

FOR EVERYONE

ARROW PARTY GAME



DESCRIPTION

ARROW PARTY GAME IS A GROUP STRATEGY GAME WHERE PLAYERS COMPETE AGAINST EACH OTHER TO EARN THE MOST POINTS AT THE END OF TEN ROUNDS. PLAYERS MOVE ACROSS AN OPEN PLAY AREA.

- THE GAME CONSISTS OF **1 GAME MASTER** AND **3-5 CARD PLAYERS**.
- THIS GAME TAKES APPROXIMATELY **20 MINUTES** PER PLAY.

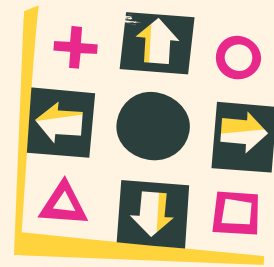
PREPARATION

1. PLACE THE ARROW CARDS IN INDIVIDUAL STACKS BASED ON POINT VALUE (EXAMPLE: STACK ONE INCLUDES ALL ONE-POINT CARDS, STACK TWO INCLUDES ALL TWO-POINT CARDS).
2. SHUFFLE EACH ARROW CARD STACK AND DEAL ONE ARROW CARD FROM EACH STACK TO EACH PLAYER (PLAYERS WILL RECEIVE FIVE CARDS TOTAL.) KEEP THE ARROW CARD STACKS FOR LATER GAME PLAY.
3. COLLECT ALL OF THE ITEM CARDS INTO A SINGLE STACK. SHUFFLE THE STACK AND DEAL THREE CARDS TO EACH PLAYER.
4. TAKE THE REMAINING ITEM CARDS AND PLACE THEM RANDOMLY ON THE GROUND, FACE DOWN, ACROSS THE PLAY AREA.
5. TAKE THE **STAR** CARDS AND PLACE THEM RANDOMLY ON THE GROUND, FACE UP, ACROSS THE PLAY AREA.
6. TAKE THE **SKULL** CARDS AND PLACE THEM RANDOMLY ON THE GROUND, FACE UP, ACROSS THE PLAY AREA.
7. GIVE EACH PLAYER A SIX-SIDED DICE AS THEIR STARTING DIE.
8. GIVE EACH PLAYER A **LANDMARK** CARD.
9. INSTRUCT EACH PLAYER TO GO TO THE CORNER OF THE PLAY AREA AND PLACE THE **LANDMARK** CARD AT THEIR FEET.



THE FLOW OF ONE ROUND

1. PLAYERS RAISE THEIR HAND IF THEY WANT TO USE ITEM CARDS.
 - A. ANY NUMBER OF ITEM CARDS CAN BE USED PER ROUND.
 - B. RETURN USED ITEM CARDS.
2. THROW AN ARROW CARDS.
3. THROW THE DICE.
4. DECIDE ONE DIRECTION PLAYER 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 → ROUND 1 ~ 5 → ※REDISTRIBUTION → ROUND 6 ~ 10 →

RESULT

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



RULE FOR PLAYER


- 1.PLAYERS COLLECT POINTS BY HOLDING ONTO POSITIVE POINT CARDS IN THEIR HAND AND BY COLLECTING CARDS WITH POSITIVE VALUES FROM THE GROUND.
- 2.PLAYERS LOSE POINTS BY HOLDING ONTO NEGATIVE POINT CARDS IN THEIR HANDS AND BY COLLECTING CARDS WITH NEGATIVE POINT VALUES FROM THE GROUND.
- 3.PLAYERS COLLECT CARDS FROM THE GROUND WHEN THEY STEP DIRECTLY OVER THEM. PLAYERS MUST PICK UP ANY CARD THEY STEP DIRECTLY OVER.
- 4.PLAYERS MAY CHOOSE TO USE ANY NUMBER OF ITEM CARD AT THE START OF EACH ROUND.
- 5.WHENEVER TWO OR MORE PLAYERS BUMP INTO EACH OTHER ON THE PLAY AREA, THEY MUST EXCHANGE ONE ITEM CARD WITH EACH OTHER AT RANDOM.
- 6.AT THE START OF EACH ROUND, PLAYERS SIMULTANEOUSLY SELECT ONE ARROW CARD FROM THEIR HAND AND TOSS IT INTO THE AIR. HOW EACH PERSON'S ARROW CARD LANDS INDIVIDUALLY DETERMINES THE DIRECTION THAT PLAYER MUST MOVE (EXAMPLE: PLAYER ONE'S ARROW CARD POINTS LEFT SO THEY MUST MOVE TO THE LEFT WHILE PLAYER TWO'S ARROW CARD POINTS RIGHT AND SO THEY MUST MOVE TO THE RIGHT.)
- 7.IF AN ARROW CARD INDICATES MULTIPLE DIRECTIONS ARE POSSIBLE, THE PLAYER CHOOSES WHICH DIRECTION TO MOVE.
- 8.AFTER TOSSING THEIR ARROW CARDS, THE PLAYERS SIMULTANEOUSLY ROLL THEIR DICE. THE NUMBER OF STEPS EACH PLAYER TAKES MATCHES THE NUMBER THEY ROLL WITH THEIR OWN DIE.
- 9.ONE STEP IS EQUAL TO THE PLAYER PLACING THE HEEL OF THEIR FOOT MOVING FORWARD AGAINST THE TOE OF THEIR FOOT REMAINING IN PLACE (THIS IS STEPPING "HEEL-TO-TOE").
- 10.AT THE END OF EACH ROUND, PLAYERS TURN IN USED ARROW CARDS TO THE GAME MASTER.
- 11.AT THE START OF ROUND SIX, THE GAME MASTE DEALS EACH PLAYER A NEW SET OF FIVE CARDS, IN THE SAME WAY ARROW CARDS WERE DEALT AT THE BEGINNING OF THE GAME.
- 12.THE PERSON WITH THE MOST POINTS IN THEIR HAND AT THE END OF TEN ROUNDS IS THE WINNER.

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** / **SKULL** CARDS.

PLAYING THE GAME

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1. AT THE START OF EACH ROUND, THE GAME MASTER COMPLETES THE FOLLOWING STEPS:
 - A. ANNOUNCE THE NAME OF THE ROUND BEING PLAYED (EXAMPLE: ROUND ONE!, ROUND TWO!)
 - B. ASK PLAYERS IF ANYONE WISHES TO USE AN ITEM CARD. ONCE AN ITEM CARD IS USED BY A PLAYER, COLLECT THE CARD AND PLACE IT IN A DISCARD PILE.
 - C. ANNOUNCE "THROW YOUR ARROW CARDS!" TO SIGNAL TO PLAYERS TO COLLECTIVELY TOSS THEIR ARROW CARDS INTO THE AIR.
 - D. ANNOUNCE "THROW YOUR ARROW CARDS!" TO SIGNAL TO PLAYERS TO COLLECTIVELY TOSS THEIR ARROW CARDS INTO THE AIR.
 - E. ONE EXCEPTION: AT THE START OF ROUND SIX, RE-DEALS EACH PLAYER A NEW SET OF FIVE CARDS IN THE SAME WAY ARROW CARDS WERE DEALT AT THE BEGINNING OF THE GAME. REGULAR PLAY CONTINUES AFTERWARDS.
 2. PLAYERS THEN STRATEGIZE HOW TO MOVE ACROSS THE PLAY AREA IN ORDER TO COLLECT **STAR** CARDS WITH POSITIVE POINT VALUES, AVOID **SKULL** CARDS WITH NEGATIVE VALUES, AND POTENTIALLY COLLECT USEFUL ITEM CARDS FROM THE GROUND. PLAYERS MAY ALSO CHOOSE TO "BUMP" INTO OTHER PLAYERS TO FORCE ITEM CARD EXCHANGES, OR TO AVOID OTHER PLAYERS FOR THE SAME REASON.
 3. AFTER THE PLAYERS MOVE ACROSS THE PLAY AREA, THE GAME MASTER COLLECTS THE ARROW CARDS THE PLAYERS TOSSED AT THE START OF THE ROUND FROM THE GROUND AND PLACES THEM IN A DISCARD PILE. NOTE: THESE CARDS MAY BE RESHUFFLED INTO THE ARROW CARD PILES IF MORE CARDS ARE NEEDED FOR REDISTRIBUTION AT ROUND SIX.
 4. PLAYERS THEN PLACE THEIR **LANDMARK** CARDS AT THEIR FEET AGAIN, IN PREPARATION FOR THE NEXT ROUND OF PLAY.

WINNING THE GAME

AT THE END OF ROUND 10, PLAYERS COUNT THE POSITIVE POINTS LISTED ON THE CARDS IN THEIR HAND THEN SUBTRACT ANY NEGATIVE POINTS LISTED ON THE CARDS. THE PLAYER WITH THE MOST POINTS IS THE WINNER.

POINTS OF PLAYER =

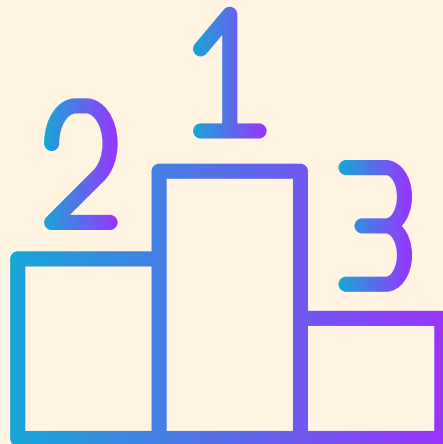
SUM OF ARROW CARDS POINTS

+ SUM OF ITEM CARDS POINTS

+ **10** × NUMBER OF **STAR** CARDS

-**15** × NUMBER OF **SKULL** CARDS

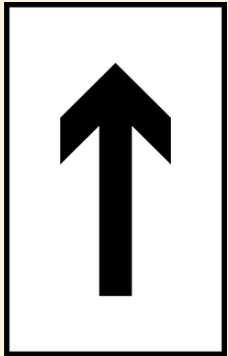
+ THE POINT OF DICE



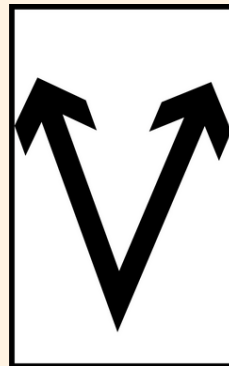
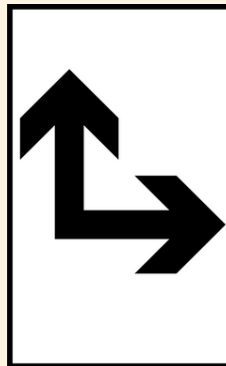
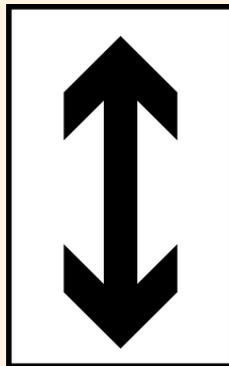
ARROW CARDS

ARROW CARD POINT VALUES ARE LISTED ON THE BOTTOM OF EACH CARD.

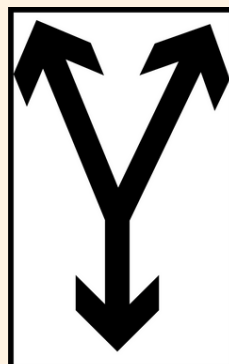
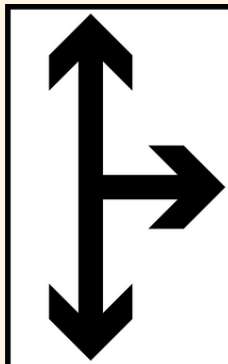
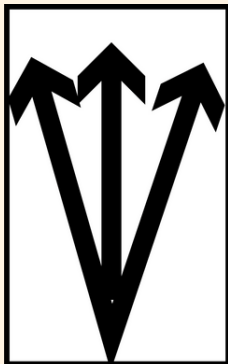
THE POINT VALUE INCREASES WITH THE NUMBER OF DIRECTIONAL
ARROWS PRINTED ON THE CARD.



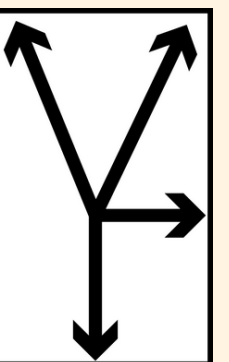
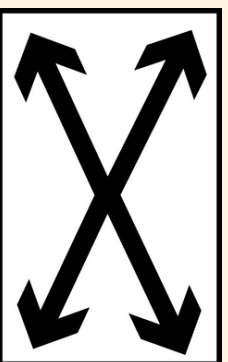
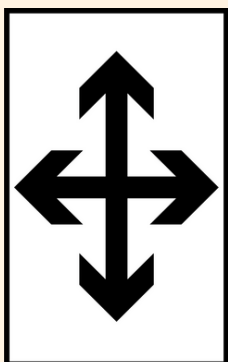
1 POINT



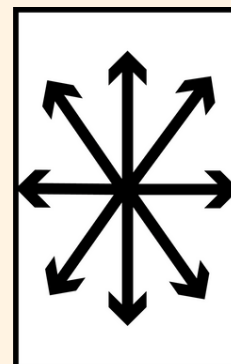
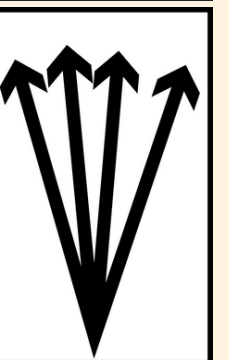
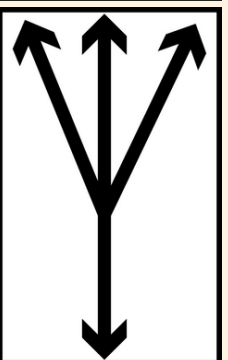
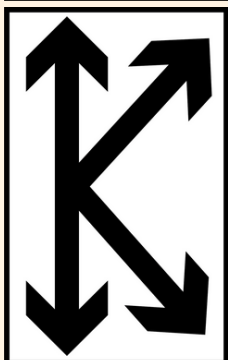
2 POINTS



3 POINTS



4 POINTS



5 POINTS

ITEM CARDS

ITEM CARD POINT VALUES ARE LISTED ON THE BOTTOM OF EACH CARD.
POINT VALUES VARY, DEPENDING ON THE WAY THE CARD BENEFITS THE
PLAYER.

×2
STEPS

2 points

Walk twice as many as the dice roll.

÷2
STEPS

-2 points

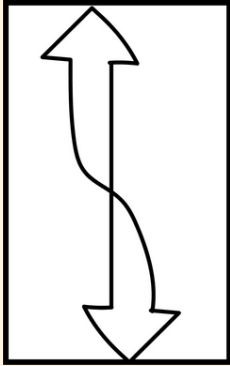
Walk half as many as the dice roll.

-5
STEPS

-1 points

Player's number of steps will be less than the
number of dice roll.

ITEM CARDS



2 points

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



3 points

Player can draw an arrow card from the deck

Change
Dice

0 points

Player can change dice.

Swap
an
item
card

-2 points

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

ITEM CARDS

Don' t
Swap
an
item
card

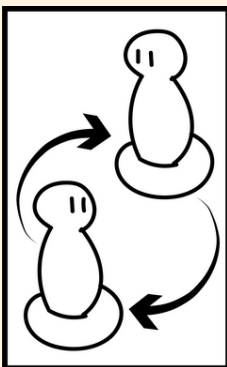
3 points

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

Don' t
Pick
up

-3 points

Player cannot pick up items on the ground.



3 points

Player can exchange position with any player they like.

OTHER CARDS

STAR CARD



NO ABILITY.

10 points

SKULL CARD



NO ABILITY.

-15 points

LANDMARK CARD



player can use this as their landmark, like a golf pin.

0 points

DICES

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



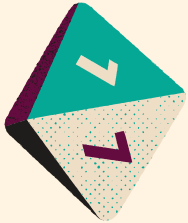
4 SIDED DICE

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

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