

# VISUAL VERDICT



3-4 players



35 minutes



Brand Style Guide



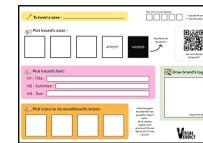
## GOAL

Create the best graphic charter while respecting the given constraints  
and learning the basics of graphic design.

The player who wins the most rounds wins the game.



## MATERIALS



4 erasable  
dashboard



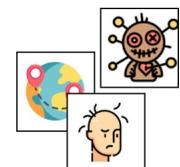
4 dry-erase  
markers



50 colors  
tokens



50 fonts  
tokens



50 icons  
tokens



TOPIC  
CARDS

x20



CONSTRAINT  
CARDS

x20



QUESTION  
CARDS  
COLOR

x5



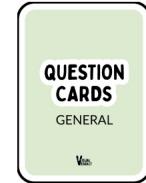
QUESTION  
CARDS  
FONT

x5



QUESTION  
CARDS  
LOGO

x5



QUESTION  
CARDS  
GENERAL

x5



## GAMEPLAY SETUP

1. Each player takes 1 dashboard and 1 dry-erase marker.
2. Place in separate decks:



3. Place Color, Font, and Icon tokens in the center of the table.



## GAMEPLAY RULES

### ROUND 1 -

1. Pick 1 "Topic Card" and 1 "Constraint Card" for the group.
2. You have 3 minutes to create your graphic charter on the Gameboard (choose colors, fonts, name of your imaginary brand, draw a logo etc.).
3. At the end of the time, each player presents their charter and explains their choices and imagination.
4. Players vote for their favorite charter (you cannot vote for yourself).  
*(In case of an equality, pick a "Question Card" from the category of the last constraint, the first to answer correctly wins the round).*  
For example : Constraint is "Don't reuse RED" = Pick a "Color Question Card".
5. The winner picks 1 "Question Card" matching the color of the last constraint and asks it to the others. For example : Constraint is "Don't reuse RED" = Pick a "Color Question Card".
6. The first to answer correctly wins the card with the bonus or penalty for the next round. If it's a penalty, the player chooses who receives it.

### ROUND 2 TO 5 -

7. Pick a new "Topic Card" and add 1 other "Constraint Card" (constraints accumulate).
8. Time to create is reduced to 2min30.
9. Voting and question rules remain the same.

### END OF GAME -

10. The player with the most rounds won, wins the game.  
*In case of an equality: players with equal scores play an additional round. The other players vote to break the equality. If equality persists, pick a "Question Card" from the category of the last constraint. The first to answer correctly wins the game.*

Let the game begin!  
But first, familiarise yourself with the game board.



Arthur FLAMME, Lucas LEGENDRE, Léa MELNYCZUK et  
Lou MAGLIANO - - DESCHAMPS