



RAINBOW QUEST

Towards A Better World for Everyone

PLAYING RAINBOW QUEST! VIRTUALLY

Preparation: What you'll need to have ready

The first time you host **RAINBOW QUEST!**, it will be a lot to keep track of, but the results will be worth it. We promise! We also promise that it will be easier with practice. It's worth the learning curve! Trust us.

1. The Game Host (GSA advisor, game night coordinator, etc) should have a copy of the game.
2. The Game Host will need some space on a desktop or other table-top surface for setting up the game board, box of challenge cards, a laptop with webcam, and/or a support stand for using an additional camera input. About 9 square feet of clear space is needed.
3. Good lighting. You'll want to be sure that the game board is well-lit so that remote players will be able to view it clearly.
4. Videoconferencing platform. You probably are already using videoconferencing during the pandemic, and we find Zoom to be a good choice. Free Zoom accounts have a time limit of about 40 minutes, but you are usually allowed to extend it at no cost.

Our 'best practices' *recommendation* would be to use your laptop or desktop computer with its built-in camera, if it has one. If not, you may connect via Zoom over your smartphone. If your group meets via another videochat platform, feel free to proceed using what is already in your comfort zone!

5. A second camera input is quite helpful for showing the game board and the placement of the players' pawns along the path towards a better world, as well as for showing the rolls of the dice as tossed by the host.

Mounting a Second Camera for Showing the Game Board

The second camera input can be an inexpensive USB webcam, or you may use your smartphone as an external camera using any of the following apps. (Note: We found the smartphone-as-external camera setup to be more difficult than setting up a USB camera as an input.)

The camera can be mounted to show the game board using our DIY-method using a cardboard box, a *Chinette* or other heavy-duty dinner plate. (See detailed instructions below) You may



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also find a wide variety of smartphone mounts for a modest price. Here are a few suggestions for inexpensive USB webcams and phone mounts:

Inexpensive Phone Mounts:

33" Articulating Arm Phone Mount Stand for Baking Crafting Demo Videos/Live Streaming (\$25 on Amazon)

Universal Phone Stand Holder Mount Flexible 360° Rotation, Long Arm Bracket (\$14)

Bracket Clamp Stand for 4.0-6.5" Mobile Cell Phone Stand Document Camera (\$22)

Inexpensive USB Webcams

Decent external USB webcams can be found as well on Amazon for under \$25.

Using your smartphone app and its desktop/laptop software is another option if you want to avoid the cost of a webcam, but you may want to have an IT person to check in with if you run into difficulties.

Helpful Apps for Live Stream Hosting

You may already be using some of these, or they can be downloaded easily.

For using your smartphone as an extra/external webcam:

- Zoom, ManyCam, iVCam, Epocam, or DroidCam for your Android and iOS phones

For Managing *Multiple Views* (i.e. - *You Plus the Game Board*)

ManyCam is a great multi-camera input software that can work from your desktop/laptop or smartphone. The free version is functional, but will show the ManyCam watermark along the bottom of the screen. You can get a yearly standard license for \$27 or a lifetime standard license for \$54. The standard license includes the ability to use the ManyCam app on your phone, which makes it our 'best choice recommendation' since it means you can use your phone and not press your luck with iVCam, Epocam, or Droidcam.

Switching camera inputs with Zoom: If you are already using Zoom for your virtual meetings, you can switch back and forth between the 'game board camera' and the laptop/desktop webcam simply by clicking the up arrow by the video icon in the lower-left of your Zoom chat window. If you have an app like ManyCam, you can switch back and forth between multiple cameras and also add a scrolling message along the bottom of the picture if you need to remind



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people of confidentiality or other group rules. ManyCam also allows you to broadcast a picture in picture mode, so you can always have the board showing if that is your preference, or you can have the board as the primary view and include a smaller area showing yourself. When using the picture-in-picture mode be careful that it doesn't obscure any important part of your own video screen.

Choosing the apps you'll use (check with your IT support?)

You may want to peruse the reviews for these apps. The best overall ratings seem to be for iVcam. It is the priciest of the three, and still didn't work reliably in our tests. Whichever you choose, you'll probably want to pay the nominal fee of \$4.99 for DroidCam, \$7.99 for EpoCam, or \$9.99 for iVcam to enjoy full use of the app without too much frustration. Free or basic versions contain ads, don't allow the phone microphone input, or chirp 'trial version' repeatedly.

Download Epocam here: <https://www.elgato.com/en/epoccam>

Download iVcam here: <https://www.e2esoft.com/ivcam/>

Download DroidCam here: <https://www.dev47apps.com/>

Download ManyCam here: <https://manycam.com/>

Download Zoom here: <https://zoom.us/download>

Open your Zoom, ManyCam, iVcam, DroidCam, or EpocCam software

First, open the software on your laptop or desktop.

Next, open the app on your phone.

You should see the image from your phone's camera on your desktop now.

Next, you'll be ready to use your phone as a wireless webcam through your selection of video input in Zoom!

If you want to be able to show the game board and be 'present' as a Zoom participant yourself, you'll need to install at least the free version of ManyCam on your computer OR just use the video camera input choice in Zoom to go back and forth. This will allow you to use more than one camera input.



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Zoom settings guide

1. Make sure your camera will display text correctly. Test your camera by holding up a piece of text to view. If it displays correctly, you're good. If it is backwards, toggle the 'mirror image' icon and the text should appear readable.
2. Setting Security Options. Unwanted guests during any Zoom call can be jarring, and setting up some security options in advance, especially for a confidential GSA or support group meeting. We recommend that you choose the option for all participants to use a password.

On the Zoom dashboard at the bottom of the screen, you may click on "Security" and enable a waiting room that you will be the gatekeeper for, you may 'lock' the meeting after a certain time or number of participants, and you can set additional permissions for participants.

Other privacy concerns

When remote learning was implemented at the start of the Covid pandemic, socioeconomic disparity was showcased, leaving many students feeling embarrassed to show their living spaces. There are various reasons that hosts and players alike may not want to broadcast their 'natural habitats.' It may be a tempting solution, but we do not recommend using the *Virtual Backgrounds and Filters* options in Zoom, as there may be the unwanted distraction of participants fading in and out of the background. If this does seem to be a sticking point when doing a Virtual GSA meeting, you may want to explore Google Meet or Skype, which do offer the 'blur background' feature. Note: Google Meet does not seem to allow switching from one video source to another.

Zoom meeting hosts may request that individuals' microphones remain muted until participation is invited. This can reduce some background noise and may also prevent the 'speaker view' from being set off by someone sneezing or knocking something over. The trick here is to remember that the game IS designed to stimulate exciting, engaging discussion, so you may choose to allow all participants to leave their mics on, but control the mute function for any player who is broadcasting from an environment containing a great deal of background noise.



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Need Reminders in Your Meeting?

If you're hosting a virtual GSA or Tabletop Game Meetup, you may have some 'rules' you want to remind players of, perhaps a time limit, confidentiality, an upcoming event, or 'turn off the radios and televisions in the background.' If this would be helpful for your purposes, the ManyCam software does let you place a message at the top or bottom of the display, and you can choose to have it be static or scrolling. This is found on the ManyCam pre-sets options and designated by a squiggly line.

Playing the Game

1. Begin by having each player choose the color of the pawn they want to use to represent them. Make a list of the players and write down their choices next to their names, like this:

Name	Color
Trinity	Red
Sam	Blue
Adelaide	Orange
Mikayla	Black

2. Now, place the selected pawns on the "START" globe – the "bleak world." Put the other pawns back into the purple storage pouch.
3. Decide if you want to play a 'quick' game or a more leisurely one, depending on your situation. (See game rules for those details.)
4. Remember, at the beginner's level, players are permitted to reject the first two cards picked, but must do the challenge of the third card or lose their turn. which will be placed at the back of the cards for another round of the game.

Recommendation: For the first time, use the 'fast' version of the game, in which players enjoy the most numerous strategic choices for each toss of the dice. We suggest you try the slower version of the game once you are more experienced being the Game Host.

5. Making sure you have a camera aimed at the board, toss the dice.
6. The first player now decides which of the spaces they wish to advance to. They have their choice of *either* of the numbers shown on the two dice, *or* the combined sum. This give *three* choices. They may want to advance as fast as they can go, even if it means landing on a space they don't enjoy, or they may prefer to advance to their preferred



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flag color even if it means they don't advance as far along the path towards a better world for everyone.

7. The Game Host will probably need to remind other players of what the different colored flags mean for their turn. You may wish to direct players to the website which shows the game rules and explains what each flag means, and they may wish to open a tab in their browsers to have easy access to the rules during the game.
 - a. When a player lands on **RED (Freehand)**, you will need to select the first card from behind the red divider, and type a private chat to that player so they know what they are supposed to draw. The other players will be guessing what the picture is supposed to represent.
 - b. Let that player know to open the 'chat' window to see what their prompt is. If you do it correctly, the other players will not have seen what you typed.
 - c. When the player begins to draw, turn over the 90-second sand timer. Now the player will draw, preferably with a dark medium-tip felt marker. (Pencils would not show up well.)
 - d. As the picture is drawn, other players guess out loud. The first to guess correctly gets to advance one space.
 - e. If no one guesses correctly, turn the pawn on its side and on that player's next turn, they must try to draw another picture. If in the time between their last turn and their present one they advance any spaces, then that is the challenge they will do on their next turn - - they won't roll the dice again.
 - f. You may wish to display the prompt card, with its additional information, to all to view, then return the card to the back to the Red section.
8. Go down your list of players, where 'Sam' would be next. Toss the dice for Sam and see how many spaces they wish to advance.
9. Continue until someone wins the game!
10. The rest of the colored flags and what needs to happen at each:
 - a. **Orange (You can Quote Me).**
 - i. You will select the first card from behind the orange divider, and read it to all (no need to type a private chat message!) There will be a quote and then two possible answers, with the correct answer marked by a pink triangle.
 - ii. After the player has guessed, you may show the card to all on your camera. If the player is correct, you will roll again for them on their next turn. If they don't guess the correct source of the quote, they will do the challenge indicated by the color of whatever flag they are on at their next turn. (They may remain on Orange during that time or they may have



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moved forward some spaces if they've been providing the correct guesses for other players' turns.)

- iii. At the end of this turn, place the orange card at the back of the orange section.

b. Yellow (You've Got Talent).

- i. When the player lands here, you will select the first card from behind the yellow divider, and type the prompt from the top of the card into a private chat window for that player only.
- ii. Remind them that there is a guide to 'How to Play Charades' included with the game, and they can keep that open on their web browser if needed.
- iii. Set the 90-second timer when that player begins their charade.
- iv. If the player is unfamiliar with Charades, you can help the group along by asking, 'How many words?, What category is it?, etc.'
- v. All players shout out guesses until someone comes up with a match or something very close to it.
- vi. If the charade was successful, the player who guessed moves ahead one space.
- vii. If nobody guesses correctly, lay that player's pawn on its side. That player does not roll again on their next turn, but they will try the challenge of the color where they are.
- viii. Place the yellow card at the back of the yellow section.

c. Green (Just Between Us).

- i. select the first card from behind the green divider.
- ii. Read aloud and/or show the card to all.
- iii. The player simply shares a personal anecdote.
- iv. There are no wrong answers, they will roll again on their next turn.
- v. Return the Green card to the back of the Just Between Us section.

d. Blue (You Think You Know Me)

- i. Select the first card from behind the blue divider, and read it aloud to all. You may also display the card on your camera for the group.
- ii. The player writes down **their** personal answer to the question. (It may be true/false, yes/no, or a multiple choice question)
- iii. The other players then reveal what they guessed the answer would be.
- iv. If 50% or more of the players match the answer, the player has succeeded and will roll again on their next turn. I



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- v. If less than 50% have guessed correctly, lay the pawn on its side and the player will attempt the challenge where they are on their next turn.

e. Pink (UnPinkable).

- i. The Game Host selects the first card from behind the pink divider and reads and/or shows it to all.
- ii. Move the player's pawn forward or back according to the instructions on the card.
- iii. Return the pink card to the back of the pink section.

f. Purple (Did You Know That?)

- i. Take the first card from behind the purple divider and read it aloud.
- ii. The player must choose one of the three choices, with the correct answer indicated by the pink triangle.
- iii. If correct, the player will get to advance on their next turn.
- iv. If incorrect, place the pawn on its side and the player will attempt the challenge on the color where they are on their next turn.
- v. Return the card to the back of the Purple section.

g. Rainbow Choice

- i. The player who lands here is allowed to choose the challenge of their choice. Proceed according to the rules above for the appropriate color chosen.

h. The Closet

- i. The player who lands in the closet must share a 'Coming Out' story.
- ii. This does NOT have to be about sexual identity -- the player can share a time when they revealed something about themselves that they generally don't share with people.
- iii. People can come out about being vegan, agnostic, etc.

i. The Better World (Winning the Game)

- i. When a player lands on the Better World, they will win IF they succeed at the challenge selected for them by the other players.
- ii. If they do not succeed, they must move back the total number of spaces rolled and roll again on their next turn.

- j. Depending on the remaining time and inclination of the group, you can continue playing until all have 'won,' you can start over and play again, or you can stop and let people follow up with discussion about some of the things they've learned during the game.



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For players

What you'll need:

- Zoom or other videochat platform as chosen by your Game Host.
- Some blank sheet of paper on a cardboard backed notepad, or sheets of paper attached to a clipboard
- A dark medium-tip marker (preferably not permanent!)
- That's it! You'll just want to make sure to tidy up your room, and turn off other sources of sound nearby.

You may download Zoom from your computer to have it at the ready, or you may simply click on a Zoom meeting link when provided with one from a **RAINBOW QUEST!** Game host. You may download Zoom here: <https://zoom.us/>

If your meeting host sent a password, be sure to have it ready!

Selecting your camera input

For most of the **RAINBOW QUEST!** Game experience, your laptop or desktop cam will be work just fine! If you want to **play like a pro**, you may consider using an additional camera input on a camera mount. This can be helpful but is not required. If, as part of your turn, you are expected to either draw a picture or do a charade for others to view and guess, you may find it easier to just have that extra webcam aimed so that it can show you in the act of drawing or adjusted for greater distance to show you doing the charade.

If you choose to use the extra camera, and if you are videoconferencing over Zoom, you can just switch camera inputs by clicking the up arrow next to the video icon in the lower left of your Zoom screen. Or, you may wish to download ManyCam, which is software that allows you to switch between different camera inputs. The free version has a watermark but should suffice for playing **RAINBOW QUEST!**

You may Download ManyCam here: <https://manycam.com/>



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How to Play

If you are one of the Players...

This is easy! Just take your cue from the Game Host, who will be letting you know, if needed, whose turn it is. They will roll the die for you, they'll let you know what your 'mission' is on each turn. Remember, you do get to ask for up to three different challenges, which will be placed at the back of the cards for another round of the game.

You can open each of the links to the game rules, hints for 'You've Got Talent' (charades), and the Quick Guide to Navigating the Flags in your web browser for your easy reference should you need it.

To switch between video inputs

When your 'Freehand' turn is over, just go back to the video input menu and select your internal camera!

In the Zoom video settings, you can choose to 'touch up your appearance'.

As tempting as it would be, we do not recommend using the 'virtual background' feature, as it works well when sitting perfectly still, but not if you may move much!

When you land on Red, 'Freehand,' you will be drawing a picture, and will need to let the other players see what you are drawing.

If you can show your notepad to the camera when you are drawing, that is great. For many of us (who, me?) who would have a difficult time doing that without causing motion-sickness, you can draw a bit, let people guess, and draw some more if needed. Keep drawing -- showing -- guessing until someone get it correct!

If you are using your cell phone as a camera, a selfie-stick, tripod, or stack of books with two parallel rulers supporting your phone can work to clearly show you as you draw. If you are using your built-in webcam, then hold up your notepad and drawing for people to view.

