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# Retro Manic! Interactive YouTube Game

Retro Manic! is a game about collecting. The object is to collect “Items” in a set amount of turns. Items have a point value. Points earned increase the “player’s” standing over time on a leader board.

There are also “Prizes” to be collected. Collecting a Prize in the game, earns the player that Prize in real life.

##### Interactivity on YouTube

Retro Manic! is, at its heart, a standard board game. However, this board game is played via a live stream on the RetroDaze YouTube channel.

Players interact with the game by entering “commands” into the Live Chat area on the YouTube channel during the stream. The commands used in Retro Manic! are:

* !enter
* !roll
* !keep
* !left
* !swap
* !steal
* !exit

As players interact with the game via the Live Chat, they will see the results of their interactions live in the game.

##### Entering the game

Once a Retro Manic! live stream begins on YouTube, players can enter the game. Only five players are present in the game at any one time. As a player’s turn limit expires, new players enter the game to take their place.

* !enter - In order to enter the game, a player must type the “!enter” command into the Live Chat area. This will place the player within the game, allowing them to take turns with the other players. If the maximum amount of players is already present in the game, typing the “!enter” command will place that player in a queue. When the player’s turn in the queue comes, the player is automatically entered into the game.

Entering any other command in the Live Chat area when it is not that player’s turn in the game produces no effect.

##### Taking turns in the game

Once a player has entered the game, they will have a set amount of turns (can vary from game to game) to take interacting with the game in rotation with the other players. The player’s first turn will occur at the end of the current rotation (for example, if three players are already present in the game, the player will have to wait until all three of the others are finished taking their current turns).

When a player’s turn occurs, the player’s YouTube Channel name (player name) will appear within the “CURRENT ACTION” section of the game. They will see “(player name) turn” as well as text that suggests the command the player should enter, and a timer. The timer shows the amount of seconds left to enter a command. If the player fails to enter a command into the Live Chat area within the allotted time, or internet connectivity issues affect the command being received, the game will automatically perform a !roll command (or !keep command, if the player is presented with the option to choose direction).

##### Game Commands

During a player’s turn, a command must be entered into the Live Chat area. Each command performs a specific action in the game.

* !roll - Causes a “Dice Roll” to see how many spaces the player’s token will move on the game board (a randomly selected number from 1 to 6). The “Dice Roll” image appears in the “CURRENT ACTION” section of the game, and below it will read “Rolled a “<#>”.
* !left or !keep - Spaces on the game board with two blue arrows allow the player to choose which path to take during game piece movement. When a “Turn” space is reached (does not have to be landed on), the player is presented with the option to use either !left (to turn left on the board) or !keep (to continue going the current direction). The player now has more time to enter the command of their choice in the Live Chat area.
* !swap - Can only be used if the player has previously collected a “Swap” token during the game. Entering the “!swap” command will result in the player’s game piece swapping spaces on the game board with that of another player. The player whose space is swapped is chosen at random by the game (no swap of a player currently positioned on the “Prison” space can take place). If no “Swap” token has been collected by the player, or if the player’s game piece is currently positioned on the “Prison” space, or if no other players are present in the game, entering this command produces no effect.
* !steal - Can only be used if the player is currently on a space of the game board that is occupied by one or more other players (not including the “Portal” space or “Prison” space). Entering the “!steal” command while one or more other players occupy the space a player is currently on, will result in that player receiving an item from the other player (if more than one other player is currently occupying the same space on the game board, the player will receive an item from all the other players presently on the space). If no other players currently have items, or if there are no other players present in the game, this command produces no effect.
* !exit - Removes the player from the game or queue. If the player was presently in the game, their game piece disappears from the game board. If other players are waiting in the queue, the next player in line is entered into the game automatically.

##### Items and Prizes

***Items***

The object of Retro Manic! is to collect Items. Each Item collected in the game has a set point value attached to it, depending on the Item’s category. There are three categories of Items:

* Common – has a point value of 1
* Collectible – has a point value of 2
* Classic – has a point value of 3

There are 7 different types of Items. The Item type does not have an effect in the game.

* Car (the rarest type – is always in the “Classic” category and always has a point value of 10)
* Cards
* Cassette
* Comic
* Figure
* Game
* VHS Tape

The points that are earned in each game the player takes part in are tallied and added to that player’s total points earned. A player’s total points accumulate in perpetuity. This point total can be viewed by the player at the Retro Manic! Interactive YouTube Game web page located at <https://yt-game-retro.herokuapp.com/>.

***Prizes***

In addition to collecting Items in the game, a player can collect Prizes. If a player collects a Prize in the game, that player is entitled to that Prize in the real world. To claim a Prize collected in the game, the player must enter a command in the Live Chat area before the end of the game live stream:

* !contact [player’s email address] - If a player collects a Prize in the game, this is the command that the player must enter into the Live Chat area in order to claim the Prize. After the “!contact” text is entered, the player must add a space and then their email address.

Prize claims are sent to RetroDaze for processing. Players who collect and claim Prizes receive an email to the email address provided with the “!contact” command with further instructions on receiving the Prize.

The prize web page contains information on the prizes available for each livestream. The URL for the prize page is: <https://www.retromanicprizes.retrodaze.com/>

##### Board Spaces

A player’s “game piece” is represented by their channel profile image (circular).

Portal space

Each player begins the game with their game piece placed on the “Portal” space. After the player’s first “Dice Roll”, the game piece will leave the Portal space and move to one of the four light blue Portal “Exit” spaces (which of the four Exit spaces the game piece moves to is chosen at random by the game). From this light blue Exit space, the player’s game piece movement continues in a counter-clockwise fashion around the game board.

Exit spaces

The light blue spaces on the game board are “Exit” spaces. When a player’s game piece lands on one of these spaces, it produces no effect, and the player’s turn ends.

Standard spaces

The light grey spaces on the game board are “Standard” spaces. When a player’s game piece lands on one of these spaces, it produces no effect, and the player’s turn ends.

Search Street spaces

The dark grey spaces on the game board are “Search Street” spaces. When a player’s game piece lands on one of these spaces, it will result in 1 of 4 different outcomes based on preset game parameters (odds of an outcome occurring).

* Item Collected – If an Item is collected, an image of the Item will appear in the “CURRENT ACTION” section of the game as well as the type of item and its point value.
* Nothing Collected – The player does not collect anything and their turn ends.
* Mob Attack – If a “Mob Attack” occurs, an image of the Mob type appears in the “CURRENT ACTION” section of the game, and below it will read “<Mob type> Attacked!” The player’s game piece is transported to one of the four blue Exit spaces at random, and their turn ends.
* Swap Token Collected – If a Swap Token is collected, an image of the Swap Token will appear in the “CURRENT ACTION” section of the game, and below it will read “Found a Swap Token!” and the player’s turn ends. The Swap Token can be used on any subsequent turn (using the !swap command). Players cannot collect more than one Swap Token each in a game. If the player does not use the collected Swap token in the current game, it is lost.

Search Property spaces

The beige spaces on the game board are “Search Property” spaces. When a player’s game piece lands on one of these spaces, it will result in 1 of 5 different outcomes based on preset game parameters (odds of an outcome occurring).

* Item Collected – If an Item is collected, an image of the Item will appear in the “CURRENT ACTION” section of the game as well as the type of item and its point value.
* Nothing Collected – The player does not collect anything and their turn ends.
* Arrest – If an “Arrest” occurs, an image of the Enforcement Officer appears in the “CURRENT ACTION” section of the game, and below it will read “Arrested!” The player’s game piece moves to the Prison space, and their turn ends (the player will lose their subsequent turn).
* Swap Token Collected – If a Swap Token is collected, an image of the Swap Token will appear in the “CURRENT ACTION” section of the game, and below it will read “Found a Swap Token!” and the player’s turn ends. The Swap Token can be used on any subsequent turn (using the !swap command). Players cannot collect more than one Swap Token each in a game. If the player does not use the collected Swap token in the current game, it is lost.
* Prize Collected – if a Prize is collected, the Prize Winner image appears in the “CURRENT ACTION” section of the game, and below it will read “You found a prize!” The player’s turn ends. The player is entitled to the Prize in the real world, and can enter the “!prize” command in the Live Chat area (!prize <player’s email address>) to claim their prize at any point prior to the game’s live stream ending. Players cannot collect more than one Prize each in an entire live stream.

Prison space

The building with a lock image on it on the game board is the “Prison”. When an Arrest occurs during the game, the arrested player’s game piece moves to this lock image, and their turn ends. The player loses his/her next turn. Arrested players cannot perform commands while arrested.

##### Mob Types

Mobs represent different types of citizens of Memory Meadows. When a player lands on a Search Street space, there is a chance the player will be attacked by a Mob. The result is that the player’s game piece is transported to one of the four blue Exit spaces at random, and their turn ends.

* Aerobic Angels
* Big Hair Babes
* Dungeon Dorks
* Hair Band Hunks
* Jerk Jocks
* MADD Moms
* Members Only Men
* Mohawk Maniacs
* Valley Vixens
* Working Women

##### Scroll Bar

Below the game board and informational sections of the game, is the “Scroll Bar”. Here, the players and viewers are informed of different types of information relevant to the current game.

##### Game Wait Period

Once a player exits a game in Retro Manic!, that player must wait a set amount of minutes before being permitted to enter the game or game queue again (times will vary – check the livestream video description for information). Entering the “!enter” command in the Live Chat area before the allotted time has passed produces no effect

##### Web Page

The Retro Manic! Interactive YouTube Game web page is where a player can find statistical details about their gameplay. The web page URL is <https://yt-game-retro.herokuapp.com/>