Board Game Jam – Rules Template

Game name	Carry Clothe + Butcher Yours
Creators	Melissa, Jo, Ross, Stephen D, Lorna, Neil A.
Summary:	Aim is to collect animal cards from each category (best need to each be from different continents - Categories are Carry Clothe + Eat!
Number of players	4 – 12
Age range	8+
Duration(mins)	30-45 mins
Resources needed (dice, counters, board, cards, etc.)	Dice, Counters, Vintage World Map board Animal cards + action cards + consequence cards
Images used (Image Name and Licence)	Victorian animal cards from Roslyn Inst;

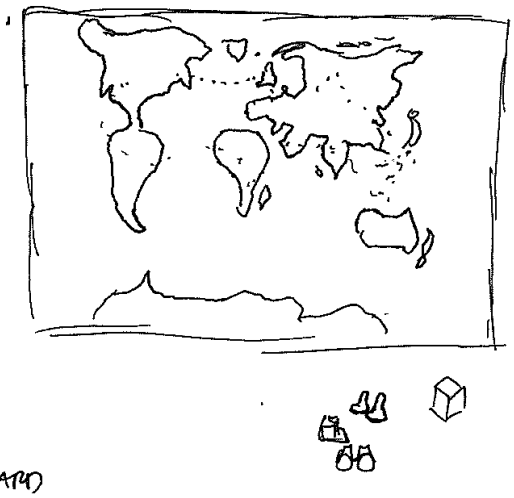
Rules
Start by throwing dice - move to first continent If you land on a ~~continent~~ consequence card place you must take a card + follow instructions. Move to 1st ~~Continent~~ ~~Consequence~~ take animal card + action card. If you team guess the action correct ie mime, sing or answer a trivia question then your team keep the animal card + move to next continent. * must decide if you want the animal card ie if you already have a Carry Animal then you don't want another.

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THEME - ANIMAL BASED WORD GAME

WORD GAME -

SETTING - THE WORLD



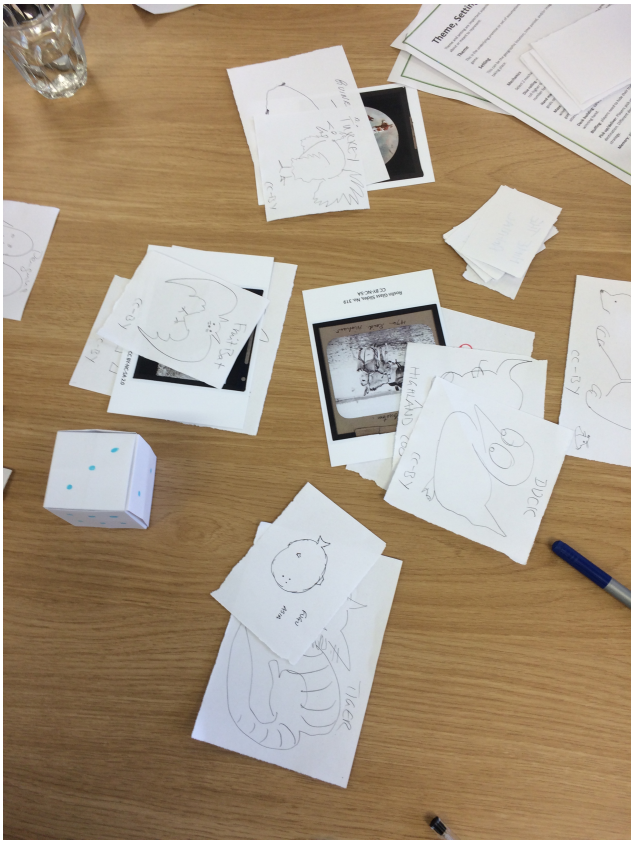
ANIMALS
- FEED, CLOTHE, CARRY (3 PER CONTINENT)
- ROLL DICE TO MOVE
- COLLECT ANIMALS
- TRIVIA / WORDGAME

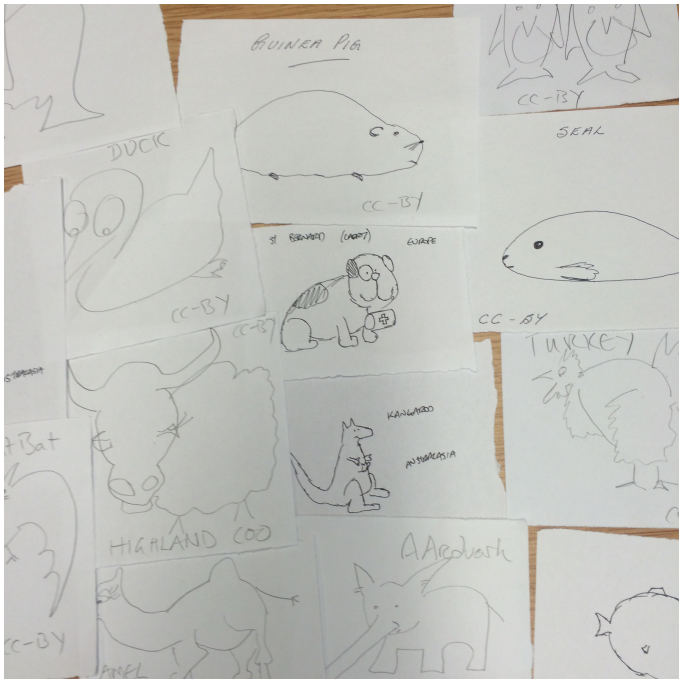
LAND ON A SPOT FOR AN ANIMAL CARD

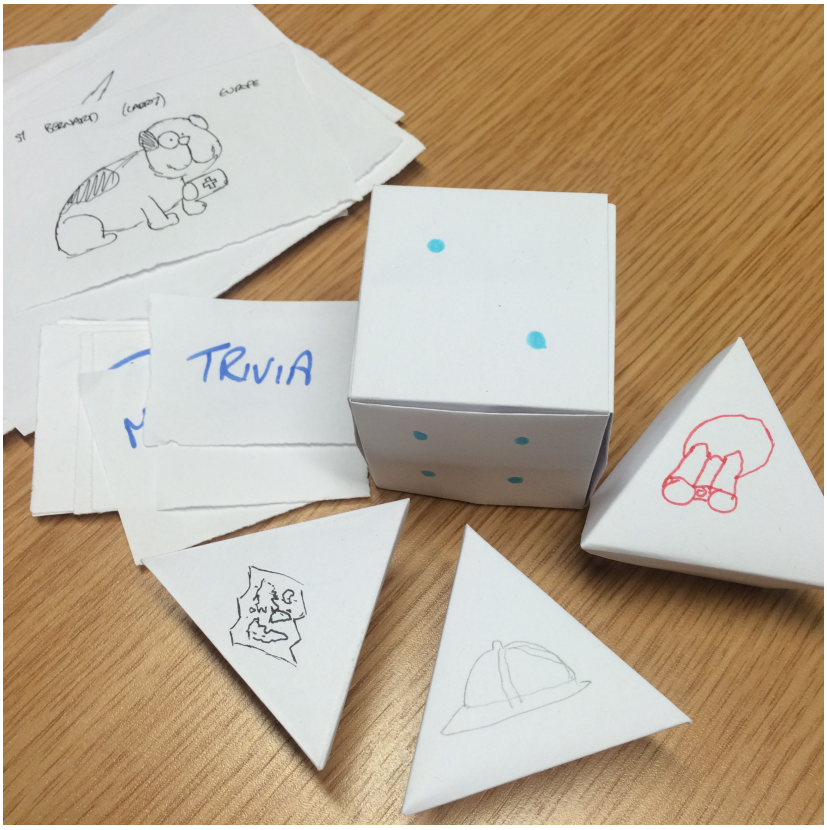
ROLL DICE FOR QUESTION

RULES:
- HIGH ROLL START
- START WITH NO CARDS
- ROLL DICE TO MOVE
- WHEN ON CONTINENT, PULL A CARD
- ANSWER A CHALLENGE CARD FOR TEAMS TO WIN CARD
  - COULD GET 2 FROM SAME CONTINENT
- BONUS AREAS WITH REWARD + PUNISHMENT

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