

RING BY SPRING

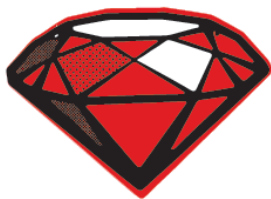


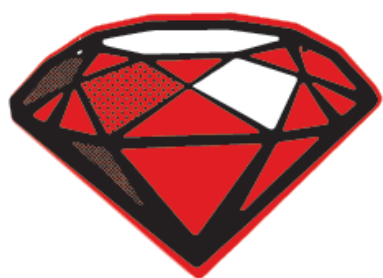
the journey towards the
pinnacle of womanhood

RING BY SPRING

AIM OF THE GAME

Be the first to complete each of the five Relationship Milestones and Get Engaged! Make sure you earn that Ring before you graduate and Get Hired.





INTRODUCTION

It is your senior year of college and graduation is quickly approaching. Graduation means transition — and you want to set yourself up well for the next chapter of life. You have two options:

OPTION 1: GET HIRED.

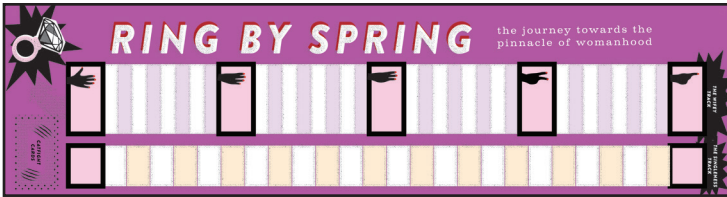
Getting a job is going to take a lot of work. Over the course of your senior year, you need to research your career field, get an internship, visit career fairs, etc. And, not only do you have to find a job, but you also have to live with the idea of working at a job come graduation. Working at a job means 9am to 5pm. Every. Single. Day. Go ahead and kiss your free time and your beauty rest goodbye. Luckily, there is another option for you.

OPTION 2: GET ENGAGED.

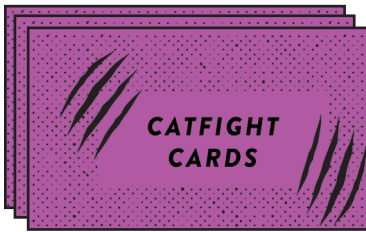
Some like to call it the MRS Degree. What is an MRS Degree, you might ask? Marriage, of course. The pinnacle of womanhood and purpose. The MRS degree will take care of any student debt you might have and the life of a housewife will suit you perfectly: decorating the house, cooking meals, having book club every Thursday night, brunch on Tuesday mornings, and maybe there will even be time to get your hair and nails done biweekly. Ladies, it's called marriage and it's exactly what you're looking for. **But be careful! During your senior year, schoolwork, hobbies, and friendships will distract you if you don't keep your eye fixed on that Ring!**

GAMEBITS

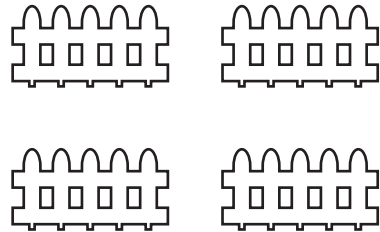
1 x Gameboard



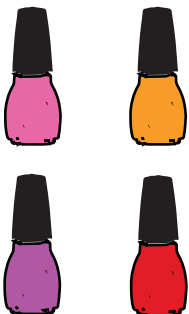
Catfight Cards



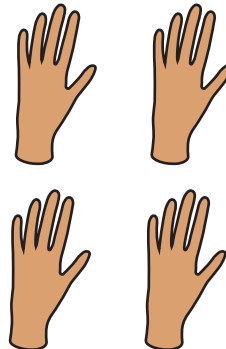
4 x Hurdles



4 x Bottles of Nail Polish
(1 x red, 1 x orange, 1 x pink, 1 x purple)



4 x Hands



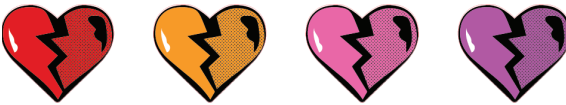
12 x Wifey Points

(3 x red, 3 x orange, 3 x pink, 3 x purple)



4 x Singleness Points

(1 x red, 1 x orange, 1 x pink, 1 x purple)



1 x Ring



2 x Dice



Nail Polish Remover

(and Cotton Balls)

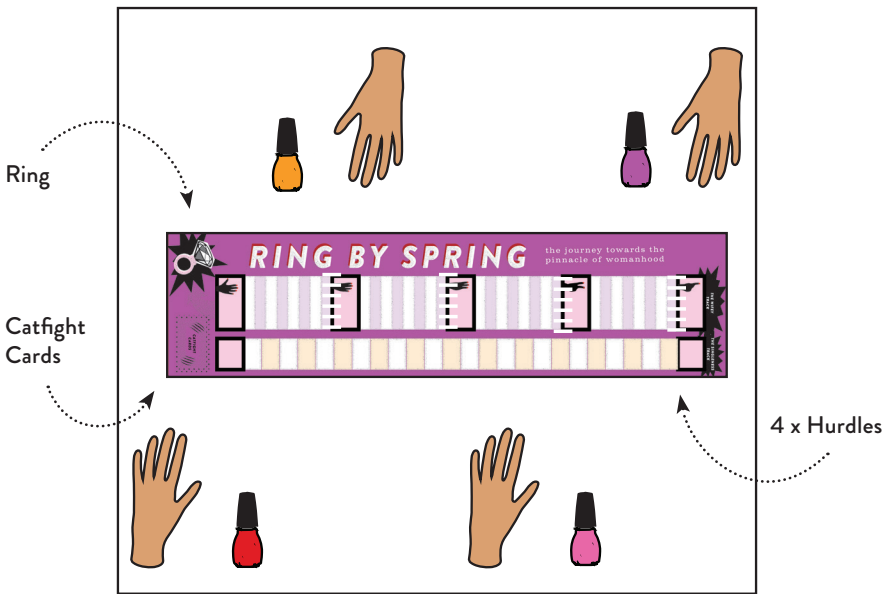




Player A



Player B



Player C



Player D



SET UP

- Place **Gameboard** on table and arrange chairs as in diagram (left).
- Shuffle the decks of **Catfight Cards**. Place them on designated area of board.
- Place the four **Hurdles** in the indicated positions.
- Place **Ring** on its designated position on the board.
- Each player selects a color (red, orange, pink, or purple).
- Each player places his or her three **Wifey Points** on the first Relationship Milestone of the Wifey Track.
- Each player places their **Singleness Point** on the start square of the Singleness Track.
- Each player places their **Hand** in front of them, as well as a bottle of **nail polish** (in their respective colors).

TURN OVERVIEW

1. On a player's turn, a player will roll two dice.
2. To jump over a Hurdle on the Wifey Track, a player **must roll a 1 or a 6**.
3. If a player rolls doubles, they get to roll again.
4. Wifey Points move along the Wifey Track and Singleness Points move along the Singleness Track. (See **The Tracks** section for details).
5. Players can either apply the sum of the two dice to one Wifey Point, or split the roll between two Wifey Points.

EXAMPLE: If a 6 and a 3 are rolled, they can either move one Wifey Point 9 spaces, or two Wifey Points 6 and 3 spaces, respectively.

6. If a player's Wifey Point lands on a space **already occupied** by another player, they draw a Catfight card, and a Catfight ensues. (See **Catfight** section for details.)
7. To complete a Relationship Milestone, **all three** of a player's Wifey Points must be in the space. Once all three Wifey Points are in the space, the player can attempt to jump the Hurdle and begin to approach the next Relationship Milestone. (See **Reaching a Milestone** section for details.)

THE TRACKS

THE WIFEY TRACK

1. The Wifey Track has **five Relationship Milestones**.
 - He Catches Your Eye
 - Flirt with Him
 - Go on Your First Date
 - Make it Official
 - Get Engaged
2. Move your Wifey Points along this track towards the ultimate goal: the Ring. You must get **all three** Wifey Points into a given Relationship Milestone space before beginning over the Hurdle and advancing to the next.
3. At each Relationship Milestone, **paint a fingernail** on your Hand to indicate your progress.

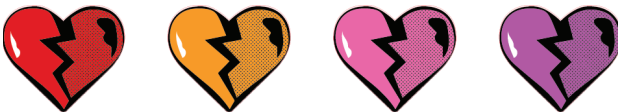
THE SINGLENESST TRACK

1. You progress on the Singleness Track when you aren't progressing as a Wifey. Whenever your Wifey Points are stuck and cannot use all or part of a roll, you advance one space on the Singleness Track.

EXAMPLE: You are attempting to jump over a Hurdle, but do not roll a 1 or a 6. Move 1 space on the Singleness Track.

EXAMPLE: You are three spaces away from the next Relationship Milestone, but roll a 6. Move 1 space on the Singleness Track.

2. If you Get Hired on the Singleness Track, before Getting Engaged on the Wifey Track, then you lose the game.



BEGINNING A GAME

1. At the start of the game, all of the Wifey Points are at Relationship Milestone #1 “He Catches Your Eye”.
2. To celebrate this first Milestone, each player **paints a fingernail** on his or her Hand.
3. In order to advance a Wifey Point forward and jump the Hurdle, a player must roll a 1 or a 6.

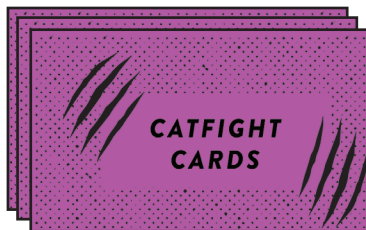
EXAMPLE: If a player rolls a 1 and a 3, they move a Wifey Point forward 1 space over the Hurdle, and then 3 additional spaces forward.

EXAMPLE: If a player rolls double 1s, they can either move two Wifey Points over the Hurdle, or move one Wifey Point over the Hurdle and then 1 additional space forward.

4. Once a Wifey Point is in play, it can move forward with any roll until it reaches the next Relationship Milestone.

CATFIGHTS

1. When one player's Wifey Point lands on a space already occupied by another player, a Catfight is bound to happen. After all, there are four prospective Wifey's, but only one Ring!
2. In a Catfight, the player that landed on the occupied space **draws a card** from the Catfight deck.
3. The card will indicate a specific category (i.e. types of cookies or pieces of jewelry). The two players in the Catfight take turns naming things that fulfill that category. They take turns back and forth until
 - a player **can't think of a response** within 10 seconds
 - a player accidentally **repeats a response** that was already said
 - a player gives a **response that doesn't fit the category**
4. The two other players not participating in the Catfight act as referees. **This is a very important job.** They must call out a player for taking too long to think of a response, repeating a response, or giving a response that does not fit the category. They have final say over who is the winner of the Catfight.
5. The player that loses the Catfight must send their Wifey Point back to the previous Relationship Milestone space.



REACHING A MILESTONE

1. When all three Wifey Points are in a Relationship Milestone space, the player deserves a “Congratulations!” They are one step closer to that Ring!
2. To signify the Milestone, they paint one fingernail on their hand.
3. The closer you get, the more nails you will have painted.

EXAMPLE: By Milestone One: He Catches Your Eye, you should have one nail painted

EXAMPLE: By Milestone Two: Flirt With Him, you should have two nails painted

4. Players must roll exact numbers to land on the Relationship Milestone spaces.
5. If a roll exceeds the number of spaces it would take to land on the Relationship Milestone space, the roll is not used on the Wifey Track. Instead, **the player’s Singleness Point advances one space on the Singleness Track.**

ENDING A GAME

1. The game ends when one player has successfully moved all Wifey Points into the final Relationship Milestone, painted their last fingernail, and put on the Ring!
2. If a player reaches Get Hired on the Singleness Track before Getting Engaged, they are out of the race to the Ring and lose the game.
3. Gameplay continues until one player has reached the Ring.





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game design by lizzie zweng