

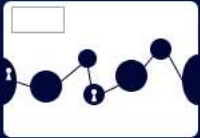
Mood Craft RULES

NUMBER OF PLAYERS : 2 OR 4 - 1V1 OR 2V2

AGE : 16+

TIME: APPROXIMATELY 30 minutes

REQUIRED MATERIALS



A game board



5 theme cards



Question cards (with 3 difficulty levels).



Moodboard elements



1 pawn per team (2 pawns).



Laminated A4 sheets to arrange the cards for the mood board.

EVENT CASES

The event squares are designed to spice up the game by blocking the opposing team's progress.



The frozen square allows you to block an element present on the opposing team's moodboard.



The swap square allows you to exchange an element from your moodboard with an element from the opposing team's moodboard.

RULES



- 2 teams: 1 vs 1 or 2 vs 2.
- The two teams play rock-paper-scissors, and the winning team randomly draws a theme card. This card determines the theme to be reproduced throughout the game.
- Each team draws 5 cards of an element for the Moodboard.
- To advance on the board and gain elements, teams must answer questions about the graphic design culture theme.
easy = 1 elements / medium = 2 elements / Hard = 3 elements
- Teams move forward square by square, even if they answer a hard question.
- There are certain "event" spaces that bring bonuses or penalties to the team that lands on them.
- Each team can have up to 12 elements on their mood board.
- If a team has 12 elements, they can exchange them with other elements after correctly answering a question.