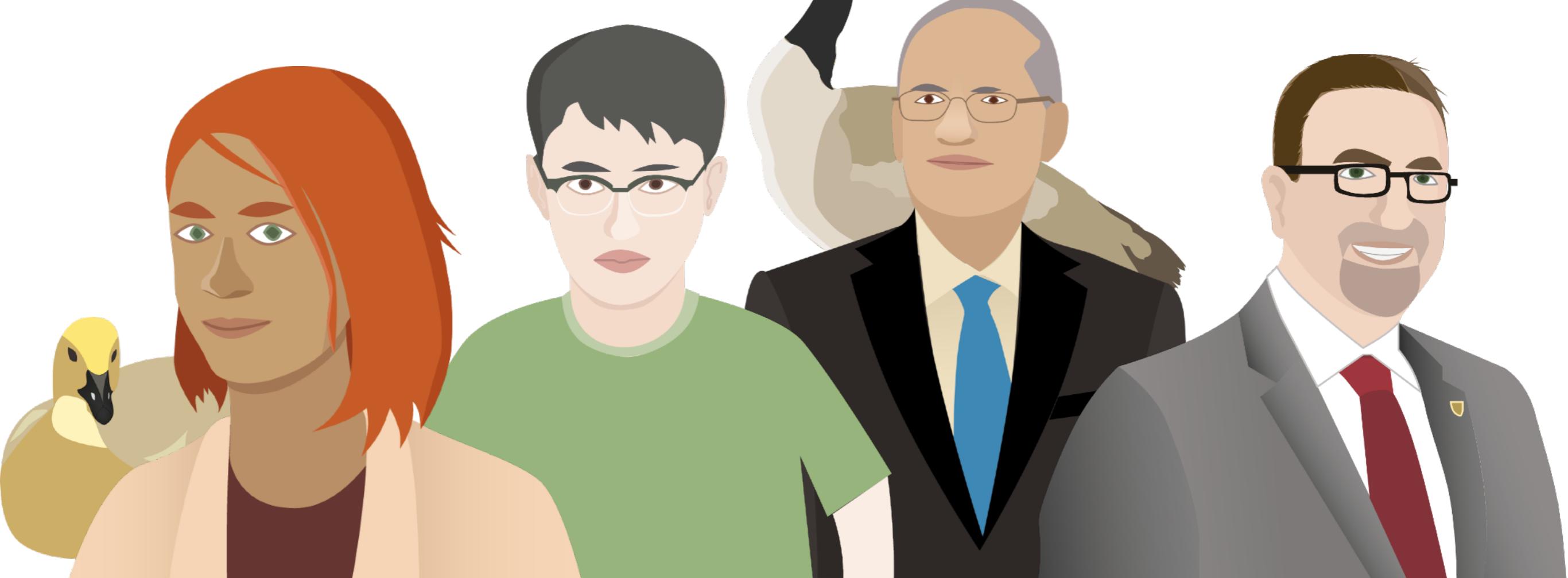


Academic Goel



duo^{beta}



Thanks to
Lyndon Pan
for his support on graphic designs

Special thanks to
Professor Lennart Nacke

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Christopher & He's Friends

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Goel duo^{beta}

Assembly
Guide

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Made by
Christopher & His Friends*

A Game Map
B Coin Stickers
C Assembly Guide



Assembly Guide

You will need...

- 1 x Scissors
- 1 x Scotch Tape
- 2 x Toonie
- 2 x Loonie
- 2 x Quarter
- 4 x Nickel

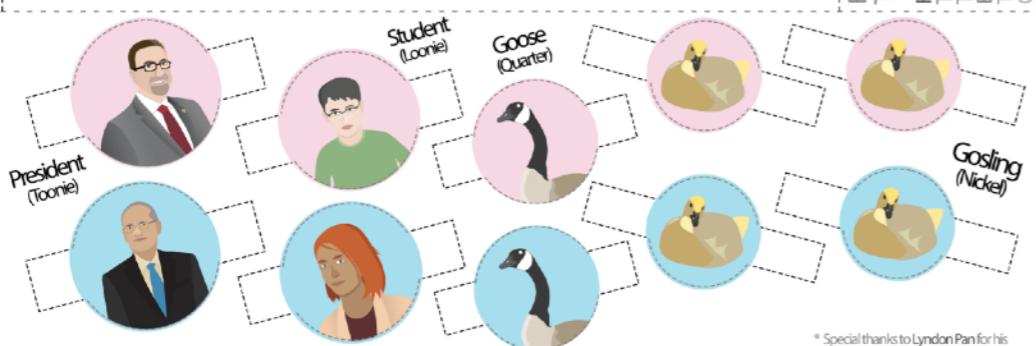
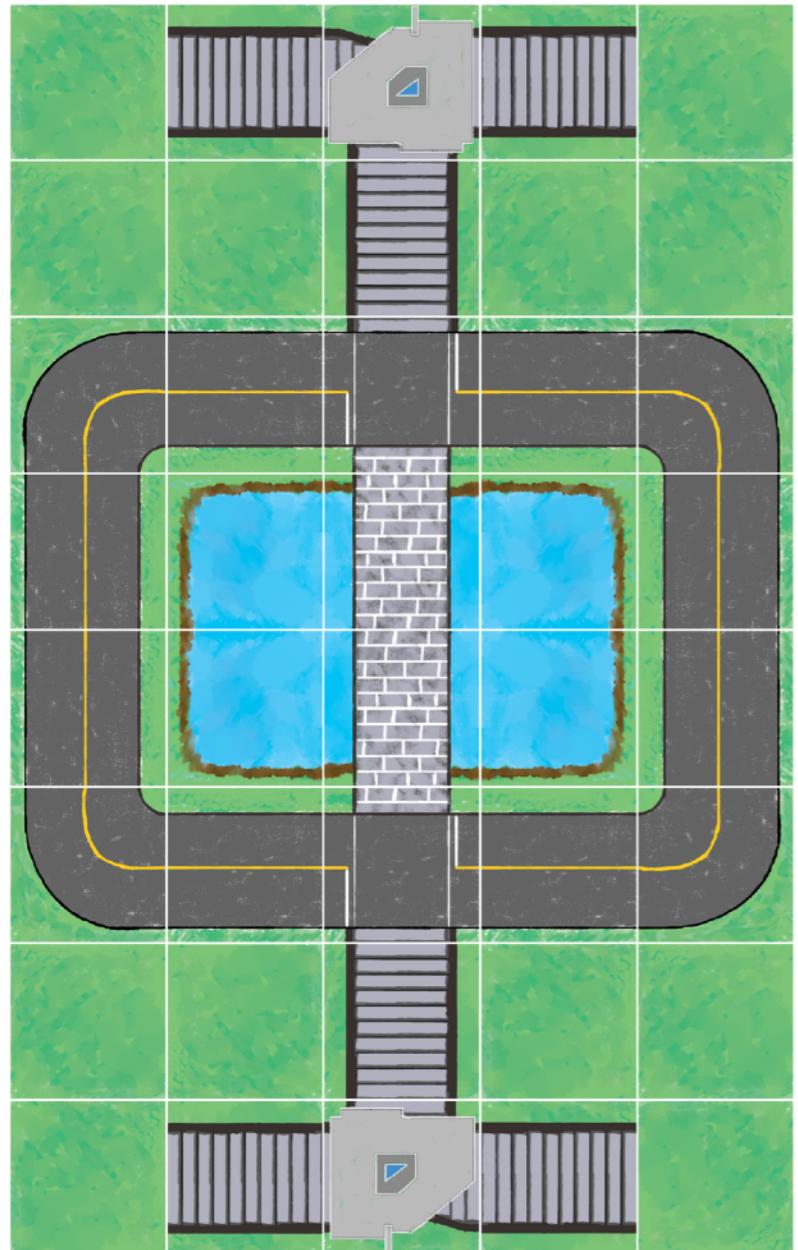
- 1 Cut Part A & Part B along the dotted line
- 2 Cut each Coin Stickers, make sure the flaps are connected
- 3 Stick each Coin Sticker on a coin and wrap the flaps around
- 4 Secure the flaps with Scotch Tape



Before You Start...
This game requires some assembly.

First shalt thou take a pair of scissors, and some tape.
Then, shalt thou count to ten coins, no more, no less.
Ten shall be the number of coins thou shalt count, and the number of the counting shall be ten.
Eleven shalt thou not count, nor either count thou nine, excepting that thou then proceed to ten.

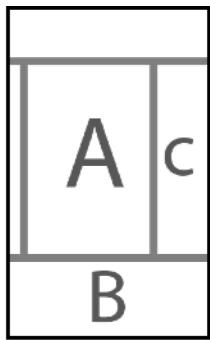
Twelve is right out!
Once the number ten, being the tenth coin, be reached, then...



You will need...

- 1 x Scissors
- 1 x Scotch Tape
- 2 x Toonie
- 2 x Loonie
- 2 x Quarter
- 4 x Nickel

A Game Map
B Coin Stickers
C Assembly Guide



1 Cut Part A & Part B along the dotted line

2 Cut each Coin Stickers, make sure the flaps are connected

3 Stick each Coin Sticker on a coin and wrap the flaps around

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Game
Guide

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On a sunny afternoon,
Dr. Goel and his fellows,
a student from the University of Raccoonto,
one goose, and two goslings,
intending to take over the campus
from Dr. Hamdullahpur,
head towards Noodles Hall
at the University of Gooseloo.

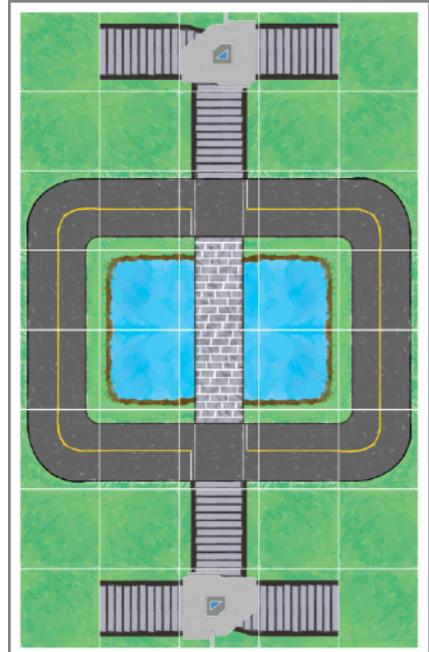
Before You Start

Please take a minute to use the **Assembly Guide** to prepare the game.

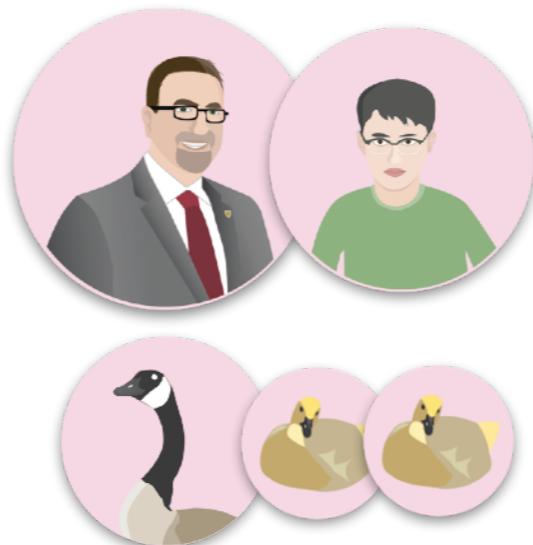
You will also need:

- 2 x Humans, age 17 or older
- An extra coin or a fair dice

Basic Game Elements



Game Map



Set of Tokens
(Pink)



Set of Tokens
(Blue)

?

A fair Dice
or a Coin

Tokens

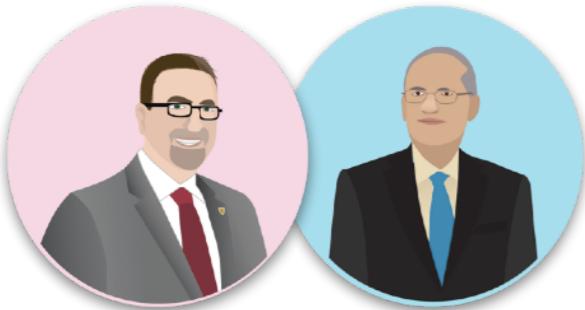
Two sets of Game Tokens comes with the kit.

Each side has 5 tokens, with one President, one Student, one Goose, and two Goslings.

These tokens are ranked as follows:

1 President

Highest ranked token, with the ability to kick anyone out of the game



3 Goose

They are only ranked higher than Goslings, but they can fly or swim



2 Student

Second highest ranked token



4 Gosling

The lowest ranked token. They cannot attack anyone, but they are protected by Geese.



Game Map

The game map for two players is 5 x 8 blocks large.

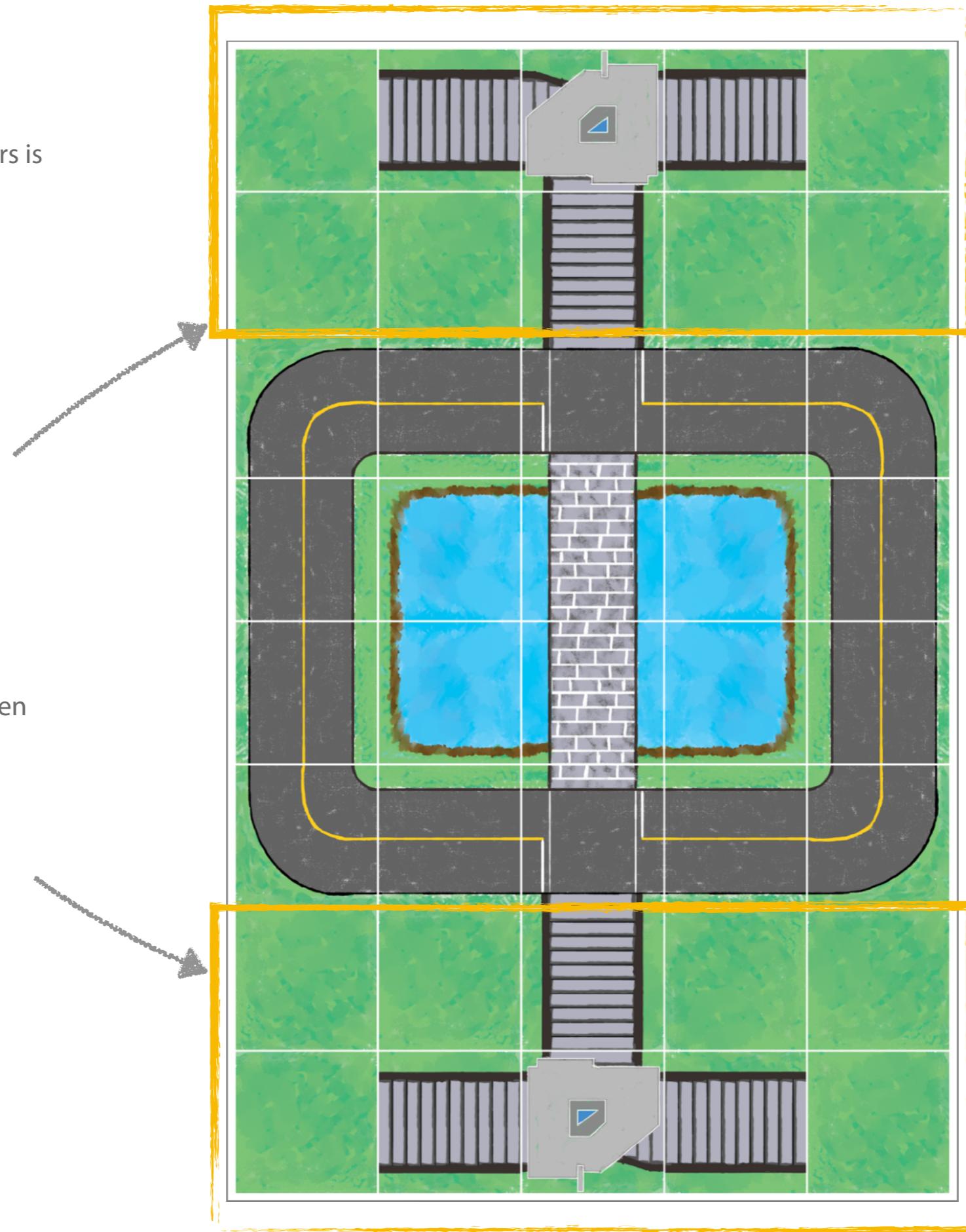
Special Area

Each player will pick one side as their Home.

Special rules will apply when an Opponent's token comes into your Home.

Common Area

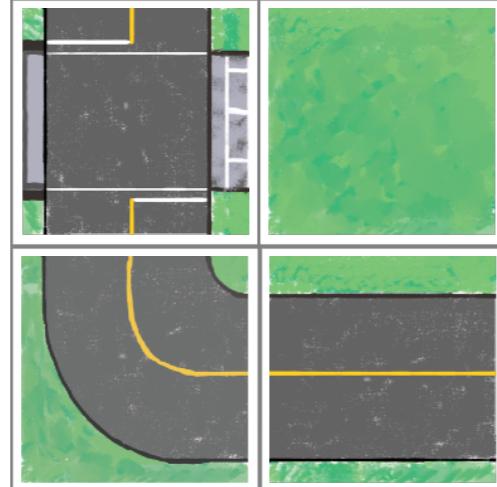
Areas outside both Homes.



Game Map

Road Blocks

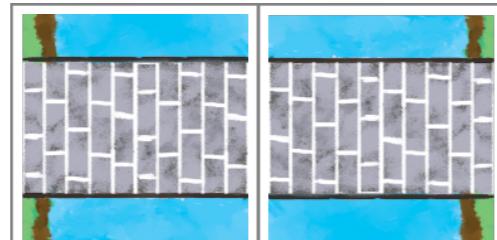
Any token can be placed in Road Blocks. No special restrictions apply.



Bridge Blocks

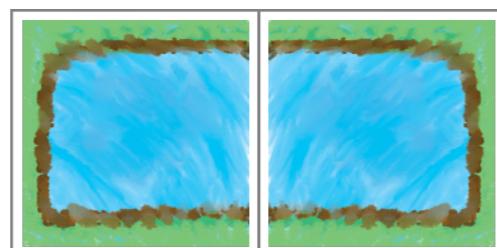
President and Student Tokens cannot enter Water Blocks from here.

They are also vulnerable to attacks from Geese or Goslings.



Water Blocks

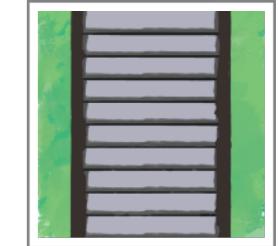
Only Geese and Goslings can enter these blocks.



Stair Blocks

Any Opponent's token in your Home cannot attack, and can be attacked by all of your tokens.

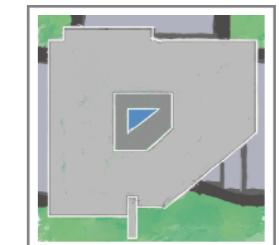
Tokens cannot enter this block from the sides.



Noodles Hall Blocks

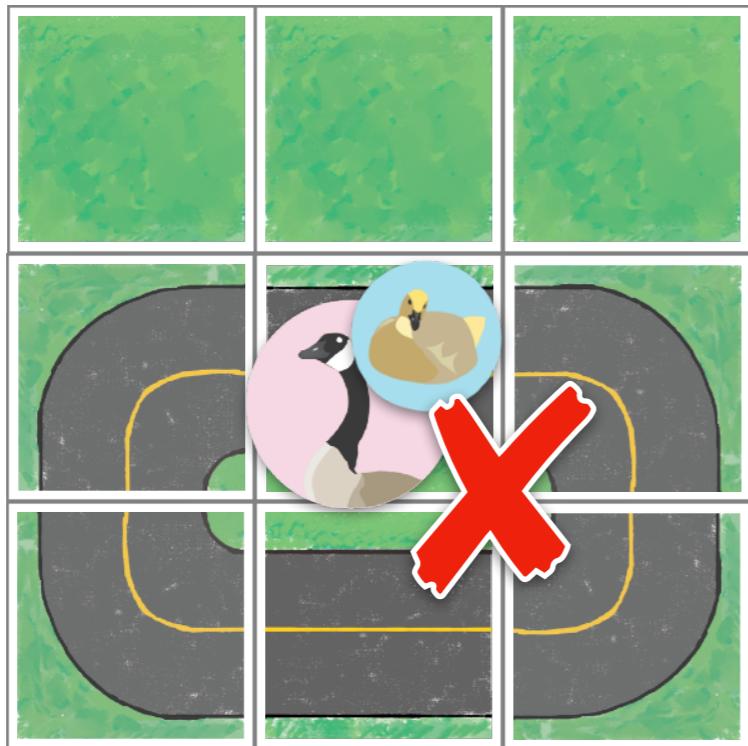
This is the goal of the game. Only your President can occupy this block.

The game will end when an Opponent's token enters this block.

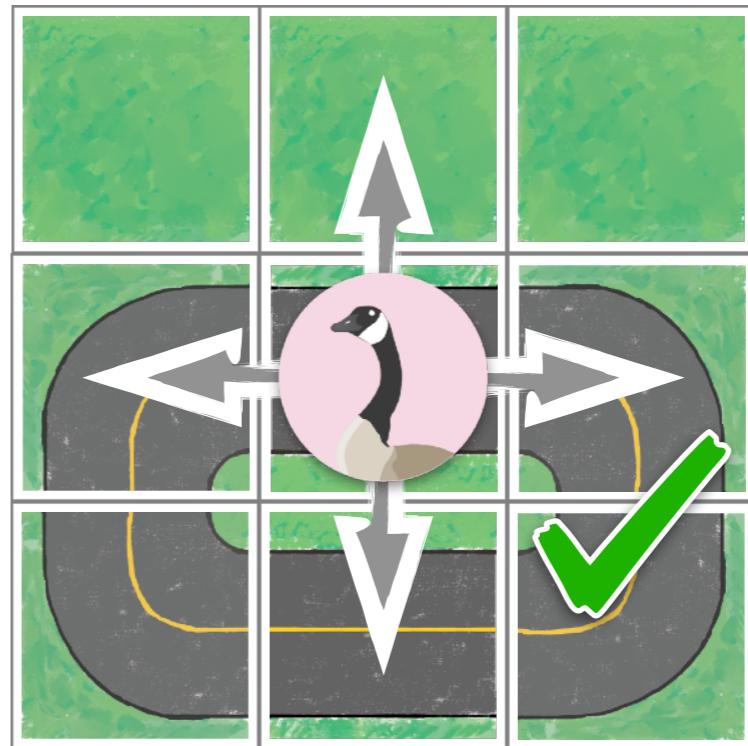


Rules

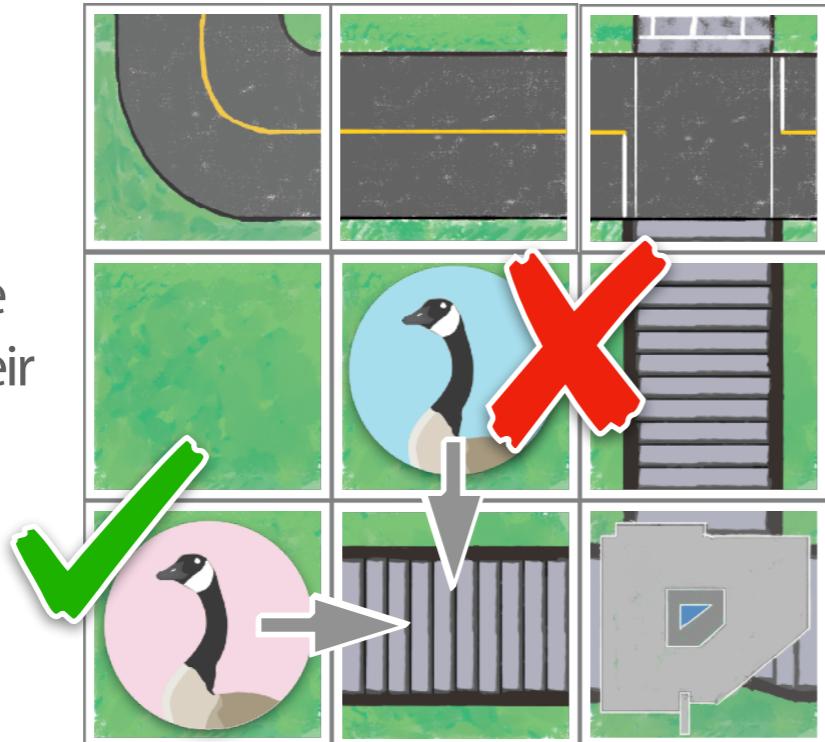
one tokens in each block



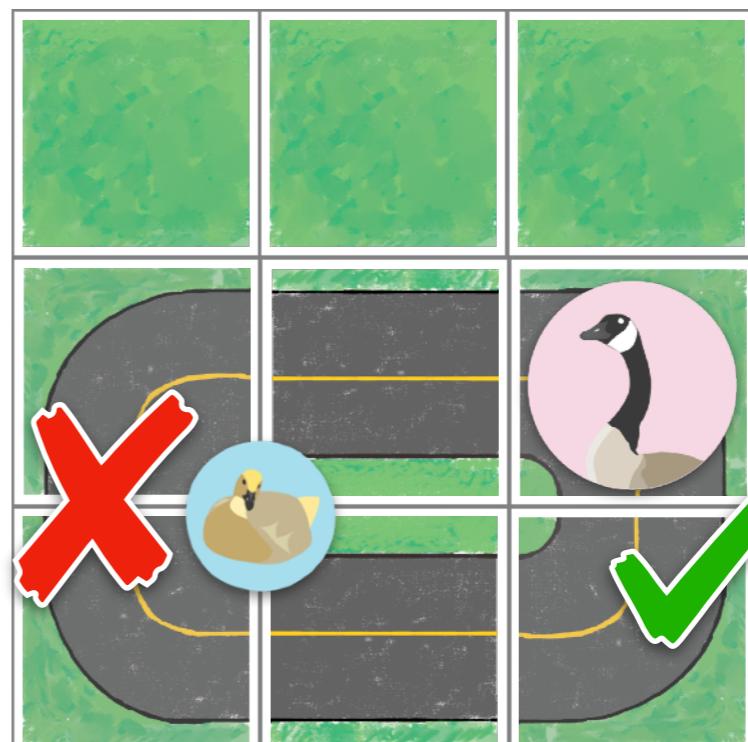
in each turn, one token can be moved one block



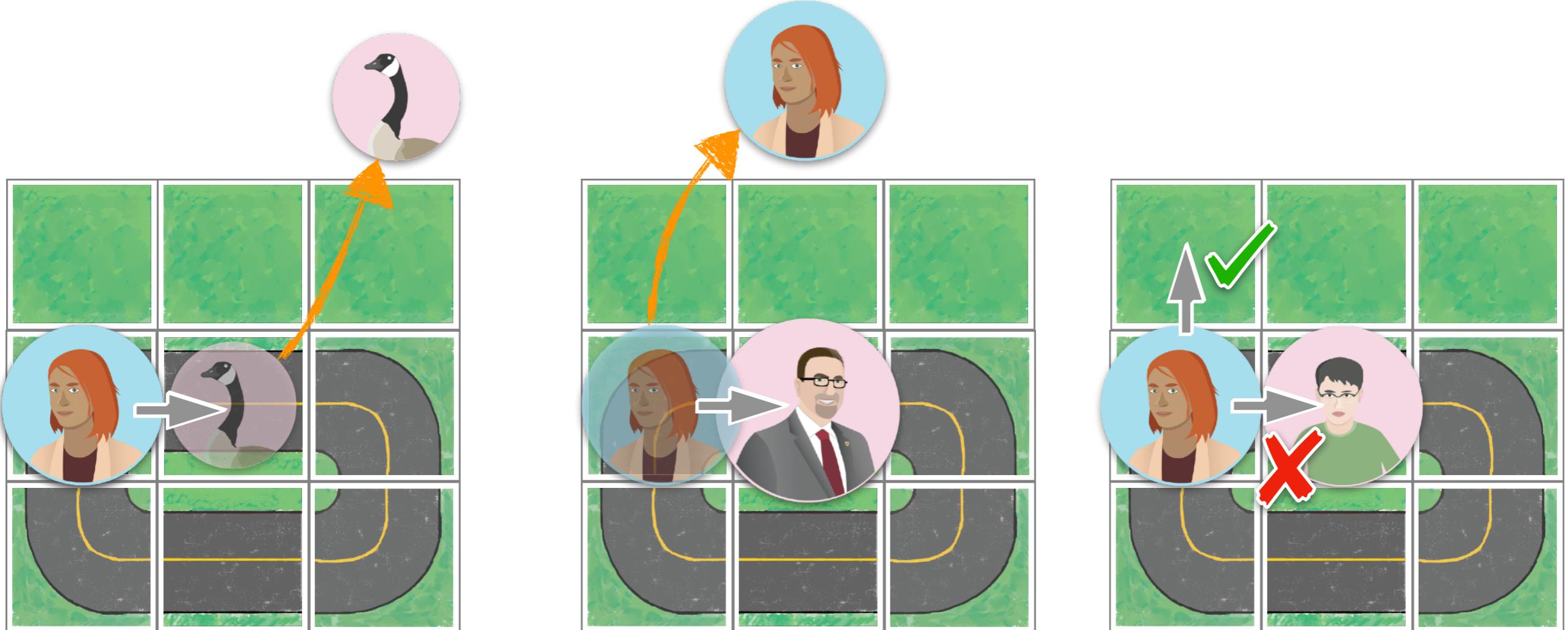
stairs cannot be entered from their sides



token shall be placed inside the block



Rules

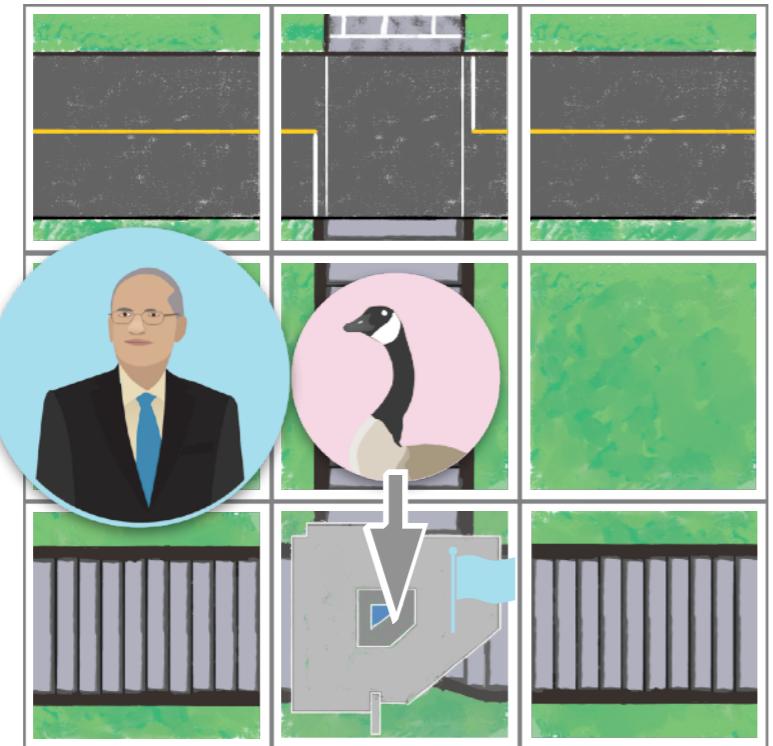


higher ranked tokens can attack
a lower rank token

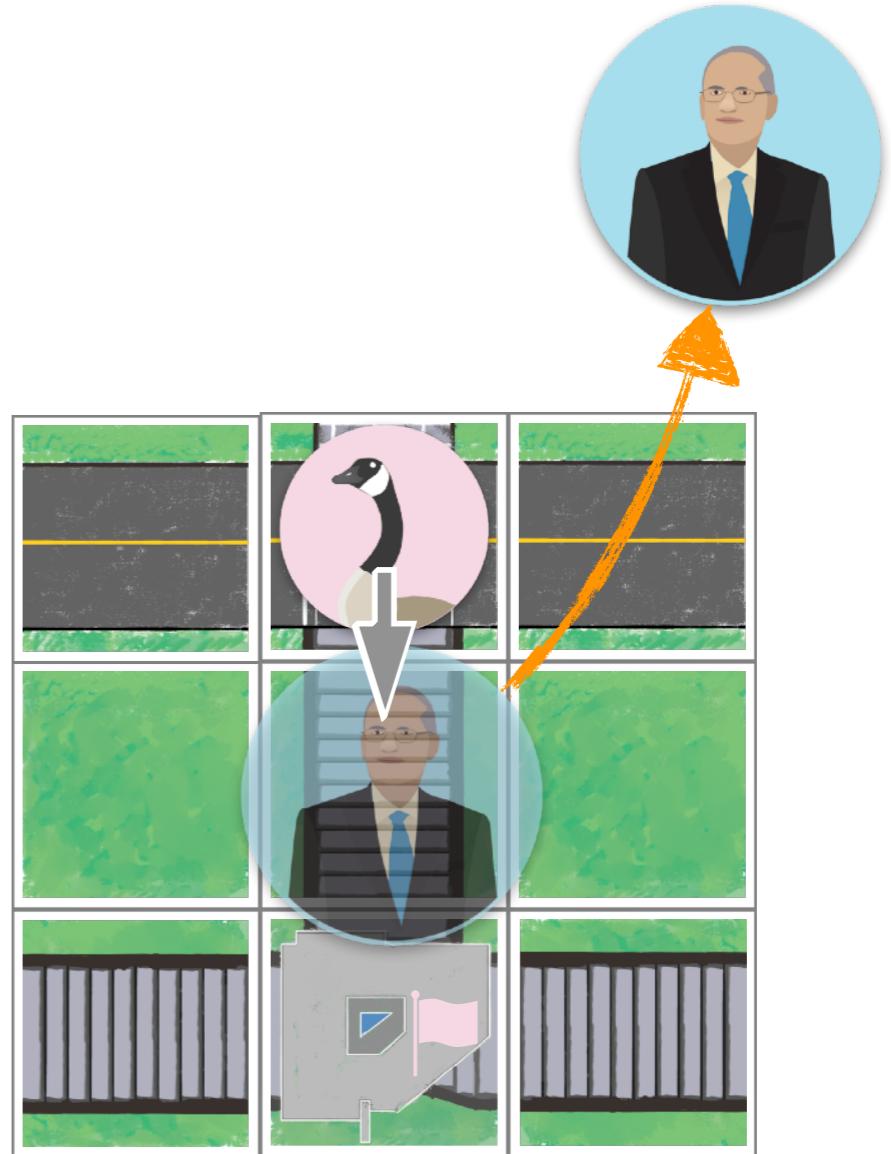
a lower ranked token cannot
attack any higher ranked token,
and will be kicked out of the
game if it tries to do so

tokens of the same rank cannot
attack each other

Rules

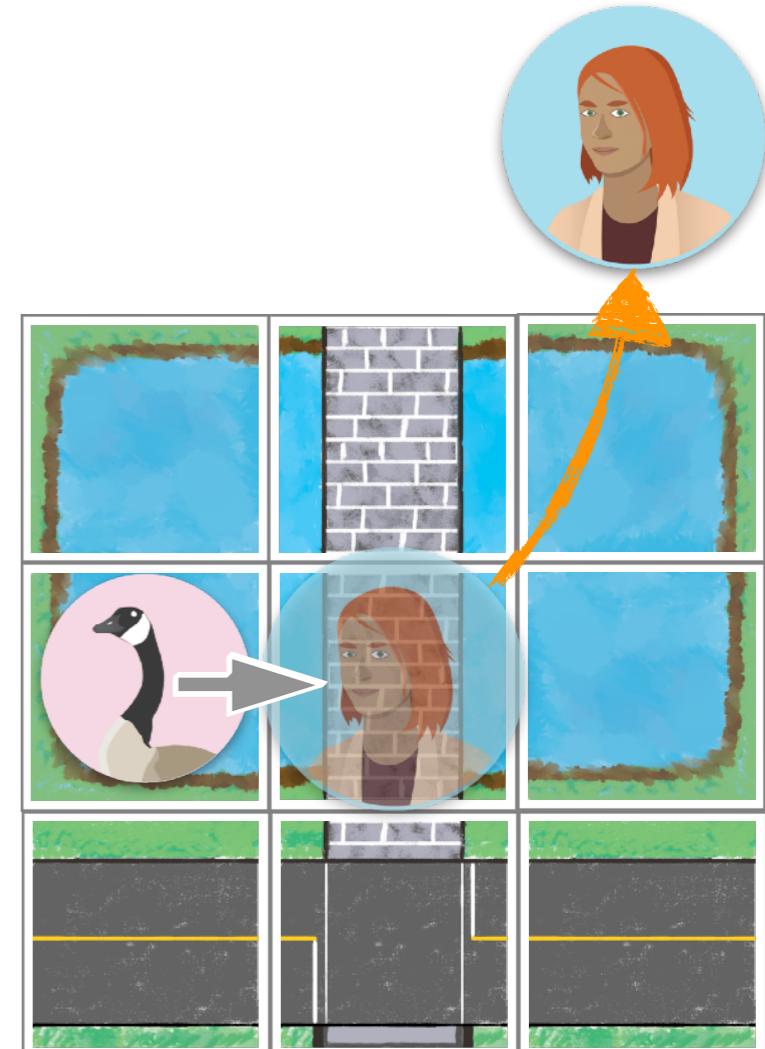
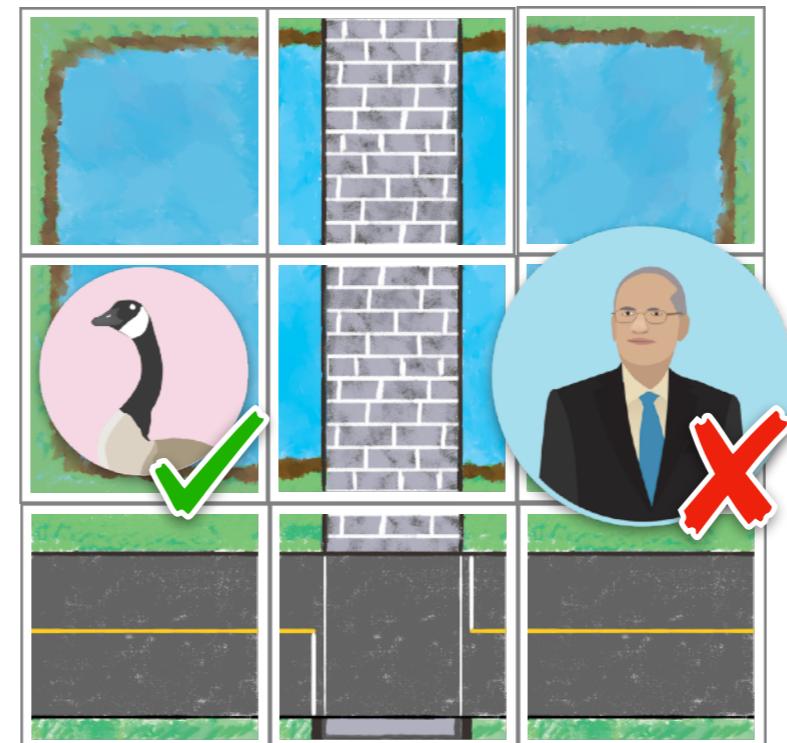
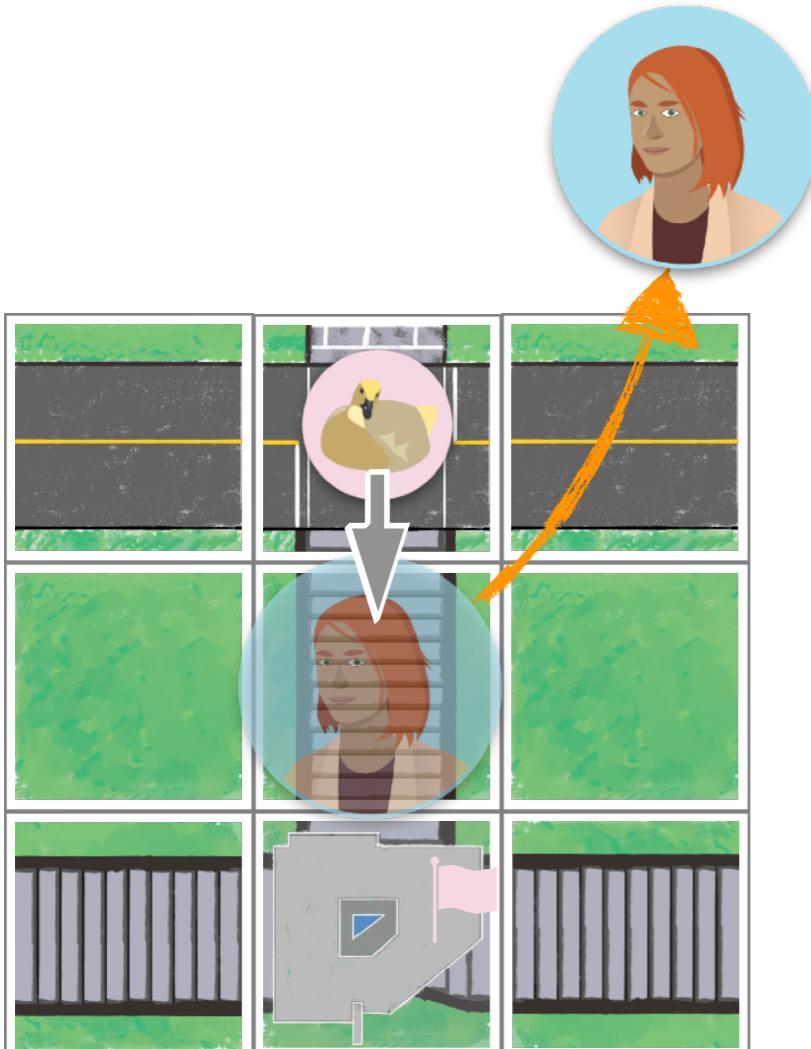


the game will end when an
Opponent's token enter your
Noodles Hall



the game will end if your
President gets kicked out of the
game

Rules

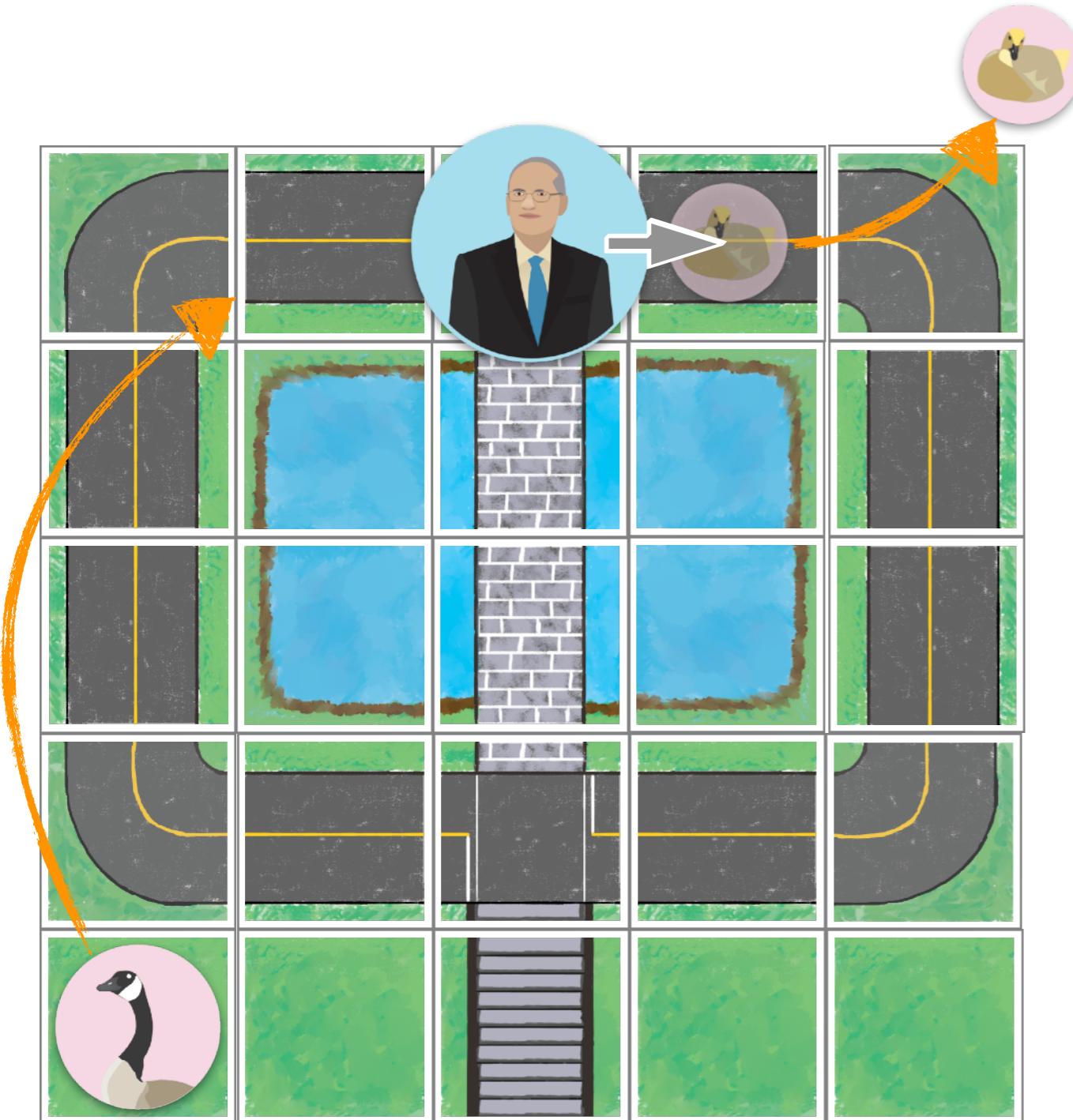


an Opponent's token on your
Stairs cannot attack, and can be
attacked by all of your tokens

only Geese and Goslings can
enter a Water Block

Geese and Goslings can attack
any token on an orthogonally
connected Road Block that is a
bridge

Rules



If your Gosling was attacked, you can choose to move one of your Geese to any Common Area Block in the following turn.

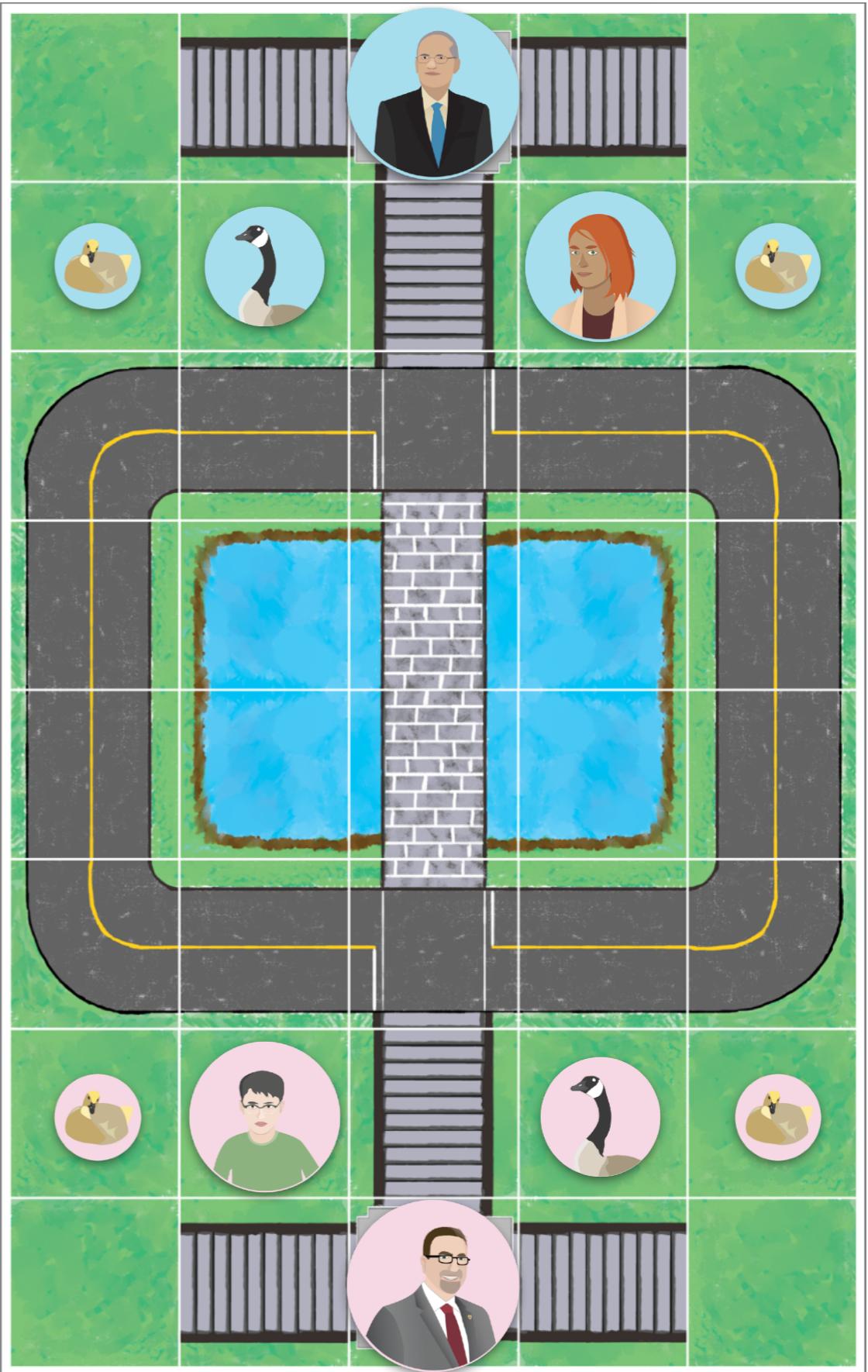
Game Setup

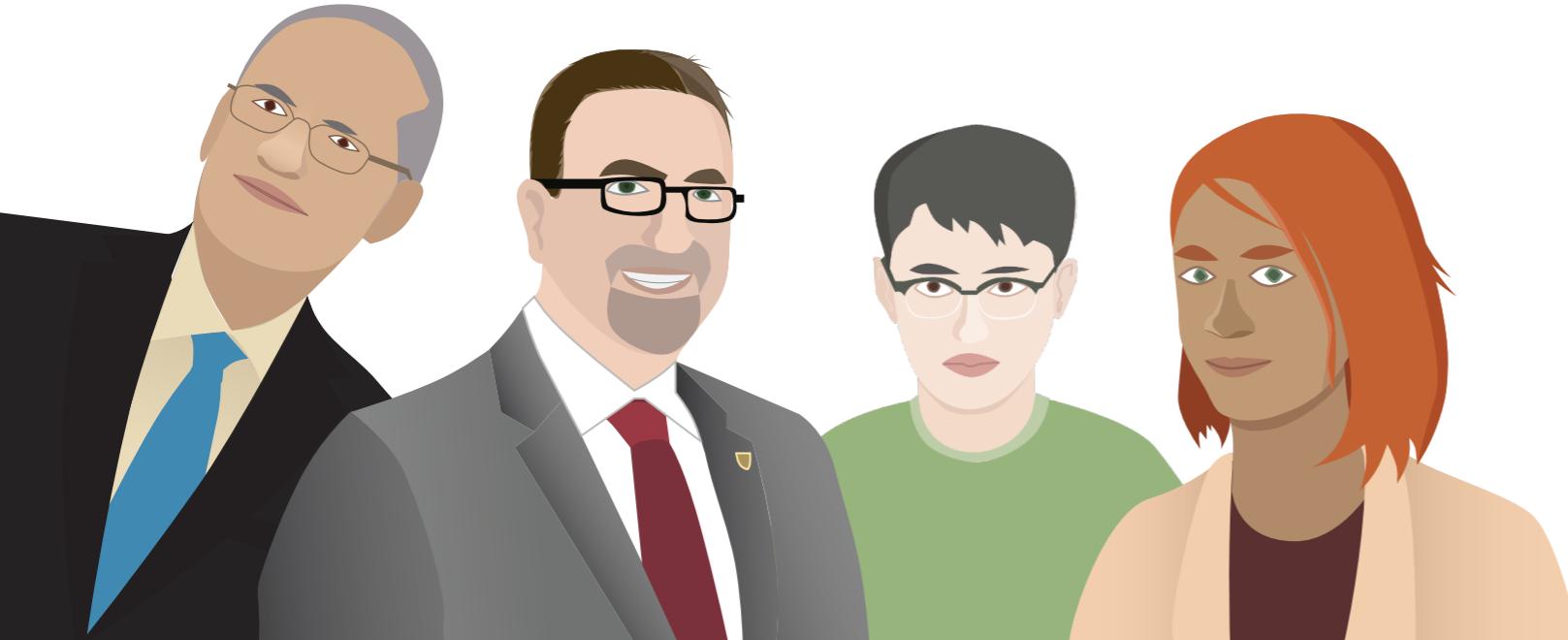
Game board should look like pictured when the game starts.

Starting player shall be decided by a fair dice or any method mutually agreed upon.

Each player shall then take turns in moving their Tokens.

The winning player of a round shall start the next round.





Made by
Christopher & He's Friends

Academic
Goel duo^{beta}

Credits

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Game Design
Map Graphic Design
Token Graphic Design

Christopher He
Christopher He
Christopher He
Lyndon Pan

This game is designed to fulfil course requirements for
DAC 204 — Introduce to Game Design at the University of Waterloo

This game was inspired by inputs from group works in the course

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