

SJSU iSchool
LIBR 287 – Fall 2014
December 2014
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Path Game

Queer It!

a YA GLBTQIA collection development game

Players: 2-6

Age: 10 - 110 years

Game Pieces

1 game board

6 player avatars

1 die

50 5\$ play bills

30 event cards

50 collection cards

1 pen and 1 scoresheet

Game Goal: Build the best collection of teen books for your library.

Gameplay

Shuffle the Event Cards and put them facedown where everyone can reach them. Shuffle the Collection Cards and put half facedown and half faceup where everyone can reach.

Roll the die to see who goes first.

On each turn, a player rolls the die, then moves the number of spaces on the board that the die indicates. Then they do what the tile they land on says. If it says **5\$**, they get 5\$ to spend on their collection. If it says **EVENT CARD**, then they pick an Event Card. They then do what the Event Card says. After that, they have the option of buying a book for their library collection from the faceup pile of Collection Cards. They may sort through the pile to pick any Collection Card they can afford.

Collection Cards in a player's possession may be kept hidden or displayed for all to see, whatever is decided. In either case, they should be kept in acquisition order.

Play then passes to the player on the right.

An exact roll of the die is required to land on the Finish tile. When someone lands on the Finish tile, they win a bonus Collection Card from the facedown pile, but they may not buy any more Collection Cards. The game ends and scores are tallied.

Scoring

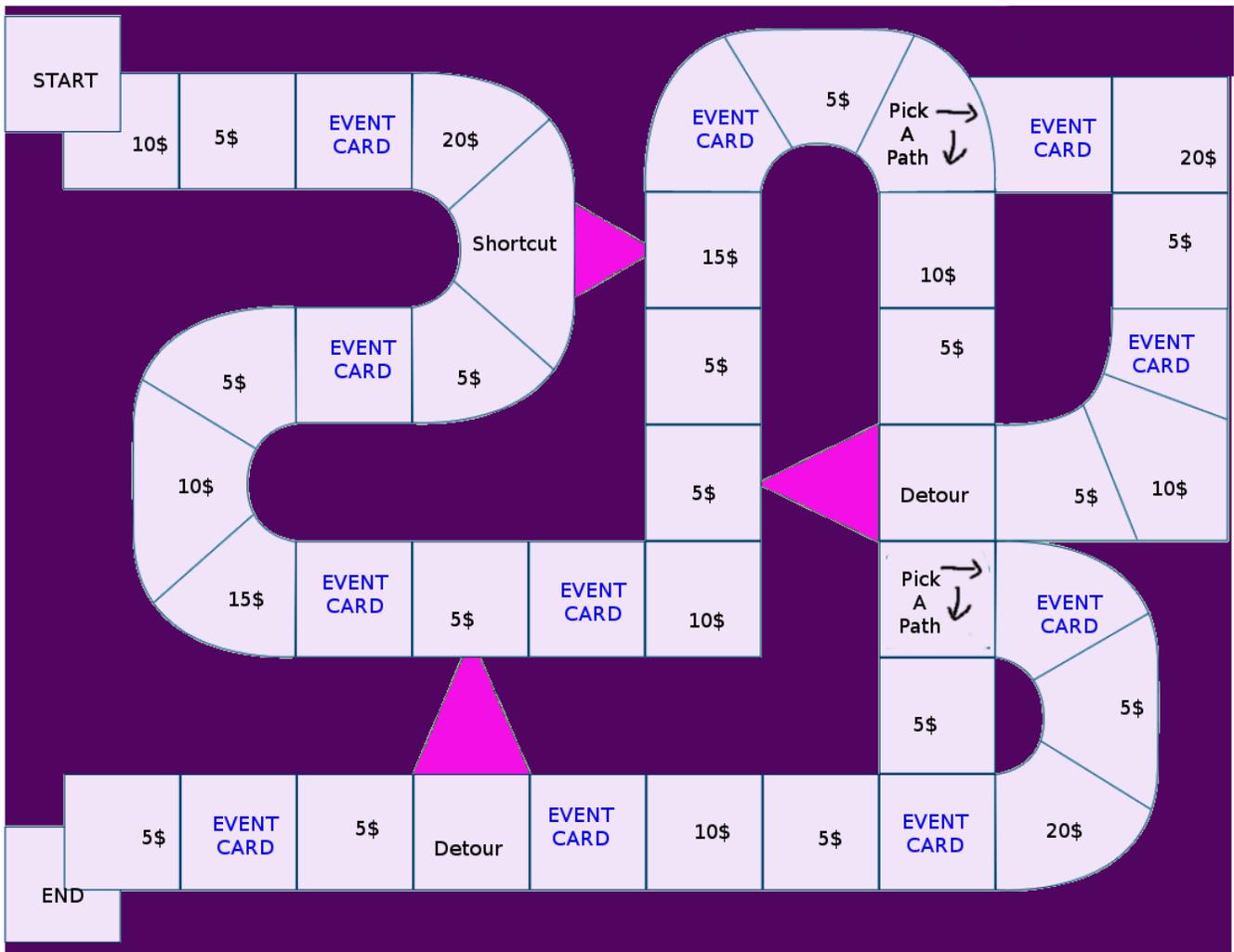
1 point for each Collection Card in a player's possession

5 points for each complete rainbow collection (1 Collection Card of each of the 7 types - GLBTIAQ)

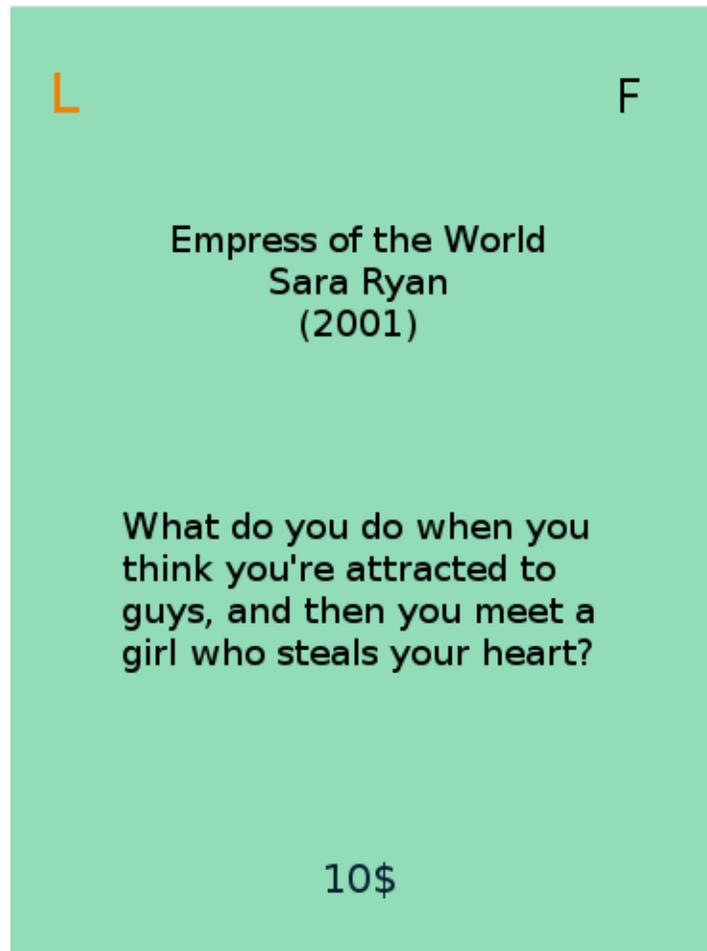
3 points if the majority of a player's Collection Cards were published in 2008 or later

-5 points if a player does not have at least one F(iction) and one N(on)F(iction) Collection Card

The player with the most points is the winner.



Game board template taken from http://boardgames.lovetoknow.com/Create_Your_Own_Printable_Board_Game and modified by me in GIMP.



Sample Collection Card

The sentence on that card is taken from the book's description on Amazon --
<http://amzn.com/0142500593>

There are 2 copies of each Collection Card, since libraries are certainly able to buy a copy of a book even if another library owns it.

Players are free to create their own cards for books that are not included below.

Key

F - Fiction

NF - Non-fiction

G - Gay

L - Lesbian

B - Bisexual

T - Transgender / Genderqueer

- I - Intersex
- A - Asexual
- Q - Content covering multiple categories

List of Collection Cards

<p><i>Annie on My Mind</i> Nancy Garden (1982) L F 10\$</p>	<p><i>Will Grayson, Will Grayson</i> John Green & David Levithan (2010) G F 10\$</p>
<p><i>I Am J</i> Cris Beam (2011) T F 10\$</p>	<p><i>Ash</i> Malinda Lo (2009) L F 10\$</p>
<p><i>Hero</i> Perry Moore (2007) G F 10\$</p>	<p><i>Parrotfish</i> Ellen Wittlinger (2007) T F 10\$</p>
<p><i>Luna</i> Julie Anne Peters (2004) T F 10\$</p>	<p><i>GLBTQ: The Survival Guide for Queer and Questioning Teens</i> ed. Kelly Huegel (2003) Q NF 20\$</p>
<p><i>Deliver Us From Evie</i> M. E. Kerr (1990) L F 10\$</p>	<p><i>Vintage: A Ghost Story</i> Steve Berman (2007) G F 20\$</p>
<p><i>The Miseducation of Cameron Post</i> Emily Danforth (2012)</p>	<p><i>My Two Moms: Lessons of Love, Strength, and What Makes a Family</i> Wahls, Zach, with Bruce Littlefield.</p>

L F 10\$	(2012) L NF 20\$
<i>Queer: The Ultimate Guide for Teens</i> ed. Kathy Belge and Marke Bieschke (2011) Q NF 30\$	<i>Wandering Son Vol. 1</i> Takako Shimura (2011) T F 30\$
<i>Bi-Normal</i> M. G. Higgins (2013) B F 10\$	<i>Batwoman: Elegy</i> Greg Rucka et al (2010) L F 20\$
<i>The Summer Prince</i> Alaya Dawn Johnson (2013) B F 10\$	<i>The Year They Burned the Books</i> Nancy Garden (1999) L F 10\$
<i>The Letter Q: Queer Writers' Notes to their Younger Selves</i> ed. Sarah Moon (2012) Q NF 20\$	<i>a+e 4ever</i> i. merey (2011) T F 30\$
<i>Alex As Well</i> Alyssa Brugman (2013) I F 20\$	<i>Two Boys Kissing</i> David Levithan (2013) G F 10\$
<i>Gay America: Struggle for Equality</i> ed. Linas Alsenas (2008) Q NF	<i>Love is the Higher Law</i> David Levithan (2009) G F

30\$	10\$
<i>The God Box</i> Alex Sanchez (2007) G F 10\$	<i>Accepting Me</i> Jo Ramsey (2012) A F 5\$

BOOK DONATION

A patron has donated a book
to your library!

Pick one facedown collection card

Sample Event Card

Players should feel free to create their own Event Cards.

List of Event Cards

(10 of these)

BOOK DONATION -- A patron has donated a book to your library! -- Pick one facedown collection card

(3 of these)

LIBRARY SWAP -- You and a colleague agree to a mutually beneficial book swap -- Pick one of your collection cards to trade with a player of your choosing for a card of their choosing

FINANCIAL DONATION -- A patron has donated some money to your library! -- Gain 10\$

(3 of these)

BOOK CHALLENGE -- Patrons demand a book in your collection be removed -- Put all copies of your most recent Collection Card in the faceup pile OR Go back 5 spaces

(2 of these)

WEAR & TEAR -- A popular book has just been read too much -- Put back into the faceup pile the Collection Card you've had the longest

VANDALISM -- A patron has destroyed a book! -- Put your most expensive Collection Card into the faceup pile

LOST BOOK -- A patron lost a book, but has paid for its replacement. Too bad it's out of print! -- Put any Collection Card back into the faceup pile and recoup its cost

MISSING BOOK -- You can't find a book that's supposed to be on the shelf -- Put your Collection Card with the oldest publication date back into the faceup pile

BOOK DISPLAY -- It's June and you need a Pride display! -- Pick half of your Collection Cards to go on display (They're safe from all Event Cards for 2 rounds)

OVERDUE FINES -- The director has said you can spend some overdue fines on collection development -- Gain 15\$ (you really should up your late fees)

FINE FORGIVENESS WEEK -- You're forgiving all teen fines for a week, but you were really counting on that money -- Lose 10\$

CLAIMS RETURNED -- The patron is so sure they returned that book -- Put back into the faceup pile the Collection Card you've had the longest OR immediately pay for its replacement

(2 of these)

HALF-PRICE SALE -- A book you've had your eye on is available for half price today only -- Buy any Collection Card for half price

FIRE! FIRE!! -- Somehow a fire started in your teen room, doing a lot of damage -- Shuffle your Collection Cards, put half of them, at random, back into the facedown pile AND lose 20\$ for repairs (If you have the FIRE ALARMS card, ignore this card)

FIRE ALARMS -- It's been suggested that you upgrade your fire alarm system -- Pay 10\$ and you can keep this card for the rest of the game