

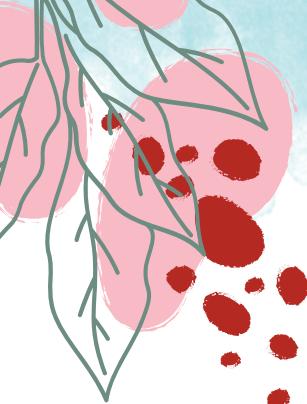
"NEST" NEW EARTH SAVING TEAM

RULEBOOK

GAMEPLAY

PLAYER ROLEPLAYING RULES:

- First four players who are astronauts have to choose their moving piece and place them on the four corners of the board, and the player who is the captain/teller has to keep the deck of red cards (Questions) and green cards (Answers) with him/her and guide the other players through the game.
- First turn will be decided by the roll of dice whoever rolls the highest number will go first and second turn to whoever rolls the second highest number and so on.

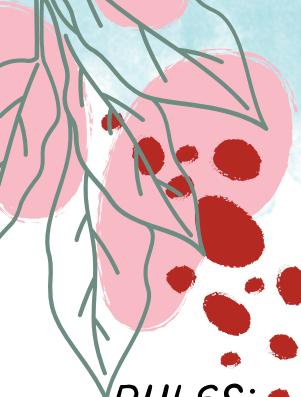


CARDS:

- Red Cards- Contain Questions that need to be asked by the teller and to be answered by players to move forward in game.
- Green Cards- Contain Answers to the questions asked in the red cards which need to be crosschecked by teller with the answers given by the players.

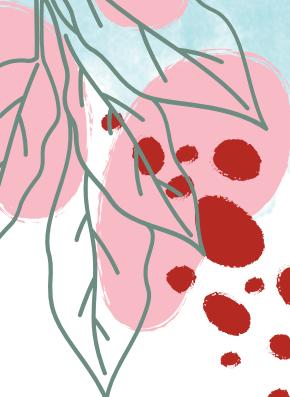
Note: - Each red and green card has a number on the backside of the card which will make it easy to recognize which green card holds the answer of which red card.





RULES:

- *On rolling 1,3 or 6 on the dice the player needs to answer a question to proceed in the game.*
- *Upon landing on a hurdle, a question needs to be answered by the player to move forward. If the answer given is wrong the player need to move back by a block.*
- *If the question is not answered by the player, then he/she must skip the turn and wait for their next turn to change the question.*
- *Upon landing on a hurdle marked with red, the player needs to answer a difficult question and if fails to do so he/she needs to start over.*
- *First player to answer the final step question correctly, passing the finishing disaster and reaching the victory flag in the middle of the board wins the game and is entitled as Earth Keeper.*



POWER UPS:

- If a player answers 3 consecutive questions correctly he/she can skip the next hurdle.
(Except the hurdle marked in red)
- If a player decides to change its path, then he/she needs to answer a riddle instead of a difficult question at the hurdle marked with red.

Note : Meeting point (squares in golden) is a point where the player pathway and central square (squares in blue) meet and it is a safe point before the finishing point disaster and each player can change his/her pathway using central square by going through the meeting point (only if the player rolls {1 and 6} on the dice while on a meeting point, he/she can change pathways).