

# Radical 80's Arcade

By Kevin Gordon

*The time is present day. The Golden Age of Video Games is long gone, but you just can't seem to let it go. After all, nobody could ever touch your high score on Asteroids. You were undefeated in Karate Champ. Missile Command always kicked you in the pants, (stupid track ball!) but you once busted out a 36 hour marathon session of Robotron. (By the way, what did you do for bathroom breaks? Nevermind. Don't wanna know.)*

*So now what? Today's video games are all about graphics. Hi def this and first person shooter that. Whatever. You'll take 8-bit sprites and an old joystick over an X86 CPU any day. But how can you help other people see that the games from the 80's still rock today? Yeah, that's it. You gotta open up your own retro arcade!*

*Unfortunately, other people around town have the same idea at the exact same time. (Why does that always happen?) No big deal. You just have to do it bigger and better than the other guy. Buy up some cabinets and pins, throw some 'za and hoagies at your customers, and blast Bon Jovi and Michael Jackson in the background. Maybe you'll even send an employee over to a rival arcade to "accidentally" break their joysticks or jam their coin slots. Either way, you're sure to have the most Radical 80's Arcade in town!*

## OVERVIEW

Radical 80's Arcade is a competitive board game where players take on the role of managers of a present-day, 80's style arcade. Each turn, players send their employees out to perform certain duties like buying new pinball and arcade machines, advertising, hiring new employees, fixing broken machines etc. By acquiring new machines, players can satisfy the wants of customers in an attempt to keep them happy. Once customers have played all the games they desire, they leave your arcade and give you Totally Tubular Points. If customers ever leave your arcade without playing everything they want, they get upset and you receive negative points. The player with the most Totally Tubular Points at the end of the game is the winner!

## SETUP

1. Place the Help Wanted board in the center of the playing surface. Based on the number of players put the appropriate number of Help Wanted cards in each of their respective places on the board. The amount of cards to be placed in each stack is printed in their corresponding space. Place the correct amount of Temp employees on the Temp space.
2. Place the Arcade Machines board near the Help Wanted board. Put the Private Seller machines (one genre) and the Auction Hall machines (two genres) in their respective spaces. In the Auction Hall area, deal out a number of machines equal to one less than the number of players. In the Private Seller area, deal out a number of machines equal to the number of players.

**EXCEPTION:** for a two player game, deal out three machines into the Private Seller area.

3. Place the following on the playing surface around the two boards: coins, Out-of-Order tokens, trash can tokens, food counter extensions, trash cubes, customer cubes, dice, and the Customer deck. Be sure to leave room next to the Customer deck for a discard pile. Also, place the Round Tracker near the boards and put the Round Marker on the Round 1 space.
4. Gather all the Goal Tiles with the title "Radical Collection" and shuffle them. Randomly choose one and place it face-up in view of all players. Place the unused "Radical Collection" tiles back in the box. Next, gather all the other Goal Tiles (not "Radical Collection" tiles) and shuffle them. Randomly select a number of these Goal Tiles equal to the number of players and place them face-up so all players can see them. Put the rest back in the box.
5. Give the following to each player: an Action Selection board, Customer board, a set of starter Customer cards and arcade machines (starter sets are marked with P1, P2, etc), two food counter extensions, five employees of the same color, and one score marker matching the color of their employees. Players place their employees in the Break Room of their Action Selection board. Each player also receives a Turn Order card, a Trash Reference card, and a Machine Genres card. Finally, each player takes a Player Screen, using it to hide his Action Selection board. (**Note to playtesters:** as I have not yet made these player screens, either use something else to block your selection boards (such as a folder) or, as my group has been doing, simply hide your selection board with your arms during the Assign Employees phase)
6. Place the Score Track on the table. Each player places their score marker on the space marked 0.
7. Players place their starting arcade machines face up in the area in front of them, creating their arcade. Players then place their starting Customer cards face up anywhere in their arcade. Their placement at this time is not important.
8. The player who most recently played on an arcade cabinet or pinball machine goes first. That player receives the Player One token and 13 coins. Each other player receives 14 coins. Players place these coins behind their Player Screen.
9. You are now ready to play Radical 80's Arcade!

## GAMEPLAY

Gameplay in Radical 80's Arcade takes place over six rounds. Each round is broken up into several phases. Here's a look at the different phases:

1. *Advance round marker and populate the Private Seller and Auction Hall areas* (skip this phase in the first round of the game)

First, advance the round marker to the next space.

Next, add one machine per player to the Private Seller area. Any machines currently there will remain there. Then, if at least one machine was purchased from the Auction Hall in the previous round remove any remaining machines, placing them back in the box. If no machines were purchased from the Auction Hall in the previous round, then all machines currently there will remain there. Finally, add a number of machines to the Auction Hall area equal to one less than the number of players (i.e. add 3 machines in a 4 player game).

2. *Bid to be Player One* (skip this phase in the first round of the game)

Players secretly bid any amount of coins they currently own by putting those coins in their hand. At the same time, all players open their hands and reveal their bid. Whoever bids highest pays their bid to the coin supply and takes the Player One token. All other players keep their bid. In the case of a tie for high bid, the tied player who is furthest away (in clockwise order) from the current Player One wins the bid.

3. *Assign Employees*

All players take their employees from the Break Room and place them on the action spaces on their Action Selection board that they would like their employees to perform that round. These actions are explained in detail below. Players do not have to assign all of their employees if they do not wish to. Any unplaced employees are returned to the Break Room and will remain there until the next Assign Employees phase.

4. *Resolve Actions*

**IMPORTANT:** Before resolving actions, any player who wishes to use a MANAGER card must do so now. If multiple players have MANAGER cards, they are resolved in reverse turn order. If a player has multiple MANAGER cards, he will resolve one, wait until other players in reverse turn order have resolved their own MANAGER cards, then may resolve another.

Players perform their actions in clockwise turn order, beginning with Player One. The first action is ADVERTISING. Starting with Player One, each player who assigned an employee to ADVERTISING will take the corresponding action. A player must fully complete his action before the next player can take their action. Once an action has been taken, place the corresponding employee back in the Break Room.

If a player has assigned more than one employee to a single action space he will resolve one of those actions, then play will continue to the next player. Play continues in clockwise order until it comes back to the player who may then resolve another of his actions. This continues until all players have used all of their employees on the current action space. (EXCEPTION: A player takes all of his ADVERTISING actions at the same time, combining them into one action. See *Advertising* under the ACTIONS section below for more details)

When all players have completed the current action, move to the next action on the Action Selection board (going clockwise) and perform that action in the same manner as above. See the section titled ACTIONS for a detailed description of how each action works.

If a player either cannot, or chooses not to use the current action, place the employee back in the Break Room and take one coin from the supply.

**IMPORTANT:** The CLEAN-UP action is NOT resolved during this phase. It will have its own phase later.

#### 5. *Receive Incoming Customers*

In this phase players receive additional customers who will populate their arcade. First, check the Round Tracker card to see how many Incoming Customers are handed out to each player this round. Each player receives that many cards from the Customer deck minus the number of cards in the Incoming Customer space on their Customer board. Thus, if a player assigned two employees to ADVERTISING this round, he would receive two less customers during this phase.

Incoming Customers are placed in the corresponding space on each player's Customer board. All players should now have a number of Customer cards in the Incoming Customers space on their board equal to the number of Incoming Customers for the current round.

#### 6. *Place Customers*

Players now assign all of their customers (those currently in their arcade as well as those on the Incoming Customers space of their Customer board) to one of their arcade machines or food counter spaces. Each arcade machine has one or two symbols on it that represents which *wants* it can satisfy (for more info see *Anatomy of an Arcade Machine*). Each customer has two or three *mandatory wants* that must be satisfied in order to earn the customer's Totally Tubular Points. Most customers also have an *optional want* (for more info see *Anatomy of a Customer Card*). These do not have to be satisfied before scoring a customer, but players have the option of using them in order to provide some flexibility in how to place them. When placing customers, players must place them in front of a machine or food counter space that satisfies one of their *wants*. A customer's *wants* may be satisfied in any order (exception: Picky – see *Customer Traits* below).

Once customers are placed, players must remove any customers that are not in front of an arcade machine or a food counter. Place these customers face down in the Unsatisfied Customers section of your Customer board. Move your score marker back a number of spaces equal to the number of Totally Tubular Points lost for each customer.

Finally, place a customer cube on every *want* that was satisfied this turn. Once covered by a customer cube, a *want* may not be satisfied again.

#### 7. *Produce Trash*

Customers in your arcade produce trash every round. During this phase, each player counts how many customers are currently in their arcade. Then, players receive one trash cube for every two customers present, rounded down (i.e. seven customers will produce three trash). These

trash cubes are placed in front of the player. The amount of trash in an arcade is public knowledge.

**IMPORTANT:** *Messy* customers produce even more trash. See *Customer Traits* below for more info.

#### 8. *Receive Income*

In this phase, players receive coins for each of their occupied machines and food counter spaces. Players look at the payout section (see *Anatomy of an Arcade Machine for more info*) of their machines and food counter spaces that currently have a customer in front of them. Add all the payout sections together and receive that many coins, placing them behind the Player Screen.

Machines occupied by a customer with the *Skilled* trait do NOT pay out. Players receive no coins for such machines. Food counter spaces with a *Skilled* customer pay out as normal. For more information on *Skilled* customers see *Customer Traits* below.

#### 9. *Resolve Destructive Customers*

Some customers play a little too rough. If a customer with the *Destructive* trait has his final *mandatory want* fulfilled, he'll put that machine out of order. Each *Destructive* customer is resolved individually, in the order of the player's choosing. The player selects which *Destructive* customer to resolve and does the following:

1. First, roll for any Security Guards. For EACH Security Guard owned, roll a D6. Any result of a 5 or 6 prevents that customer from breaking the machine. After a successful Security Guard roll, move on to the next *Destructive* customer. If the roll is unsuccessful, or if the player doesn't own any Security Guards, move to the next step.
2. Place an Out-of-Order token on the machine.

Repeat these two steps for each *Destructive* customer that has all of his *mandatory wants* fulfilled.

#### 10. *Resolve Clean-up*

During this phase, players resolve the actions of any employees placed on the CLEAN-UP space of their Action Selection board.

For each employee assigned to CLEAN-UP, players remove 2 trash cubes from their arcade (i.e. two employees on CLEAN-UP will remove four trash cubes). Also, each assigned employee allows the player to purchase a trash can for 1 coin. Each trash can removes one additional trash cube every round during this phase. A trash can may be used in the same round it was purchased.

#### 11. *Remove customers due to trash*

A messy arcade is not a fun place to be. Too much trash will drive the crowds away. In this phase, players consult the Trash Reference Card. If a player currently has 6-10 trash cubes in their arcade they must select one customer in their arcade, remove all customer cubes from it, and place it face down in the Unsatisfied Customers section of their Customers board. If a player has 11 or more trash cubes, they must remove 2 customers from their arcade, placing both in the Unsatisfied Customers section of their Customer board.

#### 12. *Remove satisfied customers*

Ah, the glory of running a radical arcade! In this phase, players remove every customer in their arcade that has had all their *mandatory wants* met. Remove all customer cubes from the card and place it face down in the Satisfied Customers space on the player's Customer board. Move your score marker up a number of spaces equal to the number of Totally Tubular Points gained from each customer. If a customer has had all their *mandatory wants* met, but still have an *optional want* available, they are still removed from the arcade during this step.

**IMPORTANT:** When a customer with the *Skilled* trait leaves a player's arcade during this phase, the player receives 1 coin from the supply.

## ACTIONS

This section will explain what each of the individual actions does when performed by an employee.

### *Advertising*

ADVERTISING is different from other actions in that if players assign multiple employees to this action, they are all resolved at once, rather than one at a time. When resolving an ADVERTISING action, the player draws three customer cards for each employee he has assigned. He then keeps one card for each employee assigned, placing them face down on the Incoming Customers space on his Customer board. Excess customer cards are discarded next to the Customer deck. A player may never assign more employees to ADVERTISING than the number of incoming customers to be received in the current game round.

### *Help Wanted*

Assigning an employee to this action allows a player to purchase a Help Wanted card. Pay the necessary amount to the coin supply and take the card, placing it in front of you in view of all players (see *Anatomy of a Help Wanted card for more info*). It takes effect immediately.

Each Help Wanted card may only be used once per turn (EXCEPTION: Security Guards may be used once per Destructive customer and once per opponent using Sabotage). In order to benefit from multiple copies of the same card, the conditions on the card must be met for each use.

**EXAMPLE:** A player has two CHEF cards in play. During the *Receive Income phase*, he has three customers at a food counter space. The player will receive 5 coins from those three customers: two customers will produce 2 coins each for the player having two CHEF cards. The third customer at the food counter produces the normal 1 coin.

**EXAMPLE 2:** A player has two PUNK cards in play. He has assigned only one employee to Sabotage. While resolving his Sabotage action, only one of his PUNK cards may be used. If he had assigned a second employee to Sabotage, he could have used his additional PUNK card.

If a player purchases a Temp, he takes a Temp employee rather than a card. The Temp is immediately placed in his Break Room and will be available to be assigned in a future round. Also, the player may immediately purchase another Help Wanted card. He may not, however, purchase another Temp. If a player has assigned more than one employee to HELP WANTED, he may purchase one Temp with each, but may never purchase two Temps using the same employee.

### *Sabotage*

When a player takes a SABOTAGE action, he first selects a player to be the target of the sabotage. The target must give the player one coin from his supply. Next, the player selects one machine in the target player's arcade that he wants to place an Out-of-Order token on. If the target player has any Security Guards, he rolls for them now. If the roll is successful (any result of 5-6), no Out-of-Order token is placed. If the roll is unsuccessful, the player places an Out-of-Order token on the selected machine.

A player may only SABOTAGE each other player once per round.

### *Private Seller*

To resolve a PRIVATE SELLER action, the player chooses one machine in the Private Seller area and pays the required amount of coins to the supply (see *Anatomy of an Arcade Machine for more info*). It is then placed face up in the player's arcade.

### *Auction Hall*

A player resolving an AUCTION HALL action chooses one machine currently in the Auction Hall to put up for auction. He declares his starting bid, which must be at least 5 coins. The bid goes around the table in clockwise order. Only players with at least one employee in the Auction Hall may participate in the auction. If a player chooses to raise the bid, he must do so by at least one coin. If a player chooses not to bid, he says "pass" and may not reenter that auction. Once all but one player has passed, the winning player pays his bid to the supply and takes the machine, adding to his arcade. That player moves his employee from the Auction Hall to his break room.

If the player that started the auction did not win the bid, he chooses another machine to auction, following the procedure outlined above. If the bid was won by the player who started it, the next player in clockwise order with an employee assigned to AUCTION HALL chooses a machine to put up for auction.

If a player wins an auction but cannot afford to pay his winning bid, he pays one coin to the supply and replaces the machine in the Auction Hall. The auction begins anew, but the offending player may not participate. It is recommended to tease the offending player, using as many awesome 80's references as possible (that bid was waaay BOGUS, dude!).

### *Construction*

CONSTRUCTION allows players to extend their food counter. The player pays two coins to the supply and places a new food counter extension in their arcade.

#### *Maintenance*

MAINTENANCE allows players to repair their broken machines. The player removes an Out-of-Order token from any one machine in their arcade.

#### *Clean-up*

For information on the CLEAN-UP action, see *Resolve Clean-up* above.

## CUSTOMER TRAITS

Some customers have certain Traits that make them unique. Some even have more than one Trait. This section explains how each of these Traits works.

### 1. *Picky*

*Picky* customers want to play their games in a specific order. When a *Picky* customer is in your arcade, their *mandatory wants* must be fulfilled in printed order from left to right.

When a *Picky* customer is placed in front of a machine with two genres, two *mandatory wants* can be fulfilled as long as the customer's current *mandatory want* is one of the two genres on the machine. If the customer has a second *mandatory want* that can be provided by the two genre machine, it will be fulfilled, regardless of where that *want* is on the customer card.

**Example:** A *Picky* customer wants to play a Racing game, an Adventure game, and a Beat 'em up in that order. The customer is placed in front of a machine that provides both a Racing game and a Beat 'em up. Both of those *wants* will be fulfilled on the customer card, even though the Beat 'em up *want* will be fulfilled before the Adventure *want*.

### 2. *Destructive*

*Destructive* customers tend to break the machines they play on. When a *Destructive* customer has his final *mandatory want* fulfilled, he will break the machine he used that round. During the *Resolve Destructive Customers phase*, the player will place an Out-of-Order token on that machine, unless his Security Guards can stop it. See *Resolve Destructive Customers* above for more information.

### 3. *Messy*

*Messy* customers produce even more trash than your average customer. Each *Messy* customer will produce an additional trash cube AFTER having received the normal one trash cubes for every two customers.

**Example:** A player has 8 customers in his arcade, two of which are *Messy*. The player will receive six trash cubes: four trash cubes for his 8 customers, then two more trash cubes for his two *Messy* customers.

#### 4. *Skilled*

*Skilled* customers are really good at playing arcade games. For that reason, the machines they are using do not pay out during the *Receive Income* phase. Do not count any machines occupied by a *Skilled* customer while resolving the *Receive Income* phase. When a *Skilled* customer leaves a player's arcade as a Satisfied Customer, the player receives 1 coin from the supply.

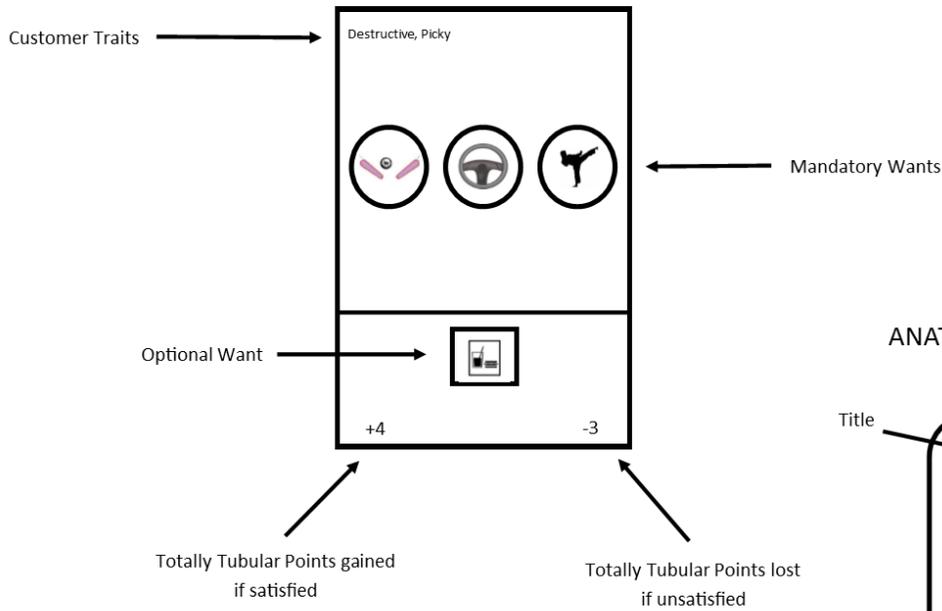
## END OF GAME

The game lasts for six rounds. After the sixth round, there is one more mini-round called *Last Call!* *Last Call!* consists of the following phases: *Place Customers*, *Receive Income*, *Resolve Destructive Customers*, and *Remove Satisfied Customers*. These phases are performed in the same way as outlined above.

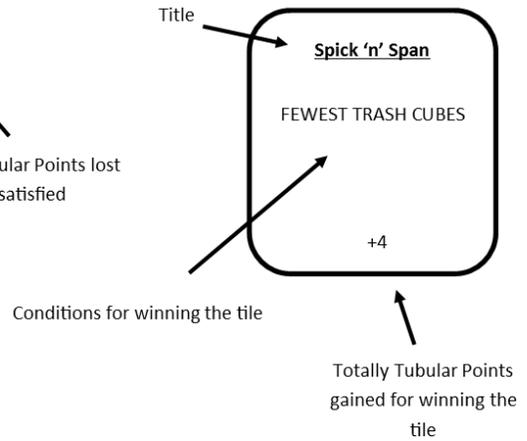
After *Last Call!*, players count the Totally Tubular Points gained from their Satisfied Customers stack. They then subtract from that the points lost from customers in their Unsatisfied Customers stack (see *Anatomy of a Customer Card for more info*). Next, players look at their arcade. Any 3-want customers that have exactly two of their wants fulfilled will give the owning player half of their Totally Tubular Points, rounded up (i.e. if a 3-want customer is worth 3 Totally Tubular points and has 2 of their wants fulfilled, the player will add 2 Totally Tubular Points to their total). Players then gain 1 Totally Tubular Point for every 5 coins in their supply. Finally, players look at the Goal Tiles. The player who wins a Goal Tile receives the listed number of Totally Tubular Points. If players are tied for a Goal Tile, all tied players receive all the Totally Tubular Points. **IMPORTANT:** Machines with an Out-of-Order token do not count toward Goal Tiles.

The player with the greatest amount of Totally Tubular Points has built the raddest arcade in town and is the winner!

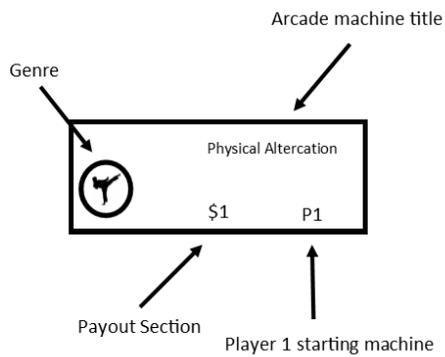
### ANATOMY OF A CUSTOMER CARD



### ANATOMY OF A GOAL TILE



### ANATOMY OF AN ARCADE MACHINE



### ANATOMY OF A HELP WANTED CARD

