GEOGRAPHY PARTY

deLUXe

RULEBOOK

Content

Introduction:

Geography Party deLUXe is a 4-Player turn-based-party-Game about Luxembourg's geography and Luxembourgish trivia.

Game Goal:

The Players compete to be first to get to the *kachkéis schmier*. The first one there gets 5 Points. After that the point respawns at a different location.

After each player had their turn a mini-game with trivia questions starts. The winner of the trivia-quiz gets awarded with 2 points.

The player with the most points after 10 Rounds wins the game.

How to play:

The players all start together at a random location.

A turn:

First the player gets to decide if he wants to roll a dice or guess a place.

If players decide to guess a place, they get the name of a random commune on the map they have to find with a randomly selected number of moves (which will always be at least enough moves to get there).
If they succeed to guess the location they will stay at that position and win 1 point, if not they will be set to their previous location.

While using the dice and passing the *kachkéis schmier you get 5 points.*
Attention: you can't interact with the kachkéis schmier while guessing a place.

After each player has finished their current turn the trivia-quiz begins.
The Trivia quiz takes 5 turns with 10 seconds time to answer a question.
The players answer the questions by moving into the right field.
When all questions are answered the player with the most points gets awarded with 2 points.
The game ends after 20 rounds.

Game Controls:

The main menu is controlled by moving the left joystick up and down and selecting with the a-button.
While on the map you either roll the dice with the a-button or guess a place with the y-button. When moving you choose your next location with moving the joystick up and down and confirm with the a-button.
The Trivia-Quiz is played by moving your character with the joystick.

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Credits:

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Note:

This game was made as part of a group project assignment (Power Week) for the BTS-Game Programming and the BTS-Game Arts.

bts >>
game programming and game design

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UNREAL ENGINE