

FOR EVERYONE

# ARROW PARTY GAME

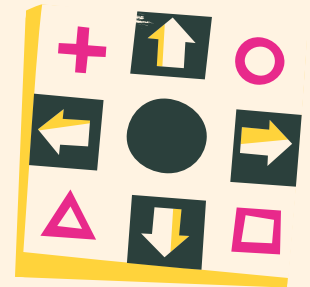


## PREPARATION

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 THE 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.



# 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)

## HOW TO PICK UP ITEM CARDS

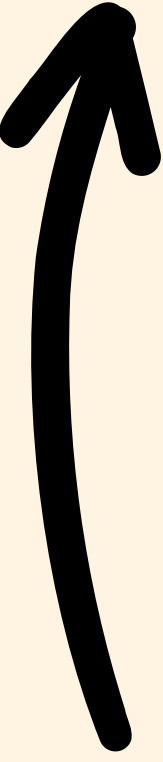
IF YOU PASS OVER CARDS ON THE GROUND, YOU HAVE TO PICK IT UP.

# RULE FOR GAME MASTER

## PREPARARION

- 1.PLACE THE ITEM CARDS FACE DOWN ON THE GROUND
- 2.PLACE THE STAR / BAD CARDS.

## GAME

- 
- 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

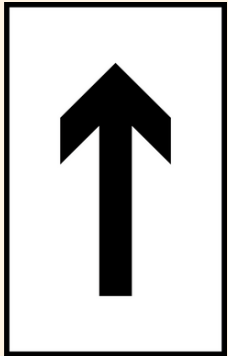
- HAVE THE PLAYER COME PICK UP ANOTHER ARROW CARDS.

★ AFTER **10ROUNDS** ARE OVER

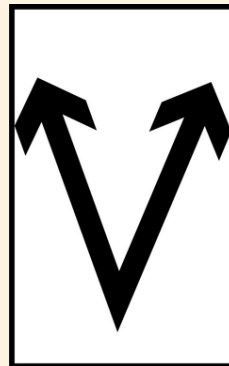
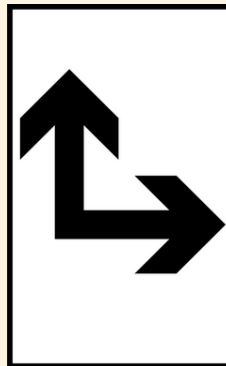
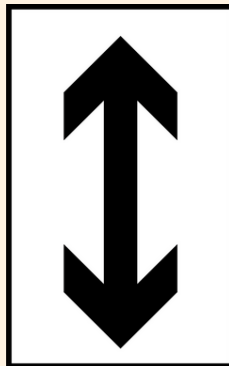
- GATHER THE PLAYERS AND HAVE THEM COUNT THE POINTS THEY HAVE.
- LISTEN TO PLAYER SCORES AND ANNOUNCE WINNERS.

# ARROW CARDS

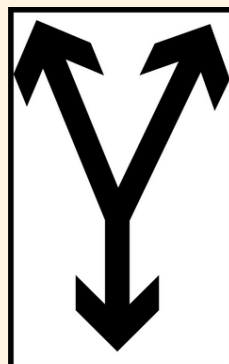
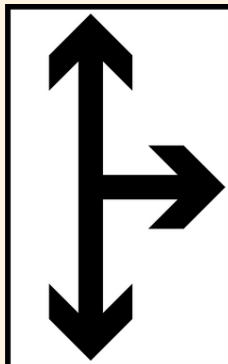
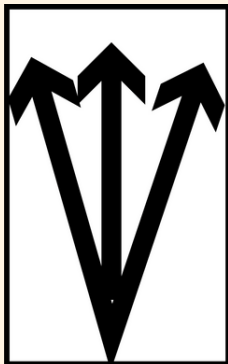
ARROW CARD POINTS DEPEND ON THE NUMBER OF ARROWS DRAWN ON THE CARD. HOWEVER, ARROW CARDS THAT CAN GO IN ALL DIRECTIONS HAVE 5 POINTS.



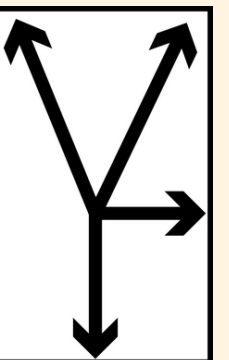
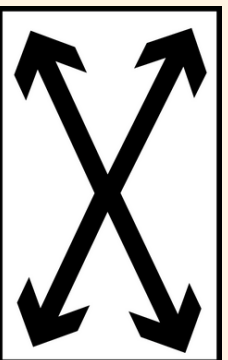
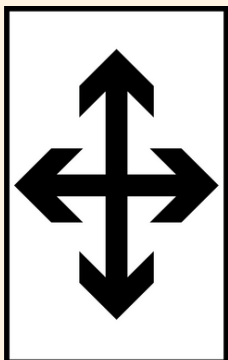
1 POINT



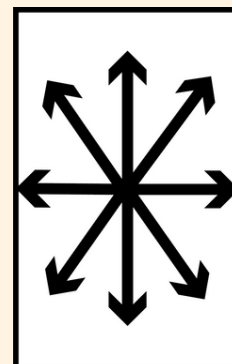
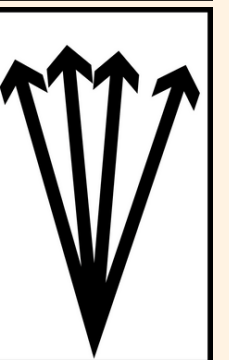
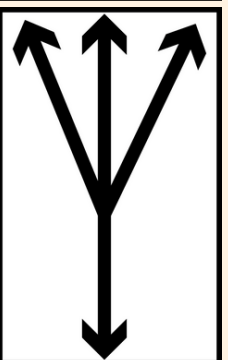
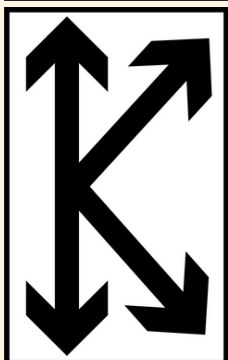
2 POINTS



3 POINTS



4 POINTS



5 POINTS

# ITEM CARDS

$\times 2$   
STEPS

**2 points**

Walk twice as many as the dice roll.

$\div 2$   
STEPS

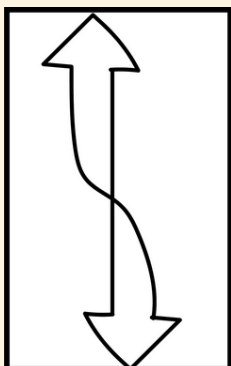
**-2 points**

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**

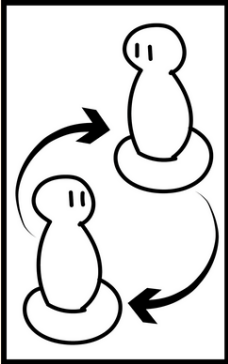
You must not exchange item cards even if you come into connect with other players. Also, it will be removed from the selection target of 'Swap an item card.'

# 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.