

ENGLISH GAME 2025
MY DIGITAL SCHOOL - ANNECY - B3

VISUAL VERDICT



3-4 players



35 minutes



Brand Style Guide



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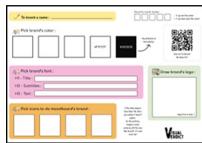


GOAL

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



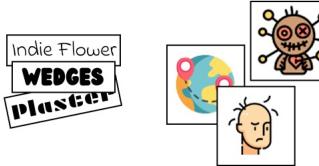
4 erasable
dashboard



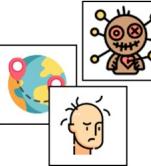
4 dry-erase
markers



50 colors
tokens



50 fonts
tokens



50 icons
tokens



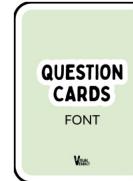
x20



x20



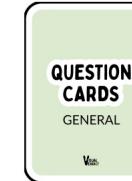
x5



x5



x5



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.