

Rule Book



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Recommended amount of players:

- The recommended amount of players is 1-4 people.

How To Get Started:

- Each player starts off with 1 dice
- Everyone starts on starting square
- Everyone rolls the dice at the same time to determine the order
- Every player moves the number of spaces they rolled
- You may NOT go through closed doors unless you have a key from the shop
- Shops are only used when someone runs past them or lands on their square

How the Shops Work

They may buy the following items:

- Double Dice (5 coins); for 1 turn, you may roll the dice again and add up your numbers to go to that many square spaces.
- Triple Dice (10 coins); for 1 turn, you may roll the dice 3 times and add up your numbers to go to that many square spaces.
- Custom Dice (12 coins); for 1 turn, you can choose how many squares you move, from 1-10.
- Key (5 coins); Used to open doors, 1 time usage.
- Warp (14 coins); for 1 turn, you may choose who you want to switch places with another player.
- Poison (6 coins); for 1 turn; choose someone to go back 4 spaces.

You do NOT have to buy from the shop

Shops are not used on the last turn

You can only have a maximum of 3 items in your inventory

Banks and How They Work:

Like the shops, Banks are forced when you run past or land on the Bank Space

- If you run past it, you must pay 3 coins
- If you land on the Bank space, you may take all the coins the bank had

Robber Space and How it Works:

If you run past it, you may steal coins from someone for free. You may choose who you steal your coins from.

How it works:

You roll the dice twice, and add the numbers up to see how many coins to take from your victim.

(2-12 can be stolen coins stolen)

The Spaces Colors and What They Mean

- Blue Space: Gives 3 coins
- Red Space: Loses 3 coins
- Green Space: Item space: you spin a wheel to see what item you get, or nothing
- White Space: Gives 6 coins
- Black Space: Loses 6 coins

Extra Rules

- You may not loop around an area more than twice.
- If someone catches you, you must give them 5 coins.
- The game ends when the chosen amount of turns are all played. Whoever has the most coins wins the game.

If there's a tie:

You may select any minigame of your choice to determine a winner.

Games such as:

- Rock paper scissors
- Another turn of the game
- Heads or tails
- Real fight in real life
- Etc