PARADOX PARADISE

Game Rules

- 1 Racing Board
- 8 Whiteboards (with markers and erasers included)
- 96 Characters Statement Cards
- 96 Time Statement Cards
- 96 Characters Answer Cards
- 96 Time Answer Cards
- 1 Baby Hitler Cradle Piece
- 8 Time Machine Player Pieces
- 1 Paradox Dispute Dice

Game Preparation

Place the Racing Board on the centre of your playing area. Place the Time Machine Pieces which correspond to each player on the starting tiles. Place Hitler in the gray rectangle.

Place the Time Statement Card pile on its spot on the board (blue square with orange speech bubbles), and the Time Answer Card pile next to it. Do the same with the Character Cards on the other side.

The dice should only be present if the amount of players is even.

Game Objective

Arriving to the cradle by winning one-on-one drawing contests against other players.

Development

1) Choose Cards

The players choose if they prefer Character or Time Statement Cards, and once they've decided, they draw one and read it out loud.
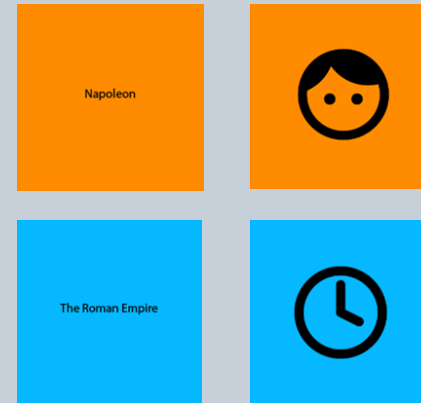
To complete a full sentence, an Answer Card will be chosen (Time Statement Cards go with Time Answer Cards and so on). Using the internet to see who/what to draw is allowed.

If a Statement Card has 2 blank spots, 2 Answer Cards will be taken.
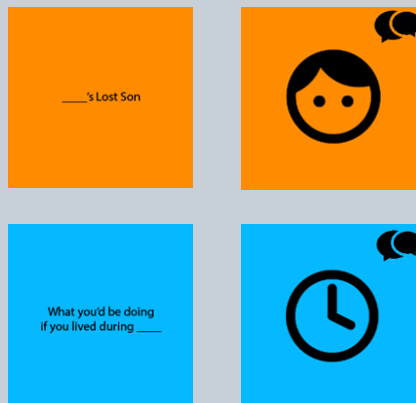
Statement Cards

2) Drawing

Once every couple of players have the full statements, the players will have 1 min to draw what they interpreted from the statement in the cards.

Once the time runs out, or if everyone has finished drawing, they will show their drawings to the other players.

3) Voting

The players who weren't drawing will vote which drawing better fit the description of the cards (this can come down to which one is most faithful to the original meaning, which one is funnier, or simply which one is better drawn, it's down to the players).
If a player has more votes than their opponent, they'll have won the round against the opponent.

Answer Cards

4) Dispute Dice

In the case that both player have the same amount of votes, the "Paradox Dispute Dice" will be used by both the players. The player who gets the highest number from rolling dice will be the winner of the round.

5) Advance

Once the vote is over, the players who won against their opponents will move their Time Machine Piece one tile closer to the goal (Baby Hitler).

6) Change Turns

After the respective players have advanced on the board, the next round will commence. In this new round, the players will go choose against who they'll draw now. (turns are explained next page).

VERY IMPORTANT to note: _all players draw at the same time_ each turn. If multiple players reach the end, they'll battle until 1 wins.

For instance, in a game of 4, there will be 2 couples of players, with each couple having one set of Statement/Answer Cards. Each of these couple will have their drawings based on these cards. When the drawings are done, the players from one couple will vote the best drawing out of the two drawings from the other couple.

Player Turns

When choosing against which player to draw, there's two options. Doing improvised turns, or following the official Paradox Paradise turn sheet.

1) Improvised Turns

Improvised turns aren't really recommended for very big groups. With improvised turns, players choose with who they want to draw before each round.

2) Official Turn Sheet

Using the Official Paradox Paradise Turn Sheet, the players will follow the recommended turn order created especifically so that each player plays against each other at least once.

To follow this turn order, each player must assign a number to themselves. After the numbers have been assigned, the players will follow one of the following orders depending on the size of the group playing.

3-4 Players

Round 1
1 vs 2
3 vs 4

Round 2
1 vs 4
2 vs 3

Round 3
1 vs 3
2 vs 4

...and repeat

5-6 Players

Round 1
1 vs 6
2 vs 4
3 vs 5

Round 2
1 vs 5
2 vs 6
3 vs 4

Round 3
1 vs 2
3 vs 6
4 vs 5

Round 4
1 vs 3
2 vs 5
4 vs 6

Round 5
1 vs 4
2 vs 3
5 vs 6

...and repeat

7-8 Players

Round 1
1 vs 2
3 vs 4
5 vs 6
7 vs 8

Round 2
1 vs 4
2 vs 7
3 vs 6
5 vs 8

Round 3
1 vs 6
2 vs 5
3 vs 8
4 vs 7

Round 4
1 vs 8
2 vs 3
4 vs 5
6 vs 7

Round 5
1 vs 3
2 vs 4
5 vs 7
6 vs 8

Round 6
1 vs 7
2 vs 8
3 vs 5
4 vs 6

Round 7
1 vs 5
2 vs 6
3 vs 7
4 vs 8

...and repeat

Game Rules

PARADOX PARADISE

"TRAVEL IN TIME, DRAW AND KILL HITLER!"

HOW MANY PARADOXES CAN YOU CREATE?

3-8