

Rules:

### Player Movement

#### Movement Instructions

The player will roll a dice to move spaces across the gameboard. Each black or gray tile counts as a space. When the player encounter an area with a combination of orange and gray tiles, they must roll a dice to determine jump success. If unsuccessful the player dies.

All orange tile sections will kill the players.

Roll a die for movement – each gray or black tile is one movement space.

Upon encountering an enemy, you will play rock-paper-scissors to battle the enemy. Lose 3 times and you die. If you win twice, the enemy is defeated.

Jumps- you need to roll a number higher than the number of orange tiles you are trying to jump over.

Bossfight- Ultimate rock-paper-scissors: You must win 3 times IN A ROW to defeat the boss and beat the game. If you lose 3 times, even if not in succession, you die and need to start over.