

❖ **Objective: -**

To create a board game, know as P.K. Exploration moved on the basis different inputs.

In this game alien P.K. comes to an Unknown place in search of his Locate which is lost and without it he cannot go back to his world.

❖ **RULE'S: -**

1. Each time the circle is pressed random numbers will be occurring and according to number the P.K. will move. And at each circle press the locate placed at random place will move by 1 place.

But there is one feasibility that P.K. can choose the options whether to select and deduce or not but not applicable on jails, locate destroy, or on fall back to particular options.

2. Each time located destroy game will over.

3. Once the locate is back to universe without P.K. the game get over.

4. If P.K. picks the locate back before universe, he can continue to move and on coming to universe option the game will be winned.

5. Each time points and cash gets deducted and added for options selected and no points given on ATM, and jail will deduce the points.

6. If P.K. runs out of cash he can exchange the points earned for cash with certain point limits at any time.

7. On reaching same point of locate by P.K a cash and point reward will be given of 500.

Enjoy the Game.

A (visit Taj) Points – 20 Entry - 50	ATM Cash fill - 1000	B (go to museum) Points – 20 Entry - 50	C (take taxi) Points – 0 Entry - 30	Locate	E (USA Tour) Points – 1000 Entry - 500	D (JAIL for property Destruction) Cash = -200 Points = -20	E N D
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Cash - 100

Points - 25

NO - 4

250P =
50C

100P =
20C

500P =
100C

1000P
= 200C

Points/Cash
Exchange