

TUBES

ABOUT

Tubes is a polemical game that simulates the unbalanced nature of the of Internet. The speed and accessibility of the Internet varies by location. Certain regions of the world have more Internet infrastructure, users, and activity. Thus, Internet users are not equally connected to information and each other.

OBJECTIVE

The goal of all players is to use tubes and internet exchanges (IX) to route and deliver emails throughout the network. Each email is requested by a sender in location A, and players earn Bitcoins by successfully delivering the email to a receiver in location B.

BEING RED

Advantage: With 4 dice, you own the fastest tubes on the network that can send emails at 4X speed. Your IXs are strategically located on the coast and in regions with lots of email traffic, causing other players will need to pay you high tolls to deliver emails to your red IXs.

Disadvantage: Other than your 10 IXs, you own only 3 additional spots. In order to expand your network, you will most likely need to pay tolls. You cannot increase the speed of your tubes.

SET UP

1. Take 10 Bitcoins. Prepare our game pieces: 4 red dice, 4 red tubes, and red email attachers.
2. Locate your internet exchanges and spots on the map.
3. Notice the established internet infrastructure of other players, and assess their assets and tolls.

ORDER OF TURNS

1 RED, 2 YELLOW, 3 GREEN, 4 BLUE

HOW TO PLAY

SENDING EMAILS

Draw an Email Request: On your first turn, draw a card from the email stack. See sender and receiver locations, and Bitcoin value. Determine if you want to accept (earn Bitcoins) or deny (lose Bitcoins) this email request.

Attach Email to IX and Tube: If you choose to send the email, locate the sender and receiver IX locations. Attach the email to a tube that has one end in the sender IX. Place magnet onto IX and attach the end of the tube, forming an arch. If the IX is already occupied by another player's tubes you must use their tube and pay tolls. The other end of the tube can be anywhere on the map.

Dice Rolls: Roll your 4 dice. Add the resulting numbers, and move the email the corresponding spaces on the tube. Each space is represented as a silver strip on the tube. If the roll surpasses the number of remaining spaces on the tube, connect to another tube. Next turn: **YELLOW**.

Reaching Receiver IX Location: If your roll delivers the email directly onto or past its destination, it has been delivered. Remove the email from the tube and flip the handles so they touch, indicating that you sent an email.

EARNING BITCOINS











Tolls: If other players use your IXs, Tubes, or Spots they must pay you the appropriate toll immediately.

Emails: Once you deliver an email successfully to its intended receiver, you can claim the corresponding Bitcoins from the Bitcoin bank.








HOW TO WIN

The player who first successfully delivers 6 emails and has with no Bitcoin debt wins the game.

INTERNET EXCHANGES (IXs)

-  San Francisco, CA, USA
-  Los Angeles, CA, USA
-  New York City, NY, USA
-  London, United Kingdom
-  Paris, France
-  Amsterdam, Netherlands
-  Frankfurt, Germany
-  Hong Kong, China
-  Beijing, China
-  Tokyo, Japan

ASSETS

-  x 4 Tubes
Tube Toll: +4 Bitcoin
 -  x 3 Spots
Spot Toll: +4 Bitcoin
 -  x 10 Internet Exchanges
IX Toll: +4 Bitcoin
 -  x 4 Dice
Buy die: Not applicable
 -  x 8 Email Attachers
Clip to sheath of tubes
 -  Tube Magnets (shared)
Attach to map locations and tube ends
- ## FINANCES
-  x 10 Bitcoins
Starting balance

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OBJECTIVE

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BEING YELLOW

Advantage: You own the second fastest tubes, at 3X speed with 3 dice. Your internet exchanges (IX) and 20 spots provide a far reaching network in locations that receive substantial amount of email traffic, requiring other players to pay you tolls to deliver emails.

Disadvantage: Other players may populate your network more than your competitor red player because of your slightly cheaper toll prices for 3X high speed tubes.

SET UP

1. Take 10 Bitcoins. Prepare our game pieces: 4 red dice, 4 red tubes, and red email attachers.
2. Locate your internet exchanges and spots on the map.
3. Notice the established internet infrastructure of other players, and assess their assets and tolls.

ORDER OF TURNS

1 RED, 2 YELLOW, 3 GREEN, 4 BLUE

HOW TO PLAY

SENDING EMAILS

Draw an Email Request: On your first turn, draw a card from the email stack. See sender and receiver locations, and Bitcoin value. Determine if you want to accept (earn Bitcoins) or deny (lose Bitcoins) this email request.

Attach Email to IX and Tube: If you choose to send the email, locate the sender and receiver IX locations. Attach the email to a tube that has one end in the sender IX. Place magnet onto IX and attach the end of the tube, forming an arch. If the IX is already occupied by another player's tubes you must use their tube and pay tolls. The other end of the tube can be anywhere on the map.

Dice Rolls: Roll your 3 dice (or more if purchased). Add the resulting numbers, and move the email the corresponding spaces on the tube. Each space is represented as a silver strip on the tube. If the roll surpasses the number of remaining spaces on the tube, connect to another tube. Next turn: **GREEN**.

Reaching Receiver IX Location: If your roll delivers the email directly onto or past its destination, it has been delivered. Remove the email from the tube and flip the handles so they touch, indicating that you sent an email.

EARNING BITCOINS











Tolls: If other players use your IXs, Tubes, or Spots they must pay you the appropriate toll immediately.

Emails: Once you deliver an email successfully to its intended receiver, you can claim the corresponding Bitcoins from the Bitcoin bank.







HOW TO WIN

The player who first successfully delivers 6 emails and has with no Bitcoin debt wins the game.


INTERNET EXCHANGES (IXs)

-  Seattle, WA, USA
-  Dallas, TX, USA
-  Toronto, Canada
-  Rio de Janiero, Brazil
-  Madrid, Spain
-  Milan, Italy
-  Oslo, Norway
-  Stockholm, Sweden
-  Mumbai, India
-  Seoul, South Korea

ASSETS

-  x 4 Tubes
Tube Toll: +3 Bitcoin
-  x 20 Spots
Spot Toll: +3 Bitcoin
-  x 10 Internet Exchanges
IX Toll: +3 Bitcoin
-  x 3 Dice
Buy die: -30 Bitcoin
-  x 8 Email Attachers
Clip to sheath of tubes
-  Tube Magnets (shared)
Attach to map locations and tube ends

FINANCES

-  x 10 Bitcoins
Starting balance

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BEING GREEN

Advantage: You own the third fastest tubes, at 2X speed with 2 dice. Your internet exchanges (IXs) and 48 spots provide a dispersed network. Your tolls are cheaper than red and yellow, so there's a chance that other players will pay you tolls.

Disadvantage: Your IXs may experience less email traffic because there are fewer email receivers that route to your IX locations.

SET UP

1. Take 10 Bitcoins. Prepare our game pieces: 4 red dice, 4 red tubes, and red email attachers.
2. Locate your internet exchanges and spots on the map.
3. Notice the established internet infrastructure of other players, and assess their assets and tolls.

ORDER OF TURNS

1 RED, 2 YELLOW, 3 GREEN, 4 BLUE

HOW TO PLAY

SENDING EMAILS

Draw an Email Request: On your first turn, draw a card from the email stack. See sender and receiver locations, and Bitcoin value. Determine if you want to accept (earn Bitcoins) or deny (lose Bitcoins) this email request.

Attach Email to IX and Tube: If you choose to send the email, locate the sender and receiver IX locations. Attach the email to a tube that has one end in the sender IX. Place magnet onto IX and attach the end of the tube, forming an arch. If the IX is already occupied by another player's tubes you must use their tube and pay tolls. The other end of the tube can be anywhere on the map.

Dice Rolls: Roll your 2 dice (or more if purchased). Add the resulting numbers, and move the email the corresponding spaces on the tube. Each space is represented as a silver strip on the tube. If the roll surpasses the number of remaining spaces on the tube, connect to another tube. Next turn: **BLUE**.

Reaching Receiver IX Location: If your roll delivers the email directly onto or past its destination, it has been delivered. Remove the email from the tube and flip the handles so they touch, indicating that you sent an email.

EARNING BITCOINS











Tolls: If other players use your IXs, Tubes, or Spots they must pay you the appropriate toll immediately.

Emails: Once you deliver an email successfully to its intended receiver, you can claim the corresponding Bitcoins from the Bitcoin bank.








HOW TO WIN

The player who first successfully delivers 6 emails and has with no Bitcoin debt wins the game.

INTERNET EXCHANGES (IXs)

-  Mexico City, Mexico
-  Buenos Aires, Argentina
-  Istanbul, Turkey
-  St Petersburg, Russia
-  Dubai, United Arab Emirates
-  Moscow, Russia
-  Bangalore, India
-  Taipei, Taiwan
-  Melbourne, Australia
-  Sydney, Australia

ASSETS

-  x 4 Tubes
Tube Toll: +2 Bitcoin
-  x 48 Spots
Spot Toll: +2 Bitcoin
-  x 10 Internet Exchanges
IX Toll: +2 Bitcoin
-  x 2 Dice
Buy die: -20 Bitcoin
-  x 8 Email Attachers
Clip to sheath of tubes
-  Tube Magnets (shared)
Attach to map locations and tube ends
-  x 10 Bitcoins
Starting balance

FINANCES

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BEING BLUE

Advantage: You own 298 spots on the map, more than any other player. Your tolls are the cheapest, so other players will most likely pay you tolls to use your Spots, IXs, and Tubes.

Disadvantage: You own the slowest tubes, at 1X speed with 1 dice. Your IXs may experience less email traffic because there are fewer email receivers that route to your IX locations.

SET UP

1. Take 10 Bitcoins. Prepare our game pieces: 4 red dice, 4 red tubes, and red email attachers.
2. Locate your internet exchanges and spots on the map.
3. Notice the established internet infrastructure of other players, and assess their assets and tolls.

ORDER OF TURNS

1 **RED**, 2 **YELLOW**, 3 **GREEN**, 4 **BLUE**

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SENDING EMAILS

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Dice Rolls: Roll your 1 dice (or more if purchased). Add the resulting numbers, and move the email the corresponding spaces on the tube. Each space is represented as a silver strip on the tube. If the roll surpasses the number of remaining spaces on the tube, connect to another tube. Next turn: **RED**.

Reaching Receiver IX Location: If your roll delivers the email directly onto or past its destination, it has been delivered. Remove the email from the tube and flip the handles so they touch, indicating that you sent an email.

EARNING BITCOINS





Tolls: If other players use your IXs, Tubes, or Spots they must pay you the appropriate toll immediately.

Emails: Once you deliver an email successfully to its intended receiver, you can claim the corresponding Bitcoins from the Bitcoin bank.








HOW TO WIN

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INTERNET EXCHANGES (IXs)

-  **SGIX** Santiago, Chile
-  **BGIX** Bogotá, Columbia
-  **SKIX** Serekunda, Gambia
-  **CRIX** Cairo, Egypt
-  **KVIX** Kiev, Ukraine
-  **DSIX** Dar es Salaam, Tanzania
-  **BKIX** Bangkok, Thailand
-  **HMIX** Ho Chi Minh City, Vietnam
-  **PTIX** Perth, Australia
-  **WLIX** Wellington, New Zealand

ASSETS

-  **x 4 Tubes**
Tube Toll: +1 Bitcoin
-  **x 298 Spots**
Spot Toll: +1 Bitcoin
-  **x 10 Internet Exchanges**
IX Toll: +1 Bitcoin
-  **x 1 Die**
Buy die: -10 Bitcoin
-  **x 8 Email Attachers**
Clip to sheath of tubes
-  **Tube Magnets (shared)**
Attach to map locations and tube ends
-  **x 10 Bitcoins**
Starting balance

FINANCES