

Netopi@ RULES

THE GAME THAT MAKES NO SENSE!

CONCEPT

There's no clockwise direction in this game, here everyone can have the chance to play...or not!



SCANNE THE QR CODE

HOW THE GAME WORKS ?

START OF THE GAME:

1. Each player takes a pawn and a destination card
2. Scan the QR code with your phone
3. Write the names of the players on the wheel (max 5)
4. Place your phone in the center of the board
5. And spin the wheel to see who starts !

GAME TURNS :

- Start the game on the word START.
- At the start of each round, the wheel randomly selects a player, who will be able to advance on the board according to the number of steps written under the wheel.
- Move forward, in the direction you want to go to your destination, on the boxes where there are the card symbols.
- Once on a symbol, draw the card that corresponds.
- Once the questions by level or the challenge are successful, or read for luck you can stay on the box, otherwise return to where you were on the board.
- If you move to a destination that is not yours, there is no action to do you can stay.

Good luck landing perfectly on the box of your destination to win!

FINAL GOAL:

- The goal is to go to your destination. If other players want to start a new game after you finish, you can choose a new destination and continue playing !



HOW THE NUMERICAL WHEEL WORKS ?

SELECTION WHEEL:

- The wheel randomly selects who will play for that turn, 5 players max.

MOVEMENT:

After each selection, players will move forward on the board in the following pattern:

- First player: Moves 1 square
- Second player: Moves 2 squares
- Third player: Moves 3 squares

Until a reset every 8 turns (then it starts again).

- When a chance card tells you to move forward or back, the action of the square you land on does not apply.

'MOVE BACK' RULE:

- If the wheel selects the same player more than 3 in a row, move back 3 squares.

CARD QUESTIONS :

Correct answer : you move forward.

Wrong answer : you move back

- Easy = 1 square
- Medium = 2 squares
- Hard = 3 squares



PASSAGE TO DARKNET :

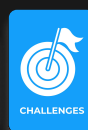
- If you are on a square next to a passage to darknet you can move into for your next turn



THING TO PLAY !



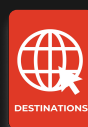
CARD LUCK



CARD CHALLENGES



CARD QUESTIONS



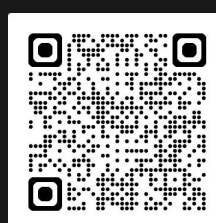
CARD DESTINATIONS



THE BOARD



YOUR PHONE



PAWNS