

FOR EVERYONE

ARROW PARTY GAME

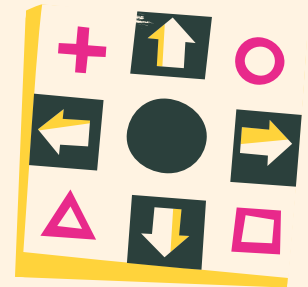


PREPARATION

1. SEPARATE THE ARROWS CARDS ACCORDING TO THE FOLLOWING RULES.
 - A. DEAL THE FIVE DIFFERENT CARDS, ONE AT A TIME.
 - B. MAKE A SET NUMBER OF SETS FOR THE NUMBER OF PLAYERS $\times 2$ SO THAT YOU CAN REDISTRIBUTE THE SAME COMBINATION LATER.
2. DEAL OUT THREE ITEM CARDS AT RANDOM.
3. SCATTER ALL REMAINING ITEM CARDS, FACE DOWN ON THE GROUND.
4. PLACE THE **STAR** CARDS AND BAD CARDS VISIBLE.
5. USE SIX SIDED DICE.

THE FLOW OF ONE TURN

1. RAISE YOUR HAND IF YOU WANT TO USE ITEM CARDS.
 - A. ANY NUMBER OF ITEM CARDS CAN BE USED PER TURN.
 - B. RETURN USED ITEM CARDS.
2. THROW AN ARROW CARDS.
3. THROW THE DICE.
4. DECIDE ONE DIRECTION YOU WANT TO GO FROM THE ARROW AND WALK AS MANY STEPS AS THE DICE.
 - A. THE START IS THE OWN "I'M HERE" CARD.
 - B. ONE STEP IS OWN SHOE LENGTH.
5. RETURN USED ARROW CARD.



OVERALL GAME FLOW

PREPARATION → TURN 1 ~ 5 → ※REDISTRIBUTION → TURN 6 ~ 10 → RESULT

※REDISTRIBUTION ... DISTRIBUTE ONLY 5 ARROW CARDS IN THE SAME WAY AS THE RULES DEALT IN THE PREPARATION.



HOW TO CALCULATE THE POINT OF PLAYER

AFTER 10TH TURN, EACH PLAYER CALCULATE THEIR OWN POINTS WITH CARDS AND A DICE IN YOUR HAND.

POINTS OF PLAYER =

SUM OF ARROW CARDS POINTS

+ SUM OF ITEM CARDS POINTS

+ **10** × NUMBER OF **STAR** CARDS

-**15** × NUMBER OF **BAD** CARDS

+ THE POINT OF DICE

RULE FOR PLAYER

HOW TO WIN

COLLECT THE **MOST POINTS** !

HOW TO COLLECT THE POINTS

- GET THE **STAR** CARDS !
- GET THE ARROW / ITEM CARDS !
 - POINTS ALSO EXISTS IN ARROW CARDS AND ITEM CARDS.

HOW TO PROCEED

- BEFORE YOU START THE GAME, YOU WILL GET THESE CARDS
 - "I'M HERE" CARD ×1
 - ARROW CARDS ×5 (THE BREAKDOWN OF ARROW CARD IS ...)
 - 1 POINT ×1
 - 2 POINT ×1
 - 3 POINT ×1
 - 4 POINT ×1
 - 5 POINT ×1
 - ITEM CARDS ×3 (AT RANDOM)
- START AS FAR AWAY AS POSSIBLE.

HOW TO PICK UP ITEM CARDS

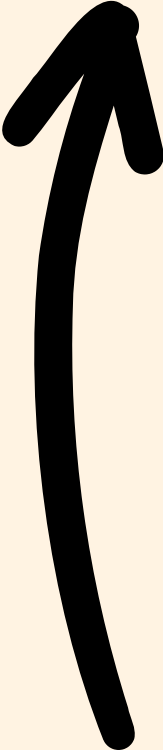
IF YOU PASS OVER CARDS ON THE GROUND, YOU HAVE TO PICK IT UP.

RULE FOR GAME MASTER

PREPARARION

- 1.DEAL ARROW / ITEM CARDS TO ALL PLAYERS.
- 2.PLACE THE ITEM CARDS FACE DOWN ON THE GROUND
- 3.PLACE THE **STAR** / **BAD** CARDS.

GAME

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- 1.DECLARE HOW MANY TURNS.
 - A.SAY "1ST ROUND."
 - 2.ASK IF THERE IS A PLAYER USING THE ITEM.
 - A.SAY "DOES ANYONE USE ITEM CARD?"
 - B.IT IS NECESSARY TO MOVE DEPENDING ON THE CARD.
 - C.COLLECT USED ITEM CARDS.
 - 3.SAY "THROW YOUR ARROWS."
 - 4.SAY "THROW YOUR DICE."
 - 5.AFTER THE PLAYERS MOVE, COLLECT THE ARROW CARDS USED BY THE PLAYER.
 - 6.BACK TO FIRST

★ AFTER **5ROUNDS** ARE OVER

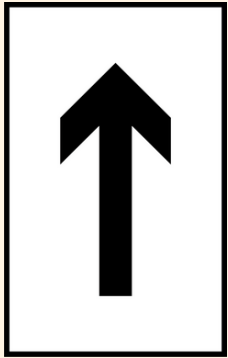
- HAVE THE PLAYER COME PICK UP ANOTHER ARROW CARDS.

★ AFTER **10ROUNDS** ARE OVER

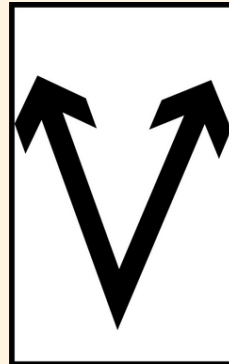
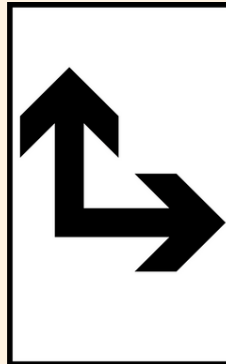
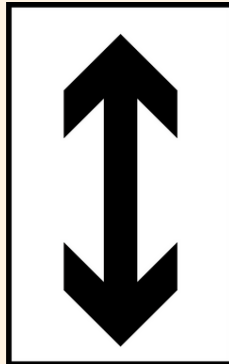
- GATHER THE PLAYERS AND HAVE THEM COUNT THE POINTS THEY HAVE.
- LISTEN TO PLAYER SCORES AND ANNOUNCE WINNERS.

ARROW CARDS

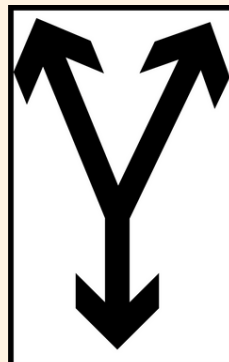
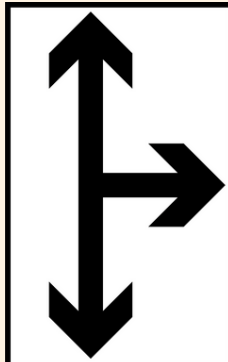
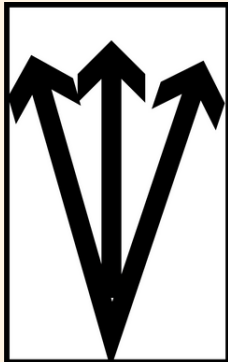
ARROW CARD POINTS DEPEND ON THE NUMBER OF ARROWS DRAWN ON THE CARD. HOWEVER, ARROW CARDS THAT CAN GO IN ALL DIRECTIONS HAVE 5 POINTS.



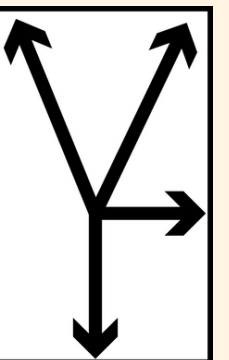
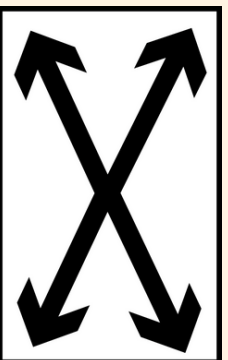
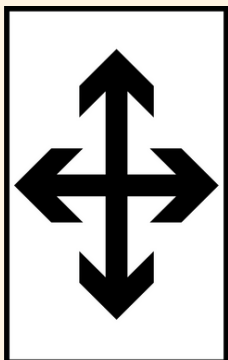
1 POINT



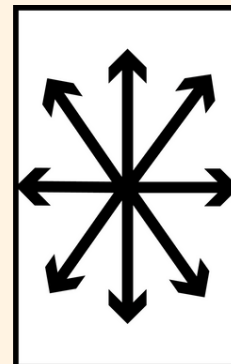
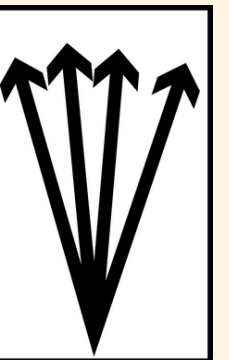
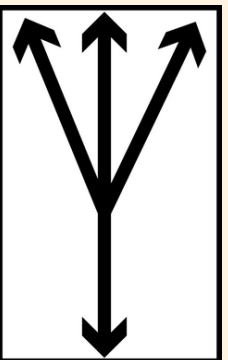
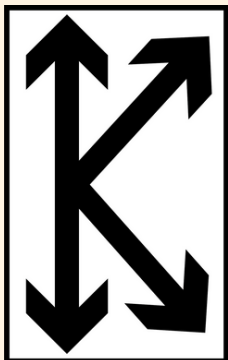
2 POINTS



3 POINTS



4 POINTS



5 POINTS

ITEM CARDS

$\times 2$
STEPS

2 points

Walk twice as many as the dice roll.

$\div 2$
STEPS

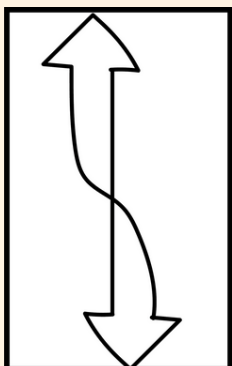
-2 points

Walk half as many as the dice roll.

-5
STEPS

-1 points

Your number of steps will be less than the number of dice roll.



2 points

You can also go in the opposite direction of the arrow.

ITEM CARDS



3 points

You can draw an arrow card from the deck.

Change
Dice

0 points

You can change dice.

Swap
an
item
card

-2 points

You can choose one of players and exchange an item card with that person.

Don' t
Swap
an
item
card

3 points

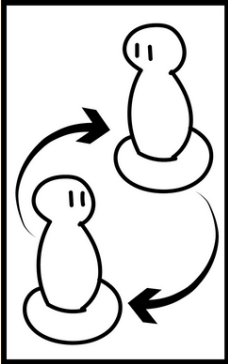
You must not exchange item cards even if you come into connect with other players. Also, it will be removed from the selection target of 'Swap an item card.'

ITEM CARDS

Don' t
Pick
up

-3 points

You cannot pick up items on the ground.



3 points

You can exchange position with any player you like.

OTHER CARDS



10 points

NO ABILITY.



-15 points

NO ABILITY.



0 points

You can use this as your landmark, like a golf pin.

DICES

YOU CAN CHANGE THE DICE BY USING "CHANGE DICE" CARDS.



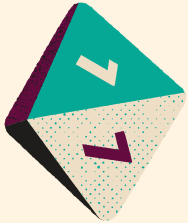
4 SIDED DICE

1 POINT



6 SIDED DICE (DEAFULT DICE)

0 POINT



8 SIDED DICE

-1 POINT



10 SIDED DICE

-2 POINTS



12 SIDED DICE

-3 POINTS



20 SIDED DICE

-4 POINTS