

*Rules Book*



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# Archive.

A digital preservation Boardgame

*During a game of Archives.∞, step into the shoes of a digital preservation manager and rub shoulders with colleagues from other heritage institutions! Help each other and compete against each other as you faced technological, human, organizational and environmental challenges! Defend your service to obtain the resources that will allow you to have your digital deposit certified and thus keep your collections indefinitely!*

## Equipment

To play this game you need:

- The game board;
- Counterfeit banknotes with different denominations (for example: Monopoly money);
- Player cards (6);
- Two dice;
- Pawns of four different colours (at least five pawns per colour);
- Tokens that will serve as representation of servers;
- The playing cards (red, green, purple and yellow);
- Certification tokens ;
- The «competitive advantage» expansion cards (you don't need these cards if you are playing the base game).

# Credits & Thanks

Archive. $\infty$  was created by Émilie Fortin and Jean-François Ruest.

## Thank you

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## Launch

Archive. $\infty$  was first presented officially on September 19 2019, at the 16th International Conference on Digital Preservation (iPRES 2019) (iPres 2019), in Amsterdam, Netherlands.

# Overview and Goal of the Game

Obtain all three certifications then reach the center of the board first (the “Digital Immortality” space). This means that you have managed to conserve your institution’s collections for centuries to come!

Quick Game: The first player to achieve certification wins.

Playing time: about 45 minutes

Number of players: between 2 and 4

Age of players: 7 years old and over

# Start

The player with the most “experience” (the oldest) starts.

or

If two players or more have the same «experience» roll a die and the one with the highest number begins.

The game is designed for 2 to 4 players.

Each player must take a random character card.

All players start as a small institution, that is, they start with:

- A server
- Two employees
- \$ 100,000 (divided according to the banknotes you have and your preferences)

Extension: players randomly draw a “competitive advantage” card that will take precedence over the basic rules.

# *Servers and employees*

## **Base costs**

- Server : 100 000\$
- Employee : 50 000\$

## **On the main loop**

At any time, it is possible to pay the bank to hire an employee or buy a server at double the base value (\$ 100,000 an employee, \$ 200,000 a server).

Exceptionally, if the player has no more employees or servers, they pay the base price to the bank and not double.

At any time (but only once per turn), a player can attempt to poach an employee or steal a server from another player by rolling the dice (1 to 3: success, 4 to 6: failure). If the maneuver is successful, the player who rolled the dice must pay the cost to the player who loses his server (\$ 100,000) or employee (\$ 50,000). If the attempt fails, the player who rolled the dice must return \$ 20,000 to the target player.

## **On the certification loop**

Once on the certification loop, a player can get a server or hire an employee only if they land on a blue square.

## **If a player runs out of servers, employees, or money**

A player cannot advance without servers or employees.

- Server: A player who has run out of servers can rent one from a player of their choice at a cost of \$ 10,000 / turn. In this case, they give \$10,000 each turn to a player who has a server until they have bought one.

- Employee: a player who has no more employees can negotiate a loan of service with another player. The loaned token must be placed next to the character card and the loan (duration and amount) must be negotiated between the two players.

A player who has no more employees or servers can go through the bank and pay the base cost to have one or the other.

A player who has no more money can continue to advance. If they run out of money to solve a card, they must sell their servers or get rid of their employees by offering them to other players or to the bank. If more than one player is interested, they decide who to trade with. Interested players can submit whatever amount they want. The bank buys at base cost.

# Movement

A pawn in the player's colour is used for movement on the game board.

## Small institution

A small institution uses only one die for its movements.

## Big institution

When a player has 4 employees, they become a big institution and use two dice.

## Spaces and cards

A player rolls the dice and advances according to the number obtained. Depending on the colour of the square on which they stop, they must take a corresponding card (yellow, green, red or purple) and follow the instructions on the card.

If it is a card with a question the player is unable to answer, they may ask for help from the other players. If one player agrees to help, the two players will share the gain (if it is shared). The player who needs help can offer to pay for the help received.

Special boxes:

- If a player lands directly on a blue square, they can either buy a server or hire an employee at half the base cost. Players cannot perform both actions.
- At the beginning of the budget year box, the employee's salary must be paid to the bank (\$50,000 per employee).
- If a player lands directly on a green square, they receive twice the amount

written on the card.

- If a player passes over a green square, they take a green card in addition to the colour card corresponding to the square they land on.

A player who «dies» (they can no longer advance) can start again by changing characters.

## Loops

When a player meets the minimum specifications to proceed with certification, they may move their pawn on the certification loop in the center of the game board.

If a player no longer meets the minimum specifications while on the certification loop, they must return to the main loop in the «back from vacation» space.

When certification is obtained, the player moves their pawn to the “back from vacation” space, regardless of the number obtained by the dice.

Upon obtaining the third certification, instead of returning to the «back from vacation» space, the player can continue their journey towards the eternal digital preservation of their collections and win the game.

# Certifications

A player starting a certification must have the minimum number of employees and servers required from start to finish. When beginning the certification, they must pay the bank the required amount. If the player no longer meets the minimum specifications, they must return to the main loop, to the “back from vacation” space.

## Minimum specifications

- Basic certification: \$ 100,000, 1 server, 2 employees
- Extended certification: \$ 200,000, 2 servers, 4 employees
- Formal certification: \$ 300,000, 3 servers, 5 employees

A player who lands on a purple square and resolves the card rolls the dice

again and continues to advance. Otherwise, they wait for the next turn and try again (unless the card only says to skip a turn).

Players cannot use special yellow cards (big meeting, vacation, reform, automatic response) on the certification loop, but players may keep the cards with them. Players must discard their «big meeting» cards when obtaining certification.

If a player has obtained a certification, but afterwards, on the main loop, loses the minimum requirements for that certification, they retain their certification but cannot start the next one until they accumulate the money, servers and staff needed.

# Answers

## 1. The three legs of the digital preservation stool theory

- a. Technology
- b. Organization
- c. Resources

The definitions inscribed on some cards are taken from the following document:

Tomasz Neugebauer, Pierre Lasou, Andrea Kosavic, Tim Walsh. Digital Preservation Functionality in Canadian Repositories. 2019. [https://www.carl-abrc.ca/wp-content/uploads/2019/12/orwg\\_report2\\_preservation\\_repos\\_en.pdf](https://www.carl-abrc.ca/wp-content/uploads/2019/12/orwg_report2_preservation_repos_en.pdf).

## 2. The information packages of the OAIS model

- a. SIP, Submission Information Package
- b. AIP, Archival Information Package
- c. DIP, Dissemination Information Package

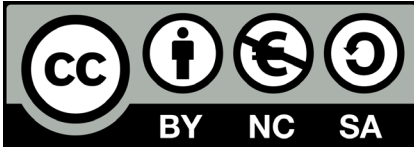
## 3. Examples of functions and processes that ensure that the Archival Information Package (AIP) remains complete and intact:

- a. Selection of an adequate physical medium
- b. Data redundancy
- c. Data migration
- d. Monitoring and updating of equipment and software
- e. Other...

## 4. Certifications

- a. Nestor Seal
- b. CoreTrustSeal
- c. ISO 16363
- d. Others...

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