Board Game Jam – Rules Template

Game name	Confederate Gold.
~~Creators~~ Summary:	Travel around the world & get the confederate gold! (in secret!)
~~Summary~~: Creators:	Daniella Bevsenyi Thendral David Hanna Arorana Clarissa Chew. Dominika Kwecka
Number of players	2-6
Age range	8+
Duration(mins)	45-60
Resources needed (dice, counters, board, cards, etc.)	- 2 dice - the game board - special cards - animal game piece
Images used (Image Name and Licence)	Salvensen Photo Album (CC BY-NC-SA) Viviparous Quadrupeds of North America (CC BY-NC-SA) Roslin Glass Slides, No. 1583 (CC BY-NC-SA) (these are used as special cards)

Rules

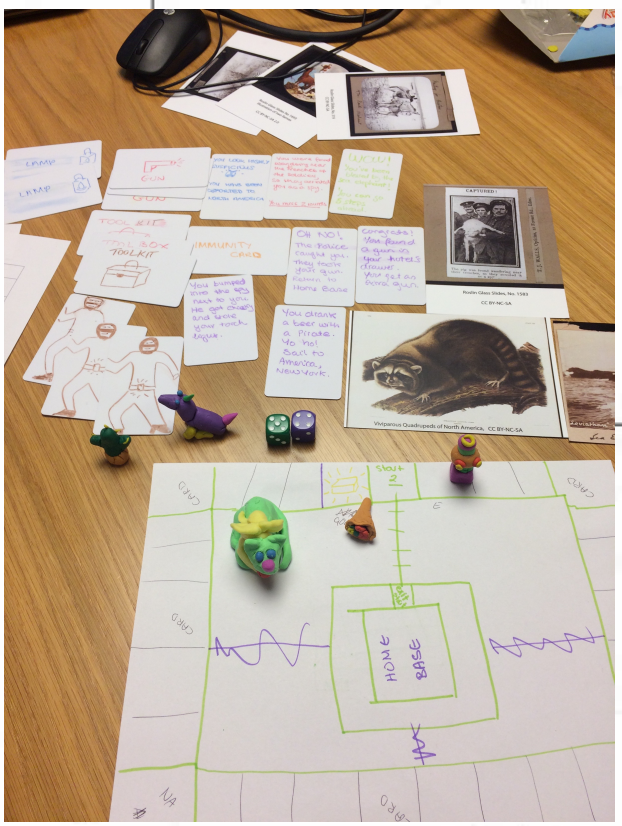
1. each player, who are spies, start at the home base to collect the necessary items (lamp, disguise, gun, tool kit)
   - roll the dice & move the game piece accordingly
   - if the game piece lands on an item, roll the dice to see if one obtains it (e.g if the panel says roll an even number & the player rolls an even number, the player gets the item)
2. once the player makes a round at the homebase (i.e go back to the start panel) the player progresses to the outer loop.
3. in the outer loop, the goal is to get the gold
   - here, there are panels to pick a card which may or (look behind).

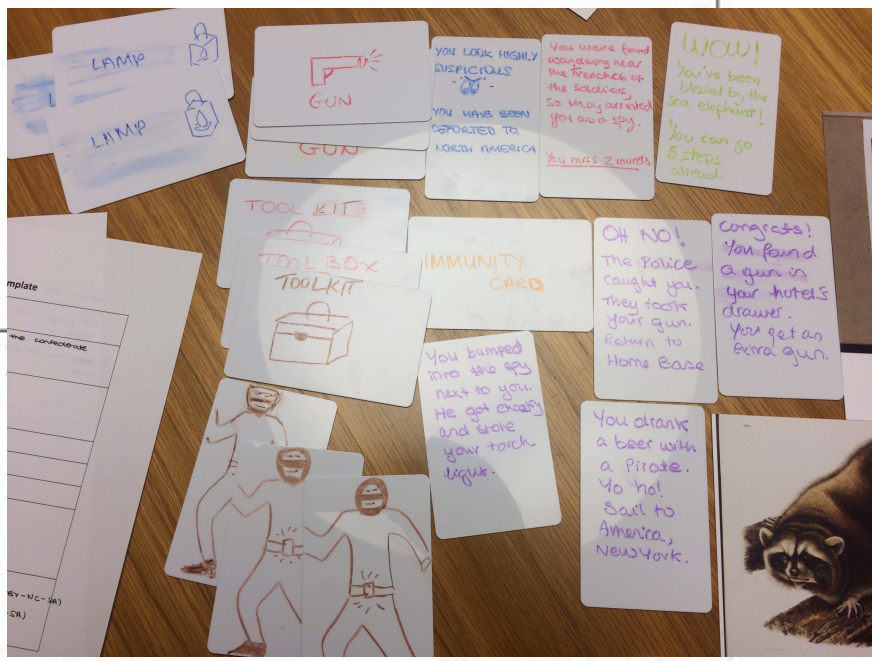
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may ~~not~~ not use the tools collected.

4 each tool can only be ~~used~~ used 3 times, after the 3rd ~~use~~ use the player must return to homebase to collect more tools

④ ~~the~~ the 1st player to get the gold ~~wins~~ wins & the game ends





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Theme: Mystery / Spying.

Setting: Place: North America
Antartica
Edinburgh

Time: 1895 after American civil war (confederate gold)

Conditions to win: Collect the confederate Gold

Purpose of players: - Every player is a spy, they have to travel through Antartica, Edinburgh & N. America.
- Pictures can be used as a card.

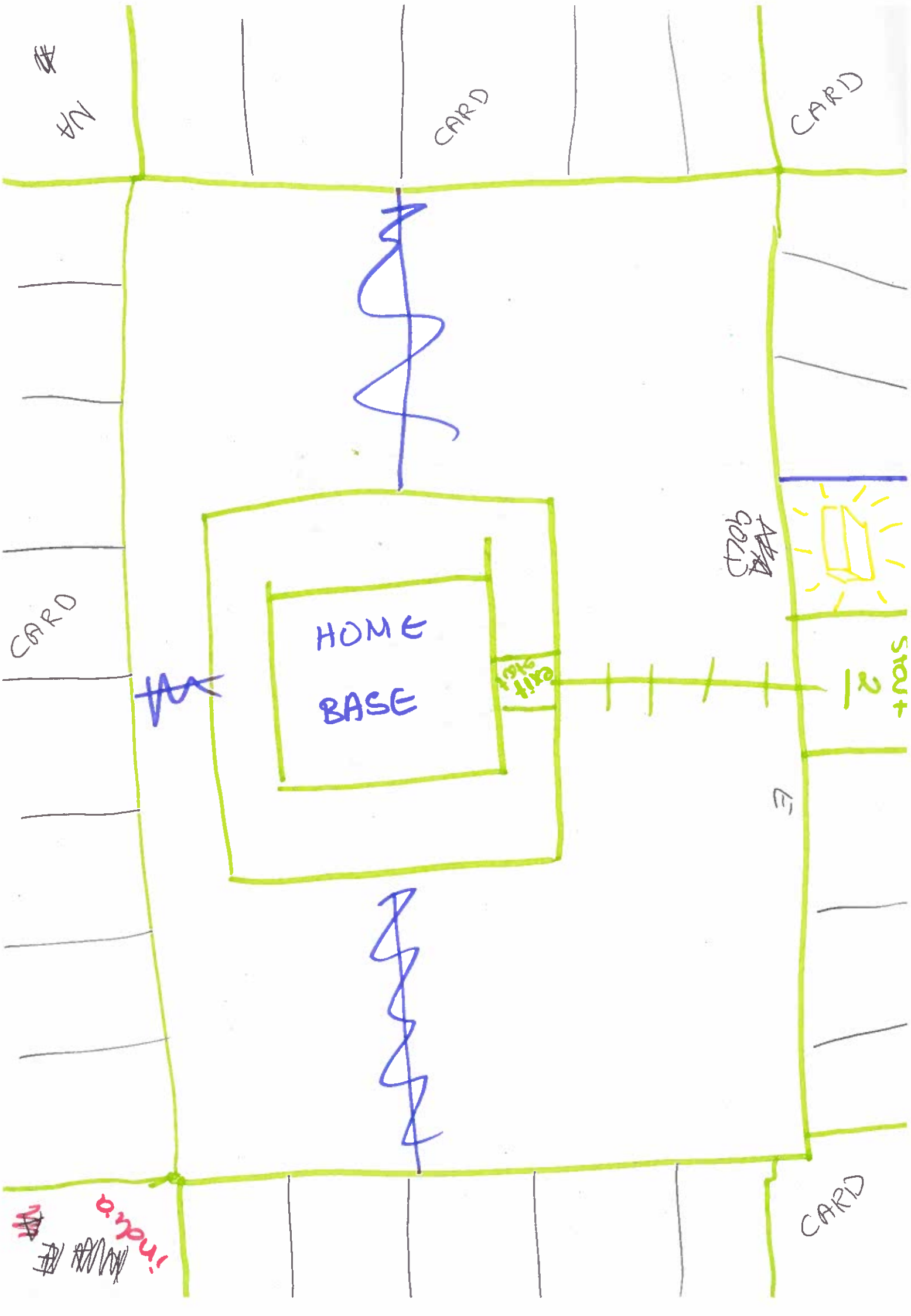
Resources: - Card
- Dice
- Board
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Rules: - Collect all spy items before leaving home base.
- To pick up an item, players must roll a die & get the required n°.
- In the second part, the goal is to get the gold!
- Age group - 8 onwards.
- Time: ~ 1 hour

each item can be used multiple times (3)

- lamp for EDI dungeon

① each player first starts at the homebase to collect the necessary items.
↳ roll the dice & move the same piece
↳ if they land on the item ⇒


CARD
CARD
CARD
CARD
HOME
BASE
exit
start