

Think about a new website. Watch a domain and hosting commercial. Look at competitors websites. Desire for website emerges within. Web Design service acquired! Look for a domain name. Domain name already taken! Register domain and hosting info.

Start on this tile!

Pro tip If you're not online, you don't exist.

Pro tip You're better off learning more web languages.

Pro tip Always go for .com and don't settle for less!

Start to think about website design.

Work on custom graphics. Desire for things moving on website. Buttons service acquired! Learn animation software. Give up desire for movement on site. Increased desire for photo gallery.

Pro tip W3C schools are a great place to start learning!

Learn HTML5 and CSS3.

Learn digital image editing app. **Pro tip** Many free powerful apps available online!

Pro tip Your website will be obsolete.

Pro tip Its for the best.

Look online for easy photo web gallery.

Pro tip Arguably the easiest languages to learn.

Too lazy to learn HTML5 and CSS3!

Internet goes down forever! **Pro tip** Check wireless router...

Upload website to the internet. Backup data for once. All data was lost! Again...

Pro tip Arguably the easiest languages to learn.

Web Development service acquired!

Desire to make custom graphics. **Pro tip** Always do triple checks on content!

Pro tip Happens far too often.

Pro tip This is encouraged and many know one!

First attempt to code website.

Look for pictures and graphics. Write content and info for website. Graphic Design service acquired! Beta site developed and functioning. Not happy with current design. Third attempt to code website. Call IT friend to take a look at website. Second attempt to code website.

<RPOPOLY>



1-6 Players

Ages 8+

How to Play

RPOPOLY is the game for web-beginners to map their way for making websites! The objective of the game it to upload and finish your website. Reach the last tile before your competitors do. Tiles represent time blocks. To advance tiles, look at a digital clock: if the LAST DIGIT (best if measured in seconds) is even, move 2 spaces forward, if odd, move 1 space forward. If zero, the player can choose to move 1 or 2 spaces forward, or 1 backwards. Each tile describes a simulated event for its occurrence and can provide tips.

Playing Solo

Try and get to the end in record time!
GOLD: 20 turns **SILVER:** 25 turns **BRONZE:** 30 turns

Progress

Setback

RP

Progress tiles are innate and represent steps to making a website into a digital reality!

Setback tiles are action tiles that require the player to lose his or her next turn.

RP tiles are action tiles that benefit the player by advancing the player 3 spaces ahead.

If the tile you land on has an icon touching it, the player can guess what RP service it is. If guessed correctly, the player can choose to advance 1 or 2 spaces forward. Reference for icons are available at RustomPatel.com under services.