



Doorways to WTF?

A very strange game by Mike Young

Based on the game **Doorways to Adventure** by Sid Sackson

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Components

You will need to a copy of these rules, ideally printed

You will need to print out the cards. Note there are two different documents, one for the card fronts and one for the card backs. Follow the instructions on the card backs to print them correctly. The cards can either be printed on cardstock and cut along the light blue lines, OR printed on PlainCards, <http://www.plaincards.com>.

Card files are available at <http://www.intink.com/doorways>

You will need a token of some kind to denote first player. It can be anything you want.

You will need a computer connected to the internet, ideally one with a high speed connection. You will use it to view YouTube videos.

Setup

The game has two decks, the Items deck (consisting of Items), and the Bid deck (consisting of Bid and No Bid cards). Unless otherwise specified, No Bid cards are considered part of the Bid cards deck and if a rule says to do something with Bid cards in general, that includes No Bid cards.

Shuffle the two decks separately. Deal 3 Items and 5 Bid cards face down to each player. (If you are playing with 2 or 3 players, see the **Special Rules for Two or Three Players** section at the end of this document).


Place the remaining Bid cards to the side to produce the Bid cards deck. Bid cards range from 3,000 Quatloos (3,000) to 8,000. 4,000 and 5,000 are the most common Bid cards.

Turn the remaining Items face up and place them where everyone can see. Players will have the opportunity to bid on any of the remaining Items. This set of Items is called supply.

Choose a first player and give that player the first player token.

Use your computer to go to <http://www.intink.com/doorways>

Select the game length from the screen, Short, Medium, or Long.

When everyone is ready, click the  button to start the game.

Gameplay

On each turn, you will see a short video that may cause you to scream, clutch your head, or go “WTF?”

Afterwards (or during the video, if it’s a particularly long video), the first player will be prompted to choose an Item with a specific attribute. There are 16 different attributes, listed toward the end of this document.

The first player chooses an Item that has that attribute from supply for auction. If the attribute is WILD, then the player may choose **any** Item from supply. If there is no Item with the listed attribute in supply, then the first player must choose another player who must offer an Item with that attribute of the target player’s choice for auction. Keep choosing players until you find one who has an Item with that attribute.

Once an Item has been selected, an auction commences. The first player chooses any number of Bid Cards (at least 1) and places them face down, announcing the quantity of cards. Going clockwise, each player does likewise.


After all players have bid, all the bid cards are turned face up. Whoever has bid the most Quatloos wins the card. Note that the $\int 3,000$ Quatloos cards are special. They have an attribute listed on them. If the item being bid upon has that attribute, then the bid card is worth $\int 8,000$ instead.

During the auction, players may also play No Bid cards face down as part of their bid. No Bid cards invalidate a bid, so if you play 5 cards, of which 1 or more is a No Bid card, then the rest of your bid doesn't count. If ONE and only ONE No Bid card is played during the auction, then the person who played it gets to follow the instructions on the card. Note that the Item being bid upon is not counted as in supply. If the No Bid card cannot be followed, because – for example – it lets you take an Item with a specific attribute from supply and there are no Items with that attribute in supply, then the No Bid card is wasted.


If there is a tie in bid amount, then the tied players each choose a tiebreaking bid card. If there is still a tie, then another tiebreaking card is chosen until someone wins or everyone else relents.

All Bid Cards played are placed in a discard pile, even if the bid lost.

The winner takes the winning Item into his or her hand, and also collects the first player token. Then each player may draw up to three new Bid Cards from the deck. When the deck runs out, shuffle the discard pile and use it as the Bid Cards deck. The new (or remaining) first player may only draw up to 2 cards, not 3.

Finally, click the  button to start a new round.

Penalties

Some rounds are Penalty rounds. Directions for what to do for the Penalty round are displayed on the screen after a few moments. Follow those directions and then click the  button to start a new round.

Scoring the Game and Winning

At the end of the game, you get 1 point for each Item you own.

Then, for each Item you own, you get bonus points equal to the number of attributes that Item has if you have at least one other Item that matches one of those attributes.



For example, let's say you ended up with these four Items. You would get 1 point for each Item. Then you would check the attributes of each item. You don't have any other Japanese or Asian Items, so you get no bonus points for your anthropomorphic toilet. However, you have items that match the attributes for Pickle Surprise (Food and PSA are from different items b that's ok), the taxidermied duck, and the chocolate bunny, so you get 2 bonus points for Pickle Surprise, 1 for the duck, and 2 for the bunny (equal to the number of attributes of each). That's a total of $4 + 2 + 1 + 2 = 9$ points.

In addition, you get 20 bonus points if you have 15 different attributes within all your items. You get 10 bonus points if you have 10 different attributes within all your items.

There are 16 different attributes:

American

Animal (relatively common)

Asian

Commercial

European

Food

Indian

Japanese

Magic (relatively rare)

Music (relatively common)

Number (very rare)

Person (relatively common)

PSA

Sexy (relatively rare)

Sport (relatively rare)

Video

Note that there are some Items worth more or less than one point. Look at the text at the bottom of the Item card to see any special rules or values for that Item.

Special Rules for 2, 3, and 5+ Players

For 2 or 3 players, do not immediately shuffle the No Bid cards into the Bid deck. Instead, make a separate “out of game” deck for the No Bid Cards. Before dealing out cards, shuffle 3 No Bid Cards (2 players) or 5 No Bid Cards (3 players) into the Bid Deck.

When a No Bid Card is played, it is not put in the discard pile. Instead, it is removed from the game and the top card of the No Bid Cards deck is placed at the bottom of the discard pile so people don't know which one it was. Should the No Bid deck run out of cards, then no more No Bid cards are placed into the game.

For 5 or more players, after players draw cards at the end of the round, they may discard any three Bid cards (includes No Bid Cards) and may then draw 2 replacement cards.

Thanks

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