

Netopi@ RULES

THE GAME THAT MAKES NO SENSE!



SCANNE THE QR CODE

CONCEPT

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

HOW THE GAME WORKS ?

1. START OF THE GAME:

- Each player takes a pawn and a destination card
- Scan the QR code provided with your mobile phone and place it in the center of the board

2. GAME TURNS :

- 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.
- If a player is selected more than twice in a row, he must move back three squares

4. FINAL GOAL:

- The goal is to reach 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 ?

2.1 SELECTION WHEEL:

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

2.2 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.

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2.3 'MOVE BACK' RULE:

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

2.3 CARD QUESTIONS AND CHALLENGES :

- Correct answer : you move forward. Wrong answer : you move back
- Easy = 1 square
- Medium = 2 squares
- Hard = 3 squares



2.4 PASSAGE TO DARKNET :

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

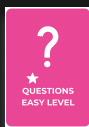
THING TO PLAY !



CARD LUCK



CARD CHALLENGES



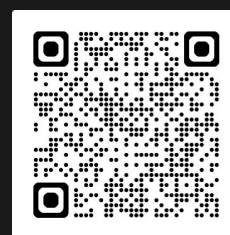
CARD QUESTIONS



CARD DESTINATIONS



THE BOARD



YOUR PHONE

Are you ready to find out where the wheel will take you? The game that makes no sense is waiting. Let the adventure begin!