

The Rules

How is the game working ?

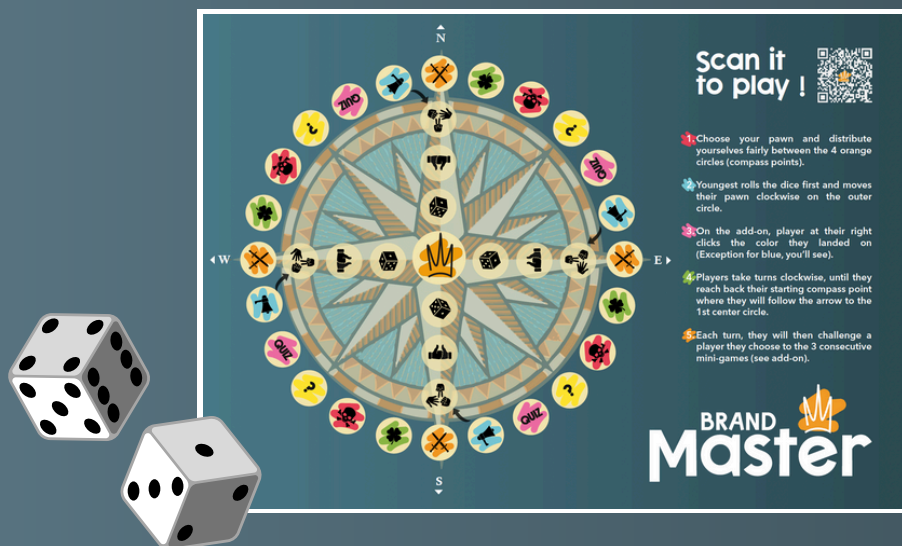
The goal of the game is to learn about **graphics** and **branding** while having fun !

Concretely, you will **roll the dice** to **move your pawn around the board**, answering questions and facing challenges related to our theme. Once you've completed **a full lap**, you will enter the **central circles** : you must then **challenge** other players to **3 different duels** going forward to the center of the board.

The first player to win these 3 duels wins the game by placing their pawn on the crown !

How to setup ?

- **Scan the flashcode** with your **phone** or **tablet** to access the add-on.
- To start, players must distribute themselves fairly by placing their pawn between the **4 orange circles**, located at the **4 compass points**.



How do we play ?

Outer circle lap

- Players take turns (clockwise) **rolling the dice** and **moving their pawn** (clockwise also) on the board according to the value given by the dice. Usually, **the youngest starts**.
- By moving, pawns will land on **colored circles corresponding to challenges** and **features** on the add-on.

There are six different colours of cards :



Quiz

A multiple choice question. 1 try and no joker to help you



Riddle

1 minute timer (chrono on the add-on), infinite tries



Sabotage

A bad effect to use against any other player you choose



Action

1 minute timer, the first other player to guess benefits with you



Luck

Basically a good or bad thing happening to you in the game



Duel

Challenge 1 player of your choice to any of the 3 mini-games



Rock, Paper, Scissor

Best of 3, tie doesn't count



Thumb fight

Simple and cruel



Roll the dice

Best of 1, tie doesn't count
→ re-roll

The one and only important rule : when you land on a circle that is **not blue**, the player on your **right** side clicks the feature on the add-on and **reads** it out loud. If it is **blue**, only you must **read it**.

Once you reach your **starting point**, do not **start another lap**, just go on the first challenge to enter the central and final stage.

Central and final stage

Upon landing on the central circles, you must **challenge the player** you point out to the mini-game symbolized by the related icon :

- If you **lose**, you **stay where you are**, your opponent moves 2 circles forward.
- If you **win**, you **move to the next mini-game**, your opponent moves 1 circle forward.

You will play the next mini-game on your next turn.

Win the three mini-games to become the brand master

Good Luck !