

EQUIPMENT LIST



A board



Pick what you want as a pawn



Cards



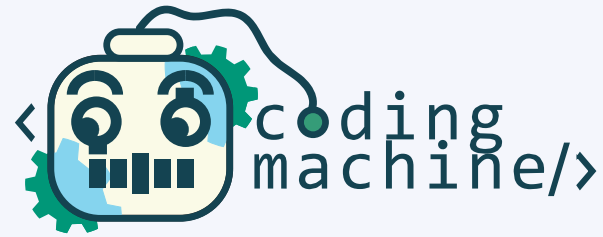
2 dice



An hourglass

INDOOR GAME

From 2 to 8 players
From 14 to 99 years old



OBJECTIVE

This game offers an interactive and playful approach to learning HTML and CSS while fostering collaboration and friendly competitiveness. Game elements encourage players to explore different concepts and actively apply their knowledge to solve challenges.

Knowledge of html and css is needed for this game

RULES



Each participant has a robot (it is your pawn), the objective is to keep their robot alive, to do so, they have to answer some questions and some challenges. There is a modular life point system. Each player has a certain number of lives at the beginning of the game, it's represented by a battery.

They have 1 min to answer the question, when they answer a question wrong, they lose one of them. They can win them with certain events on the board, but be careful you can lose some too. When they finish the board, they go back to the beginning of it.

The last robot alive wins the game !



CARDS



CHALLENGE (3 DIFFERENT LEVELS)

- **Green** target : easy level
- **Blue** target : medium level
- **Red** target : difficult level



OBSTACLE

If the player draws an obstacle card, they have to correct an error of code. If the player can't correct it, they stay blocked and have to draw an other obstacle card when it's their turn, if the player failed again, they lose a life and will be able to move forward the round coming.



"DID YOU KNOW ?"

When the player draws a "did you know ?" card, they read the information and move forward into the game.

BOXES



STARTING

The player who gets the highest number of dice rolls starts the game.



CHALLENGE

The player has to draw a challenge card, if they can't answer the question, they lose a life, if they succeed, they will be able to move forward the round coming.

OBSTACLE



The player has to draw an obstacle card, if they can't answer the question, they stay blocked and have to draw other obstacle cards until they can answer the question, if they succeed, they will be able to move forward the round coming.



BOOST & DAMAGE

When the player is on a boost box, they win a life. When the player is on a damage box, they lose a life.