

Invisible Bike Race



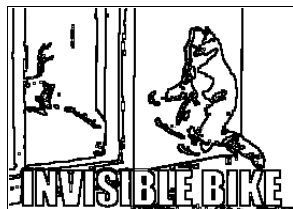
a game for 4 or more players

Materials: Communique cards, Neighborhood List, Invisible Bike Helmet, challenge tokens (Included). Blank index cards or note paper, larger sheets of paper for drawing maps, markers or pens, and a two-minute timer (Not included.)

Invisible Bike Race.....

Internationally renowned celebrity Invisible Bike Cat* is holding an Invisible Bike Race through San Francisco neighborhoods. Each racing team will map out an Invisible Bike trip following Invisible Bike Cat's instructions. Whichever team gets to the most neighborhoods by the end of the game wins.

This game grew out of research for the Visualizing Mental Maps of San Francisco Project. All the neighborhood descriptions used in the game are based on interviews with San Francisco residents. For more information about the project, check out:
<http://groups.ischool.berkeley.edu/mentalmaps/>



* For more information about lolcats like Invisible Bike Cat, see:
<http://dashes.com/anil/2007/04/cats-can-has-gr.html>

Invisible Bike Race.....

Basically.

- Everybody divides into racing teams.
- Communiques from Invisible Bike Cat are lined up at the beginning of the game and overturned in order.
- When a Communique is overturned:
 - Each team picks a neighborhood that fits the Communique description and makes a Trip Ticket.
 - Teams take turns revealing their Trip Tickets.
 - Teams can challenge each other's Trip Tickets and vote on whether to accept or reject them.
 - Teams whose Trip Tickets are accepted can add their neighborhoods to their maps.
- On to the next Communique.

But there's more to it than that...

Teams.

Players divide into racing teams (1 to 4 players per team), and choose a racing sponsor to name their team after. For example: Team Flavor Cat, Team Rihanna, Team Walt Whitman.

If desired, one person can be Invisible Bike Cat's Personal Assistant (PA). The PA does **not** belong to a team or draw a map, but has special game privileges. The PA selects an honorary title for him/herself. Anyone who does not address the PA with this title forfeits their team's next turn.

Having a PA is not required, but it can be fun. If you have a PA, you need a minimum of three racing teams to play. If you don't have a PA, you need a minimum of four racing teams.

Set-up.

Each team gets three challenge tokens, some blank index cards or note paper, one large sheet of blank paper for drawing a map, and markers.

A PA, if you have one, gets all the leftover challenge tokens, and can award tokens for Style whenever s/he wishes.

Put the Neighborhood List someplace where everyone can see it. Only neighborhoods on the List can be used. A PA can alter the Neighborhood List before the game starts, if s/he wishes. .

Give the Invisible Bike Helmet to the team with the highest combined age.

Shuffle the Communiques and place the top ten cards in a line face down on the table. A PA can also select Communiques by hand or by any other method.

Start.

The trip begins at the Invisible Bike Cat mural* at Quincy and Pine, near the Mark Hopkins Hotel. Each team draws this location on their map. If you don't know where the mural is, you can draw it wherever you want it to be.

Note that:

- An Invisible Bike is not an ordinary bike. It can get to a place just by having the Idea of a place.
- Invisible Bike Cat doesn't know how to read an Official Map, and all of his own maps are drawn by paw.

Your map does not have to be exact or perfectly drawn.

* For more information about the mural, see:
<http://laughingsquid.com/the-worlds-largest-lolcat-invisible-bike-mural/>

Make a Trip Ticket.

Overturn the first Communique. The Communique tells everyone what kind of neighborhood Invisible Bike Cat wants you to map. A few cards say "COMMAND" at the top. Just follow the instructions on those.

Start the timer. Teams have two minutes to make a Trip Ticket on an index card or note paper. A Trip Ticket has two parts:

- A neighborhood that fits the Communique's description, and
- A connection between the last place your team was and the new neighborhood.

Connection.

Since Invisible Bikes travel on Ideas, it is not possible to travel between locations without a connection.

A connection can be a story, an image, a physical similarity, a path, a store, a certain kind of person or cat that hangs out in both neighborhoods – anything that connects two locations in a person's mind.

You don't have to write a long connection on a Trip Ticket, just a reference word or two.

Teams place their Trip Tickets face down on the table before the two minutes are up.

Take a Turn.

Teams take turns revealing their Trip Tickets and explaining why they chose their neighborhood and connection. A team that does not have a complete Trip Ticket forfeits its turn.

The team with the Invisible Bike Helmet takes the first turn, and turn taking proceeds clockwise.

After all turns have been taken, the team with the Invisible Bike Helmet passes it to the team on their left, and the next Communique is overturned.

Challenge.

A Trip Ticket can be challenged by other teams, or by a PA, on the grounds that it is either unfounded or uninspiring. Challenges must be issued before the next team takes its turn.

A Trip Ticket is unfounded if the neighborhood isn't related to the Communique, or if the connection between locations isn't justifiable. Keep in mind though that connections can be highly individual. A personal story linking two neighborhoods is probably not unfounded.

An uninspiring Trip Ticket is unusually lacking in excitement or interest.

A team or a PA can challenge a Trip Ticket by giving one of their challenge tokens to the team they want to challenge. Regardless of the outcome of the challenge, the challenged team keeps the token.

Vote.

The challenger explains why they think the Trip Ticket is unfounded or uninspiring. The challenged team can make a counter argument.

Each remaining team puts a challenge token on the table with "Accept" face up if they accept the Trip Ticket, or with "Reject" face up if they don't. A PA can also vote on a challenge whenever s/he wishes.

All the votes are revealed at the same time.

If there are more "Accept" votes, or if there is a tie, the Trip Ticket is accepted. Any token with a "Reject" vote in this case is given to the challenged team.

If there are more "Reject" votes, the Trip Ticket is rejected.

Map a Neighborhood.

If a team's Trip Ticket is accepted, they can draw the neighborhood and connection on their map.

For a neighborhood to count, both the neighborhood and the connection must be shown on the map in some way. A team can draw a key to connections in one corner of a map, for example, or draw connections as labeled arrows or paths.

Win!

The game ends when all Communiques on the table have been played. The team that mapped the most neighborhoods wins. In the event of a tie, everybody wins! Or ties can be settled by drawing additional Communiques from the pile and playing until one team pulls ahead.

Even if you don't win, you probably made an Interesting Map. Maybe take a picture of it.

Variations.

Invisible Drinking Game. Clear liquids suggested.

Prize Closet. Players bring prizes from the dollar store and/or useless craft items. Everyone gets a prize when all teams pick the same neighborhood on the first try, or players get prizes for interesting connections or drawings, or as consolation for lost neighborhoods, etc.

What is an Invisible Bike?

[It's a metaphor for how people perceive and interact with space. Maybe a brief outline here.]