

# cHTeMeLe

ReadMe\_en v2.7.1



THE NEARLY COLLABORATIVE AND NEARLY EDUCATIVE BOARDGAME ABOUT HTML

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## Object of the game

The aim of the game is quite simple: create with the other players THE ultimate HTML webpage... every player contribute with their cards and gets points. The page is considered completed when ten lines have been created or when the /html card has been put on the table.

## Rules

Each player have the ability to play these different actions on each turn:

- get back the necessary number of cards to have six cards on hand
- play an event card
- put on the table up to 3 consecutives cards (see more in the chapter on placing the cards) and get the corresponding points or get rid of up to five cards (in any case, the player cannot get rid of 6 cards or the /html card)

## End of the game

The game ends when 10 lines have been sucessfully created... the 10th and last line must be a valid one, with all open tags closed and everything.

It is possible to end the game sooner by putting the /HTML card on the table. The player who puts it down adds the points of the valid lines and substracts the points of the non-valid lines.

## Content of the box

The box contains the following:

- 5 browser boards (one for each player)
- 15 colored tokens (for marking points, 3 for each player)
- 112 cards

## Setting up the game

The player who the most recently installed one of the 5 browsers distribute the browser boards to the other players. Search for the HTML tag and put it on top of the table.

Mix the cards and distribute 6 to each player.

Play continues clockwise...

## The browser boards

They identify each player, but also give you a way to mark your score. Place a token on the appropriate number, if the number exceed 30, stack another token on top of the first one (for exemple if you have 2 tokens on the 12, this means your score is  $30+12=42$ )

## Cards

The 112 cards are divided in 4 groups:

### texts cards

They are grey and are the core of your HTML page... these cards represent the latin blabla that web developpers use to mount a webpage: «lorem ipsum».

### tag cards

The tag cards give you the ability to give a new meaning to the text on the HTML page and to give it certain characteristics: stronger font, add a link, an image, a heading, etc. There is three different kind of tags: opening (blue cards), closing (orange cards) and independant tags (light green cards).

### attributes cards

These cards gives you the ability to add attributes to tags: source of an image, destination of a link, name of a tag, title of a tag, etc... and are place partially on the tag card by using the white stroked position line.

### interactives cards

These cards are laid out on the beginning of each player's turn and give the ability to attack (for example crashing a browser, get Flash to bug, etc...), defend (W3C, Firebug) or update (F5, browser update) your or someone else's browser.

### Help to lay out cards

To help you during the first plays of the cHTeMeLe game, we have put some symbols: each card type has his own (on the left of the card, for example for an opening tag it's a right sided triangle)... there is a white stroked placing line for the attributes, with other symbols to help place the right attribute. This kind of help is also on the right side of the card to help you see what type of card you can put there.

## Placing the cards

### Basic rule for placing cards

The different types of cards are placed on the table on the third phase of your turn (after having re-stocked your hand, and played an interactive card)... you can put on the table up to three cards by turn by following these rules:

- all the cards must be on the same line
- the cards must be consecutives (one after another, for example an opening tag, an attribute and a text... or one attribute, an image and a closing tag)
- one opening or closing tag can be put on the table on each turn, no more
- previous cards can't be moved

### Placing texts cards and independant tags

These cards can be placed wherever you want: beginning of the line, before or after any tag card.

### Placing attributes cards

These cards are placed exclusively on tag cards by following the white stroked position line on the tag card. Be carreful some attributes (like src and href) are specific to certain tags.

You can't put two identical attributes on the same tag.

### Placing opening tag cards

The opening tag card can be placed by following these rules:

- at the beginning of the line if the line is empty
- after an opening tag if it's not been previously closed
- after a closing tag or a text/image card

### Placing closing tag cards

The closing cards can be placed following these rules:

- a closing tag must close a similar opening tag on the same line
- the content of the tag cannot be empty, you must have some text or image in it.
- the closing tag can be placed if all of the inside content is also closed, if there is an opened tag inside it, you cannot close it.

### Getting points

Each time you put a card on the table and add something to the page you get the points contained in the green circle. If you place an «ipsum» after a «lorem» card you get a bonus point. When you place a closing tag, you add all the points contained in the tag (including the points of the opening tag itself) and add it to your score.

## References

### tags

- h1** heading tag - *define usually a title, with its importance (from 1 to 6)*
- h2** heading tag - *define usually a title, with its importance (from 1 to 6)*
- div** page section tag - *define a section, a specific portion of a text*
- img** image tag - *is used to display an image*
- hr** horizontal ruler tag
- br** breaking rule tag
- strong** text weight tag - *define a portion of bolded text*
- em** emphasis tag - *define a portion of italic text*
- a** anchor tag - *an anchor, a link to another webpage*

### attributes

- src** source - define the source of an image
- href** link - define the destination of a link
- name** name - define the name of a tag
- class** class - give the ability to apply a specific class to the tag
- style** style - give the ability to put some style on the tag
- alt** alternative - define an alternative description of the tag
- id** identification - give the tag a specific identifier
- title** title - give the tag a title

### interactions

**error 403** - Forbidden , give you the ability to get rid of any card on the table (except for the HTML card) and to put it on the bin stack

**error 404** - Not Found, give you the ability to get rid of any line on the table (except for the HTML card) and to put it on the bin stack

**FTP error** - the targeted player has to distribute all of his cards, kind of equally between the other players, he can get 3 new cards from the stack

**Bug Apache** - major bug on the web server, the page is lost, all cards on the table (except for the HTML cards) are going to the bin stack

**Debian 0 day** - massive failure, all the players get rid of all their cards (they go under the stack, except for the /HTML card that stay with the player that got it) everyone take 3 cards from the stack, beginning by the player who launched the card

**Freeze Flash** - the targeted player can't play for one turn, the time for his browser to reboot

**Crash Browser** - the targeted browser unexpectedly crashes, take two cards from his cards (with face down) and give him two of your cards.

**iFrame** - the web developer version of inception: a webpage inside a webpage... everyone give it's cards to its neighbor on the table, the player who played the card decide how (clockwise or the other way around)

**Code Review** - it's time for a code review, everyone has to play with all their cards displayed to everyone... so that everyone can review everyone's game

**F5** - refresh, you can get rid of up to 6 cards and get some back from the stack without losing your turn. You cannot get rid of the /HTML card.

**Brower Update** - you get 4 cards from the stack and choose one, you can re-order the 3 remaining to your choosing before putting them back on the stack. For the Chrome user this option is still active for the next turn.

**AddOn** - you can have 7 cards on hand instead of 6... this card stays as long as there is no direct attack on the browser.

**42** - the ultimate card, can replace any card of the deck, even the /HTML card

**Firebug** - give you the ability to counter any direct attack to you browser for a full turn. If you are Firefox this card is valid for 2 turns.

**W3C** - give you the ability to counter any direct attack to you browser for a full turn. If you are Explorer you cannot use this card.

## Changelog

- v0.9.1 **Pascal Mabile** put his wonderful illustrations on boards, box and cards
- v0.9.2a **Pym** and **Cécile** proceed to alpha testing the game and help me prototype the first physical version of the game.
- v0.9.3.b **Krillin** and **Sabrina** test the game and give me lots of cool feedbacks
- v0.9.3.m **Krillin** give me more awesome feedback on the game mechanic and cards
- v0.9.4 attempt for a simpler (and more easy to read) rules



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## Thanks

*Thanks for all the contributors and backers of the project on **Ulule** and especially:* Bertrand Demarcq, Philippe Muzy, Olivier Grosse, Corinne Chauveau, Bruno Bord, Nicolas Dufour, Pierre Ammeloot, Yann Kozon, Baptiste Herbommez, Julien Calvet, Thomas Lecavelier, Gregory Maubon et Léa Hontabat.

This game (rules, cards and browser boards) is available on Creative Commons Licence, so download it, print it and play with it. A gorgeous physical version is available to purchase with amazing illustrations from Pascal Mabile on <http://www.chtemele.org>

More info on the game: <http://www.chtemele.org>

Follow the game on Twitter: @cHTeMeLe