**Portals**

**Objective of the game.** The objective of the game is that a player should move the pawns across the board by rolling the die to reach the end tile with all pawns.

The first player to have all his **pawns** reach the end by moving the pawns across the board from the start square to the final square.

**Navigation** - The board is designed such a way that the player moves his pawn left to right the first row, then move up the second and move right to left and so on,

* In simple terms, follow the numbers on the board to move forward.

**How to move across the board –** During the player’s turn he gets to roll the dice, read the number that he rolled. The number he rolled is the number of squares the player gets to jump. But the player gets to choose which of his **pawns** he wishes to move.

For example, If 2 of the player’s pawns are on the board and he rolls a 6. The player could decide tactically on which of his **pawns** to move. If moving one of his **pawns** 6 squares will result in it landing over **time machine** which he doesn’t wish to, then he could move the other **pawn** by 6 places.

[Note: Under no circumstances can the rolled number be split between the pawns. A player can move only one pawn in a single turn.]

**Portals –** The portals are the special tiles on the game board that will allow the players to move the **pawns** either forward or backward in the board. Details about the number of squares that the portal will enable the pawn to move forward or backward will not be provided to the player explicitly. Portals will be visible on the board, but the effects will remain unknown.

**Time Machine –** The Time Machine tiles will not be visible on the board. When a pawn steps on the square/tile they will appear as a surprise to the player. The Time Machine will start a timer for the **pawn**, so that the **pawn** has to move a certain number of squares away from the time machine or else the time machine will teleport the **pawn** back to the start.

For example, if a pawn of player 1 lands on a time machine, that has the effect range of plus or minus 5 squares and sets the countdown to 2. Then Player 1 has to somehow move the **pawn** 5 squares away from the Time Machine within 2 turns. If at the end of 2 turns the player is still in the range of the Time Machine then the pawn gets teleported to the start.

**Bounty tiles –** Some squares in the game board will be marked by Cards where once a Player’s pawn has landed on the square, the system will prompt the player to roll the die again. Depending on the whether the rolled number (whether an odd or an even) a random card is drawn by the player.

**Bounty Cards –** These are wildcards that grant a special move to the player whose pawn landed on the bounty tile. Bounty tiles are marked with a special card symbol on the board. Bounty cards adhere to the following rules,

* **Bounty cards** can be used only once and upon usage they expire.
* The players can use their corresponding bounty cards *only during their turns.*
* Only one Bounty card can be used per turn.
* They can be used before or after the player rolls.

Each card has their own effects which the player could exploit to his advantage. The effects of the bounty cards are explained as follows.

**Database –** There is a database to which the game is connected and the player can view the score report at the start of the game or when the game ends the score of all the players are displayed.

There are **two types** of Bounty Cards –

**Gold Cards**

**Swap Card** – A bounty card that will enable the player to swap one of his pawn’s position with that of other player’s pawn.

For example, Player 1 and Player 2 are playing the game.

Initial Positions of pawns of Player 1 and Player 2,

Player 1

Pawn 1 - 2

Pawn 2 - 7

Player 2

Pawn 1 - 74

Pawn 2 - 23

When Player 1 uses the swap card, he could choose to swap the position of one of his pawns with that of the other player’s pawn. Here the Player 1 swap his pawn 2’s position with the position of pawn 1 of player 2. So the Final positions of pawns of both the players will be,

Player 1

Pawn 1 – 74

Pawn 2 - 7

Player 2

Pawn 1 – 2

Pawn 2 - 23

**Restart Card** – This bounty card will enable the player to push the opponent’s target pawn into the start tile making the opponent’s pawn to start afresh.

For Example, Two players Player 1 and Player 2 are playing,

Initial Positions of pawns for both players:

Player 1

Pawn 1 – 4

Pawn 2 – 35

Player 2

Pawn 1 – 67

Pawn 2 – 89

When Player 1 uses the restart bounty card, he/she will be able to push back the opponent’s (Player 2) pawn from any position on the board to the start tile i.e, Tile 1. The updated positions of the player pawns will be,

Player 1

Pawn 1 – 4

Pawn 2 – 35

Player 2

Pawn 1 – 67

Pawn 2 – 1

**Silver Cards**

**Drag Card** – This is a special bounty card that can be used by a player only upon landing on a portal. This card works dynamically. Say if the portal landed on moves the Player’s pawn forward then the player can use this card to move all his pawns by a definite number of steps dictated by the portal. Simply said, this card will apply the portal effect to all of the player’s pawns. On the other hand, If the portal is going to push the pawns backward then the same effect could be applied on the opponent’s pawns

For Example, Two players Player 1 and Player 2 are playing,

Initial Positions of pawns for both players:

Player 1

Pawn 1 – 14

Pawn 2 – 35

Player 2

Pawn 1 – 27

Pawn 2 – 81

If Player 1 chooses the **drag card** when one of his pawns steps on a portal, so if the portal pushes the pawns forward by 5 squares,

Updated positions of pawns of both players,

Player 1

Pawn 1 – 19

Pawn 2 – 40

Player 2

Pawn 1 – 27

Pawn 2 – 81

Else if the portal pushes Player’s pawn backwards then

Updated positions of pawns of both players,

Player 1

Pawn 1 – 9

Pawn 2 – 35

Player 2

Pawn 1 – 22

Pawn 2 – 76

**Reverse card –** This bounty card will enable the player to force the opponent player’s pawn to move in reverse path. Whatever the Opponent player rolls will move the pawns backwards for the next 2 turns.

For Example, Two players Player 1 and Player 2 are playing,

Initial Positions of pawns for both players:

Player 1

Pawn 1 – 14

Pawn 2 – 35

Player 2

Pawn 1 – 27

Pawn 2 – 81

If Player 1 uses the Reverse Card on Player 2, then if the player rolls 10 and 5 in his next 2 turns then,

Updated positions of pawns of Player 2 during his first turn,

Player 1

Pawn 1 – 9

Pawn 2 – 35

Player 2

Pawn 1 – 12

Pawn 2 – 66

Then on his second turn,

Player 1

Pawn 1 – 9

Pawn 2 – 35

Player 2

Pawn 1 – 7

Pawn 2 – 61