Instead of rolling, think of a number from 1 to 6 but don't say what it is. If no one can successfully guess the number that you are thinking of, you may move forward triple that number. Did you lie?

CRUELTY

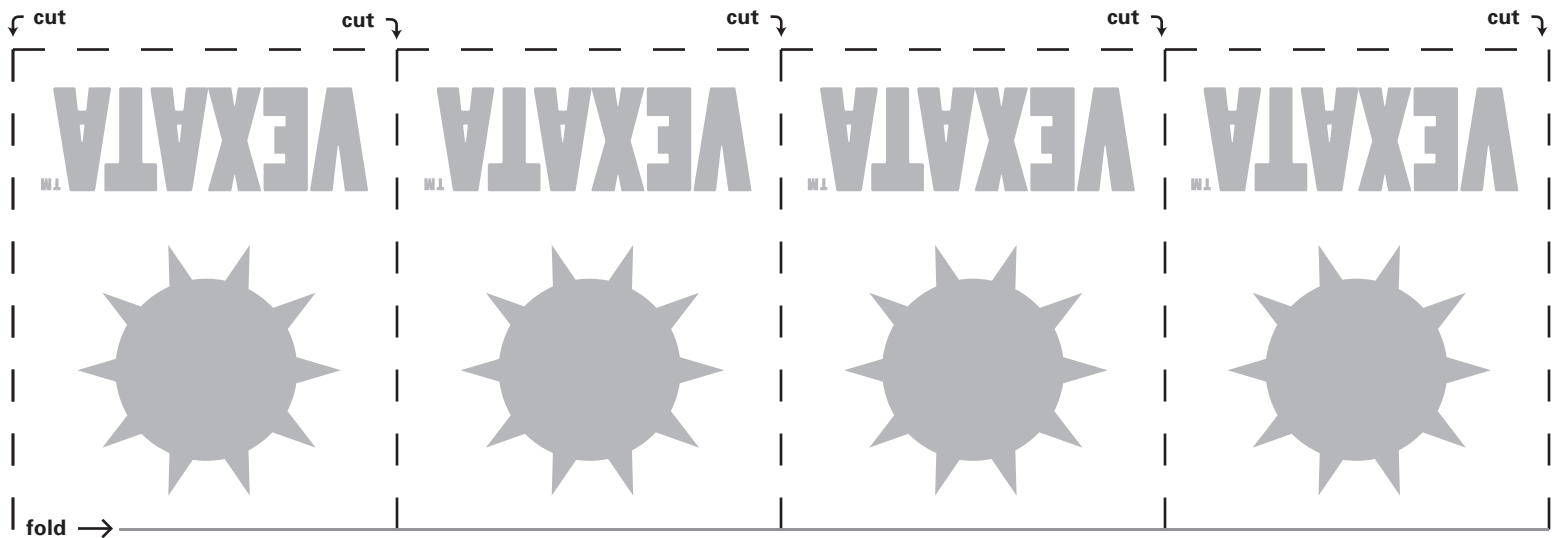
Roll the die and move. The person closest to the start must move back 6. Cruel, eh?

TYRANNY

The player to your left might be a benevolent leader or a cruel tyrant. That player may immediately swap all game pieces as he or she wishes. No piece may be moved to an unoccupied space.

ABUSE

The player on your left may choose to force you to skip your next turn.



SURVIVAL

Throw the die straight up into the air. If any other player can catch it before it lands, that player lives on and may roll and move. If no one catches it, you may roll and move.

FRIENDSHIP

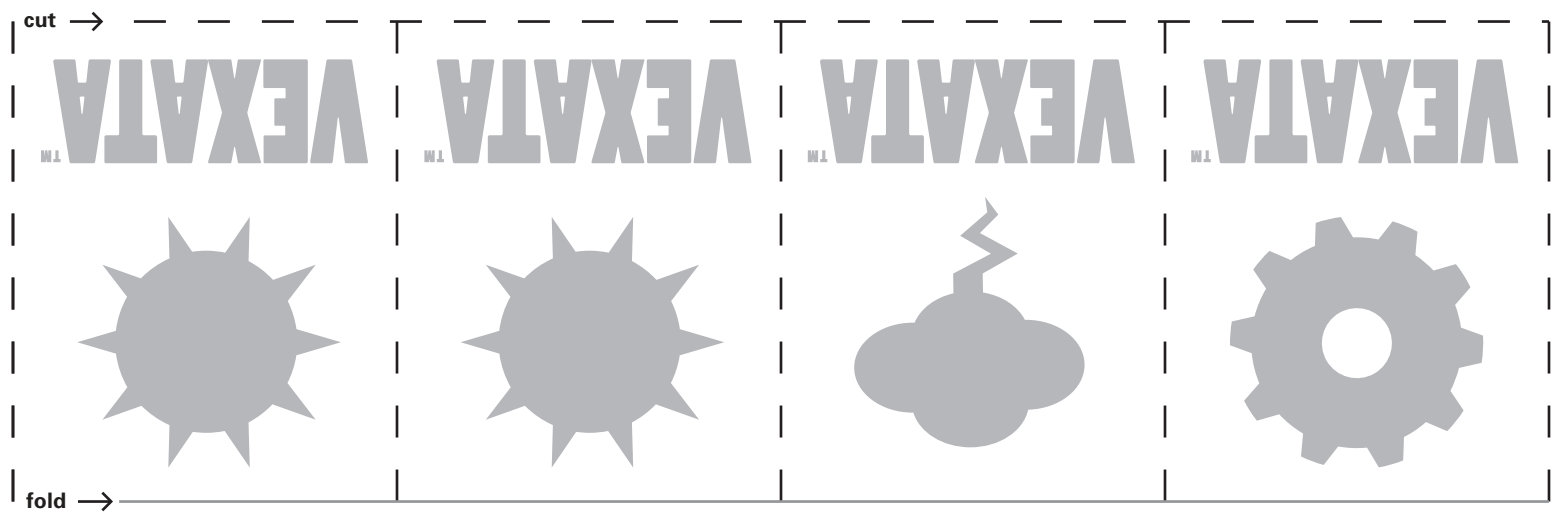
Everything is better with company. Roll the die and move, then choose a friend who will join you on your space.

JUSTICE

Time to even the playing field. Roll the die and move. Everyone else moves forward to the next square of whatever type you land on

TEAMWORK

Choose another player and try to bounce the die back and forth between you like a volleyball game. For every time the die is hit, you may each move ahead 1 space (up to 6).



HUMILITY

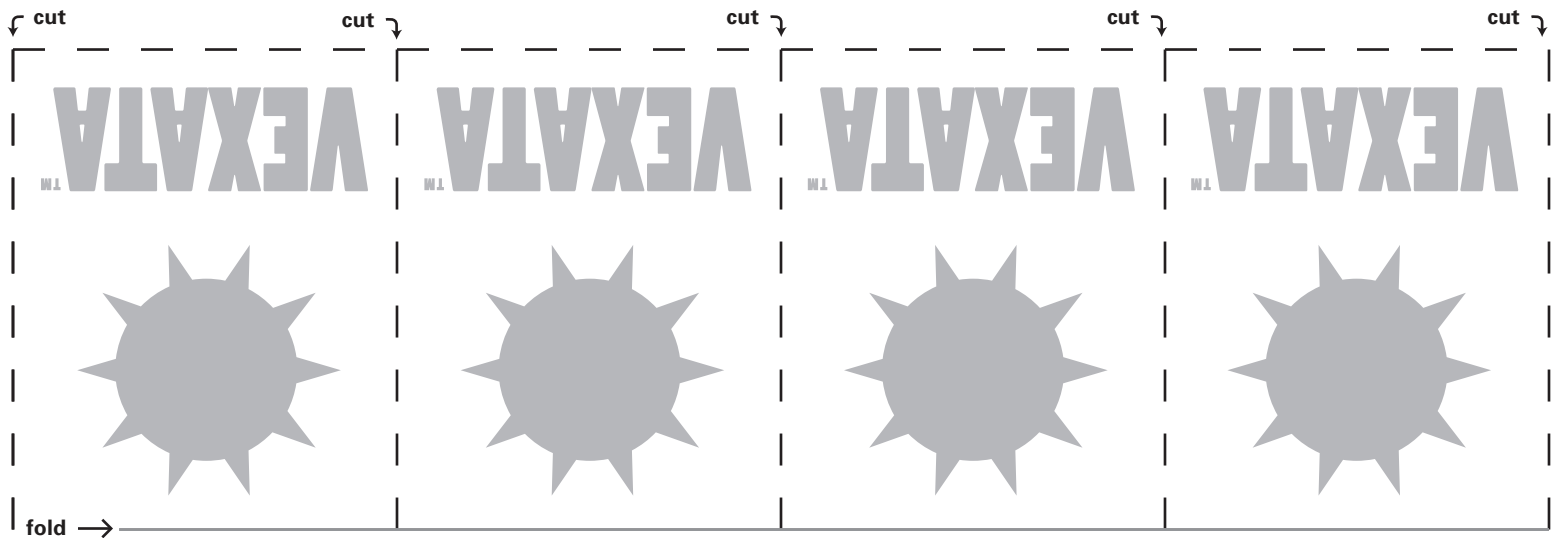
Hey, you may not get to move ahead as much as everyone else but you will build some valuable character! Don't roll, move ahead 1 space. Everyone else moves ahead by 2 spaces.

EQUALITY

You roll, everyone moves ahead by that number. Hey, fair is fair.

TORMENT

Force another player to roll the die and move backward by whatever number is rolled.



SKILL

Choose an activity that you are good at and do it for at least 30 seconds. It can be dancing, solving math problems, telling jokes, or anything else that you do well. After you have done this, move ahead 6. If you won't do this, skip your turn.

HUMOR

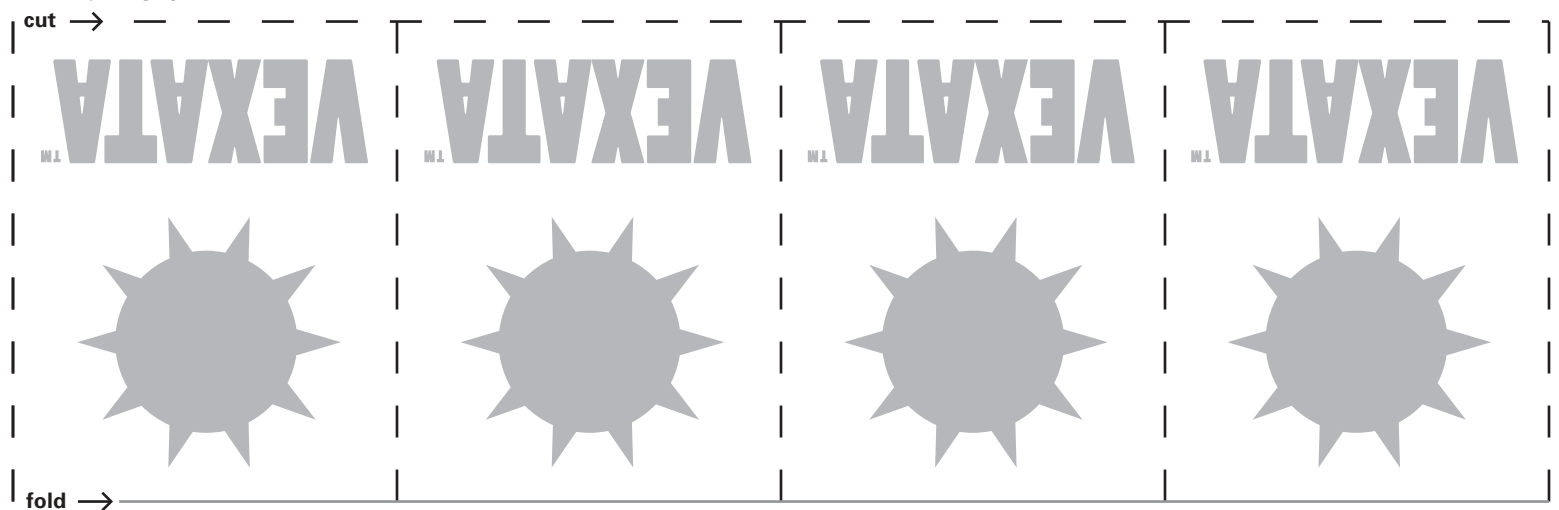
If you can make another player laugh in 30 seconds, roll again and move forward by that number.

RESPONSIBILITY

The whole game is in your hands. Roll and move once for yourself, then roll and move once for each of the other players.

GENEROSITY

Roll and choose another player who will move instead of you. Trust us, you will feel really good about it.



TRUST

Time to find out who your real friends are. Instead of rolling, pick another player who will decide how many spaces you move. Choose wisely.

DEMOCRACY

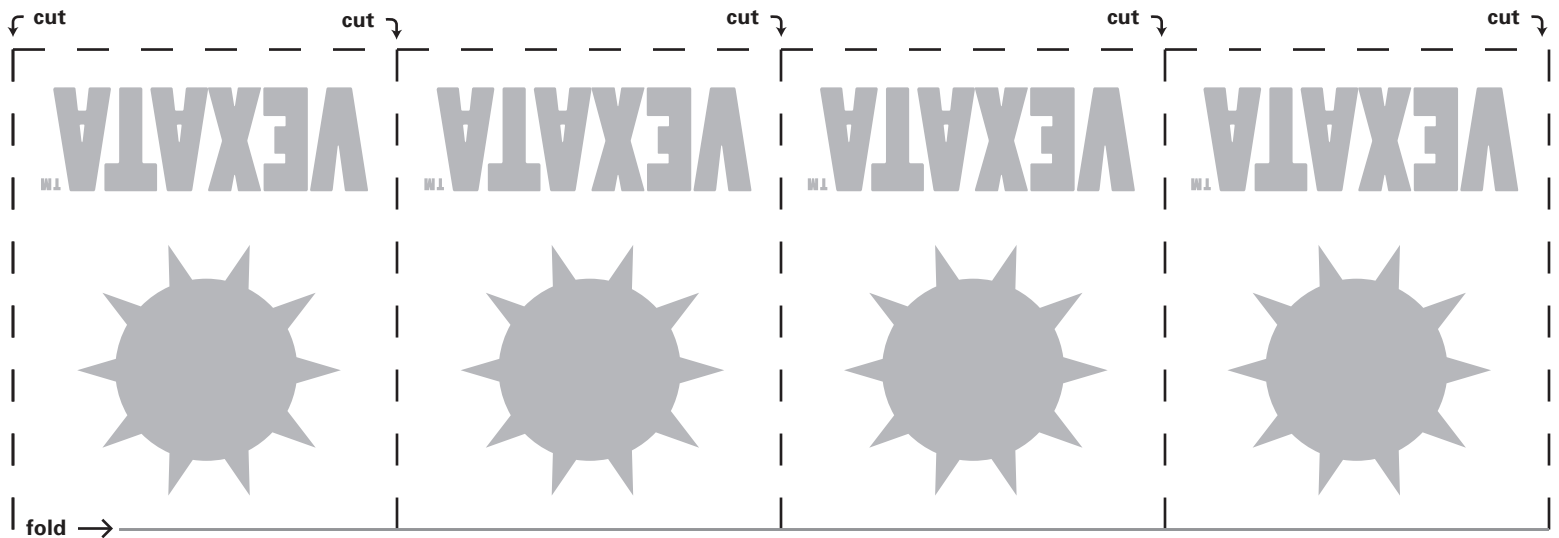
Decide how many spaces you want to move and tell everyone. Your fellow players vote to approve or deny your move. If the move is denied, everyone moves back 3.

PATIENCE

You may roll and move now or you may triple your roll on your next turn, because patience is a virtue. Keep this card until you move.

TRADITION

Choose a word that each player must say at the start of a turn for the rest of the game. Any player who forgets to follow tradition loses the turn.



INVENTION

Figure out a new way to roll the die. You cannot touch it with any part of your body. Move ahead by the number you roll.

SYMPATHY

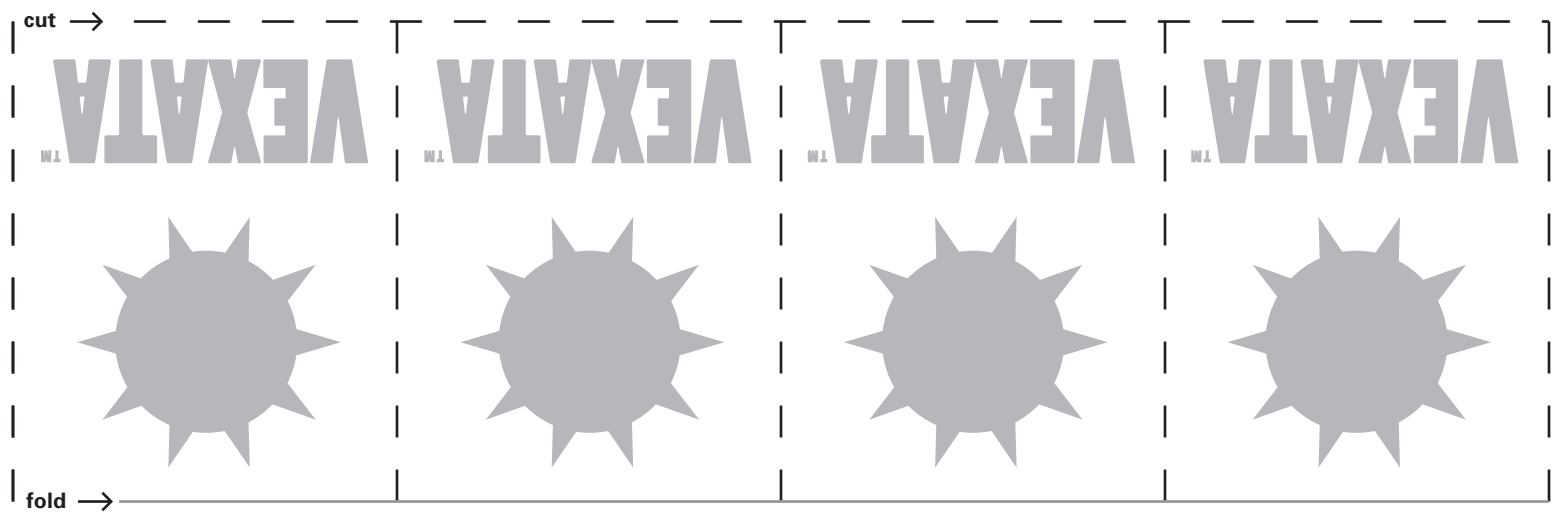
Put yourself in someone else's shoes. Move to any square where another player already sits.

SELF-ESTEEM

Roll the die and move ahead by what you roll. Then, because you're awesome, move 2 more.

SAFETY

Roll and move. If you land on a storm square, get to safety by moving ahead by 1 space.



SHARING

Share the wealth and earn the undying gratitude of your fellow players. Roll and move ahead by the number that you rolled minus 1. Everyone else moves ahead 1.

INDIVIDUALITY

Show the table something from your pocket, wallet or bag. After you have done this, move ahead 4. If you won't do this, move back 4.

PATIENCE

You may roll and move now or you may triple your roll on your next turn, because patience is a virtue.

TRADITION

Choose a word that each player must say at the start of a turn for the rest of the game. Any player who forgets to follow tradition loses the turn.

cut ↙

VEXATA

cut ↘

cut ↙

VEXATA

cut ↘

cut ↙

VEXATA


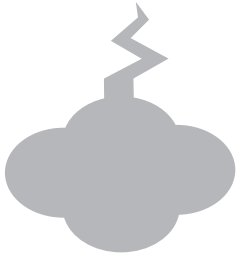


cut ↘

cut ↙

VEXATA

cut ↘

fold →

WAR

Choose another player for battle. Each of you rolls the die once. The player with the higher roll may move forward by that roll. The player with the lower roll must move backward by that roll.

ISOLATION

Sit under the table until your next turn.

BOREDOM

Skip your next turn. Sit facing the wall until your next turn.

APATHY

Roll but do not move, because, who cares?

cut ↙

VEXATA

cut ↘

cut ↙

VEXATA

cut ↘

cut ↙

VEXATA





cut ↘

cut ↙

VEXATA

cut ↘

fold →

RACISM

Roll and move backwards by the number you rolled. Everyone with the same color shirt as yours must move back by the same number.

HELPLESSNESS

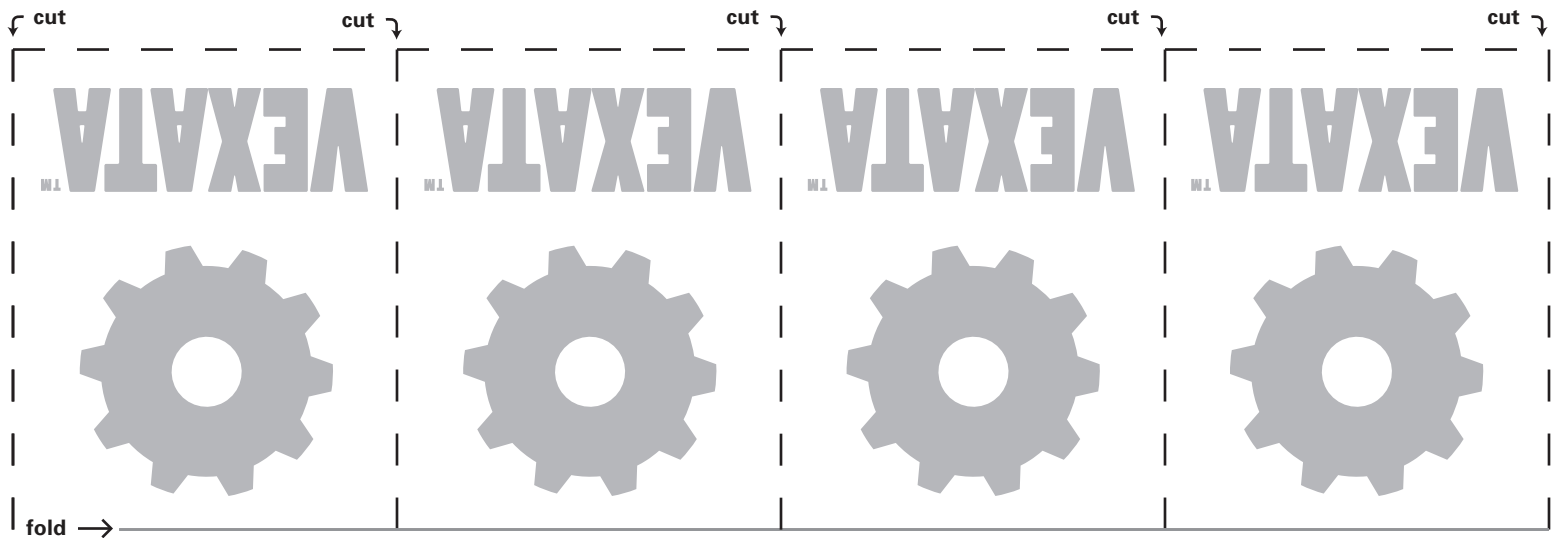
Roll but you can't touch your own piece. Ask someone else to move it for you. That person may choose whether or not to move your piece.

CRIME

Your turn has been stolen by the player on your right. That player may roll and move.

LOSS

All gear cards must be returned to the deck



On a blank sun card, write the value “perseverance”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

“If at first you don’t succeed, try, try and try again.”

On a blank sun card, write the value “harmony”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

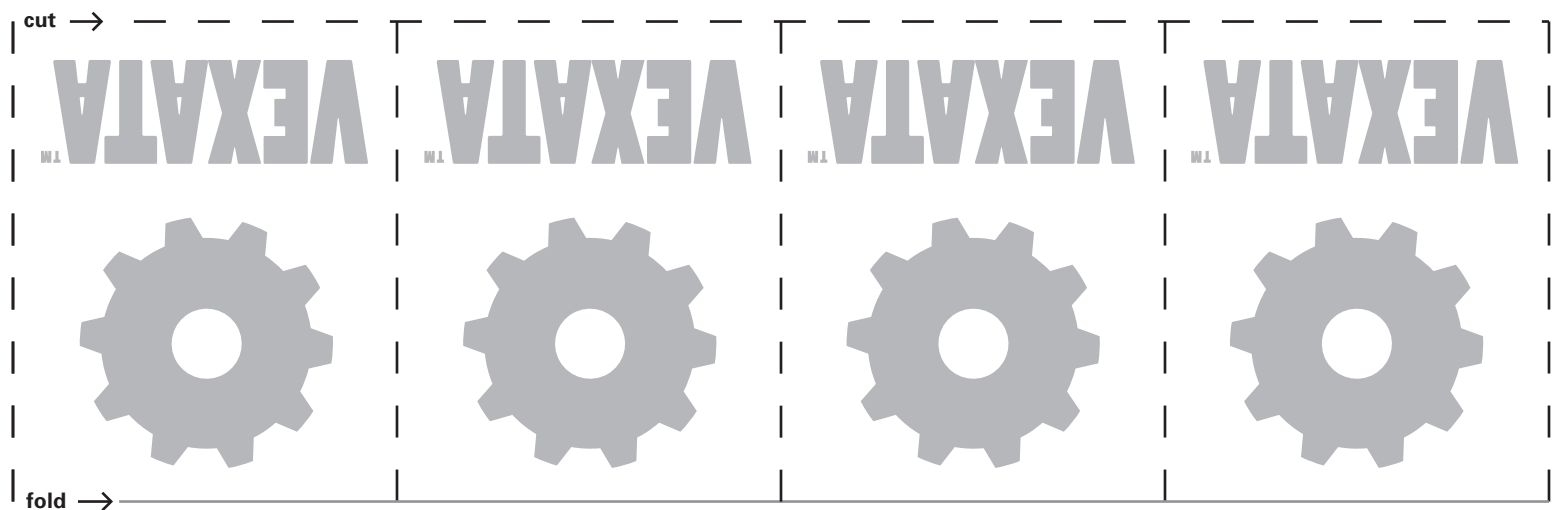
“...togetherness and unity...”

On a blank sun card, write the value “mentorship”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

“Give a man fish and you feed him for a day; teach a man to fish and you feed him for a lifetime.”

On a blank sun card, write the value “tolerance”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

“Differences will always exist.”



On a blank sun card, write the value “balance”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

“Not too hard, not too soft, not too hot, not too cold. Balance. Life is balance.”

On a blank storm card, write the value “bullying”. Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

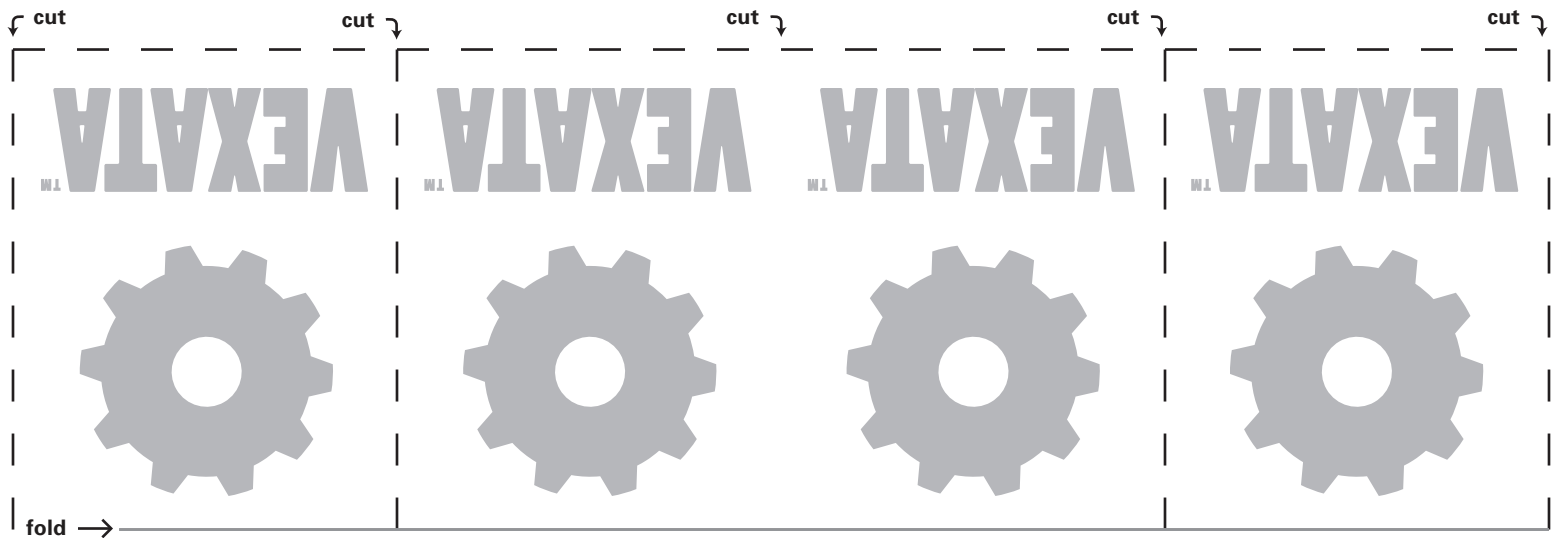
“Because they are not like you, they’re weird and bother you. Something should be done about it.”

On a blank sun card, write the value “fitness”. Then write a rule that demonstrates this value. Shuffle the new card into the sun deck.

“Health comes before wealth.”

On a blank storm card, write the value “chaos”. Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

“Fate shall yield to fickle Chance, and Chaos judge the Strife.”
-John Milton, Paradise Lost



On a blank storm card, write the value "impatience". Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

"Look before you leap!"

On a blank storm card, write the value "gluttony". Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

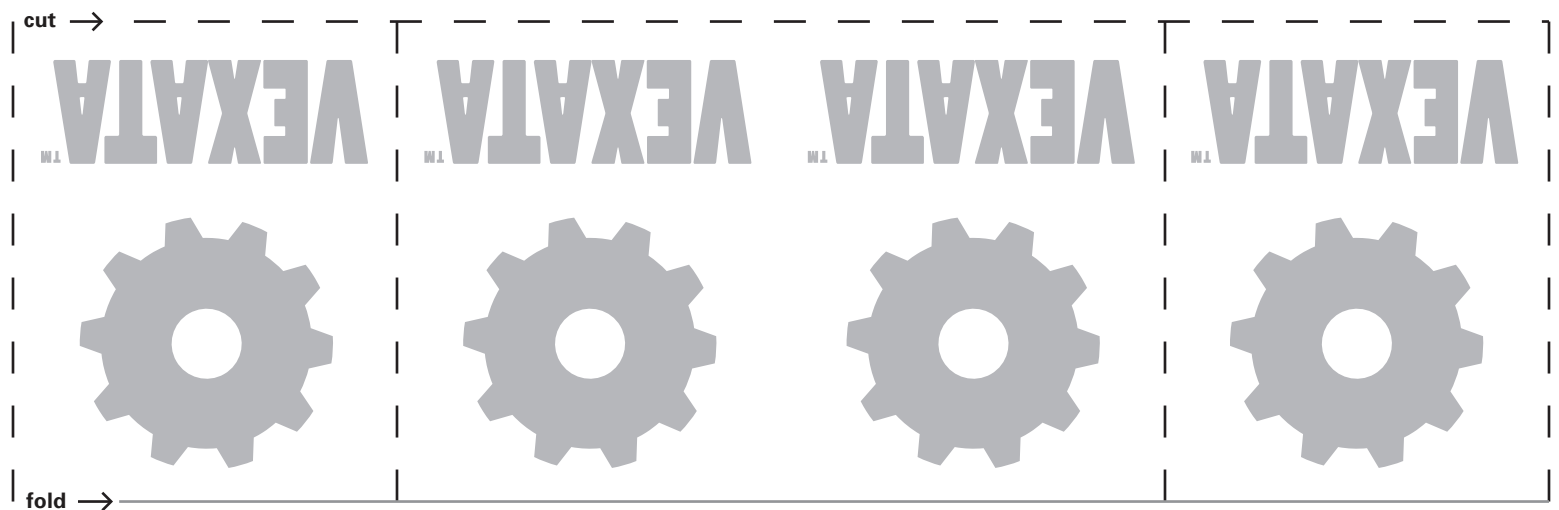
"Moderation in all things."

On a blank storm card, write the value "laziness". Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

"...wear out thy youth with shapeless idleness..."
-William Shakespeare,
Two Gentlemen of Verona

On a blank storm card, write the value "despair". Then write a rule that demonstrates this value. Shuffle the new card into the storm deck.

"When the last pinprick of light is snuffed out..."



Play this card when player draws a card. If you can explain how the rule on the card reflects the word on the card, you may use the card instead of the player who picked it.

Play this card when player draws a card. If you can explain how the rule on the card reflects the word on the card, you may send the active player backward instead of forward.

Play this card when player draws a card. If you can explain how the rule on the card reflects the word on the card, you may trade places with the other player at the end of the turn.

Play this card when player draws a card. If you can explain how the rule on the card reflects the word on the card, you and the player who picked it may both use the card.