

RULES - CYBERPOLY

SUMMARY :

- 1. GAME OBJECTIVE**
- 2. PLAYERS NUMBER**
- 3. THE GAME PLAY**
- 4. SPECIAL CARDS**
- 5. END OF THE GAME**

The strategic game of digital conquest.

1. GAME OBJECTIVE

Be the player (or team) with the most box cities at the end of the game time (approximately 30 minutes).

One city = one web territory (Social street, Data street, Google street, ...).

To win a city, you must correctly answer a question related to the Internet.

2. PLAYERS NUMBER

- 2 to 6 players individually.
- Duo possible (like team of 2 vs 2).

3. THE GAME PLAY

Each player rolls the dice and moves forward on the Cyberpoly board.

If the box is free :

The player can try to win it by answering a question :

- Quizz
- True or false
- History

If the answer is correct → you win the box.

If the answer isn't correct → nothing is happening.

If another player has the box :

The player may choose to challenge the owner of that box to a duel. However, by accepting the duel, the player also plays one of their own box. In total, therefore, two boxes are put into play.

If he wins he takes both boxes. Or he loses and leaves both boxes to the other player who won the duel.

Type of dual (shuffled cards) :

- Quizz
- True or false
- History

4. SPECIAL CARDS

Penalty box (x2 on the board)

The player :

- Have a penalty if he answers incorrectly to the question.
- If the answer is correct, the penalty does not apply.

Bonus box (x2 on the board)

The player :

- Take the bonus if he answers the question correctly.
- If he answers incorrectly, he does not receive the bonus.

5. END OF THE GAME

After 30 minutes, the game is over.

The winner is:

- The player with the most boxes.

In the event of a tie :

- Final duel (3 quick questions, 1 of each).