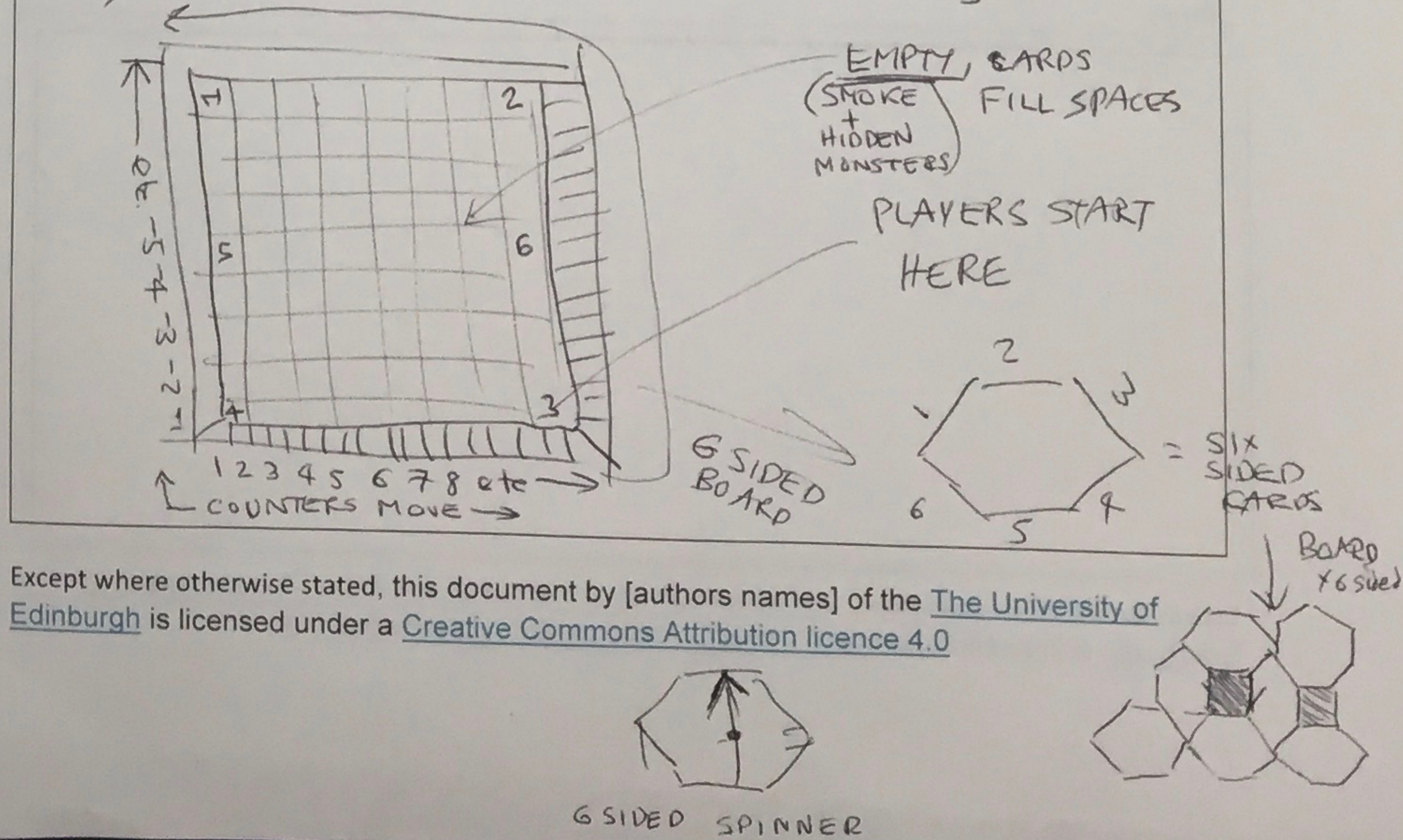


Board Game Jam – Rules Template

Game name	HERE BE MONSTERS?
Creators	Yao Tong Neil Mulholland
Summary:	EXPLORATION OF UNKNOWN TERRAIN PLAYERS WIN + LOSE POINTS FOR DISCOVERIES OF VEGETABLES, MINERALS + ANIMALS
Number of players	2-6
Age range	8+
Duration(mins)	VARIABLE
Resources needed (dice, counters, board, cards, etc.)	1) BOARD 2) CARDS (MORE CARD THAN SPACES ON BOARD) 3) SPINNER 4) GAME COUNTERS (ONE PER PLAYER) (VEHICLE)
Images used (Image Name and Licence)	ILLUSTRATED - BACK OF CARD IS ALWAYS VISIBLE - SHOWS PART OF A MAP - VERSO: ANIMAL VEG MINERAL OR + SEA LAND ICE OR VEG = 1 or -1 ANIMAL = 2 or -2 MINERAL = 3 or -3

- 1) CHOOSE GAME COUNTER (VEHICLE)
(THIS DETERMINES YOUR PASSAGE) LAND ICE SEA ETC...
- 2) SHUFFLE CARDS, DEAL, TURN ^{PLAYER}
- 3) CHOOSE A CARD THAT RELATES TO VEHICLE
e.g. 'SEA'
CARD SHOULD MAXIMISE POINTS (ANIMAL 1/-1
VEG 2/-2
MINERAL 3/-3)
- 4) PLACE ON BOARD WHERE IT FITS JIGSAW
(FACE DOWN)
- 5) SPIN FOR WIND,
- 6) ~~TURN~~ TURN OVER CARD IF WIND IS
FAVOURABLE / IF NOT TAKE CARD BACK.
(SCORE POINTS)
(MOVE FORWARDS / BACKWARDS) WITH YOUR COUNTER
- 7) NEXT PLAYER'S TURN
- 8) NEXT PLAYER TAKES A CARD FROM PREVIOUS PLAYER.
- 9) REPEAT UNTIL EITHER:
- NO SPACES ON THE BOARD
OR
- MOVES ARE LEGAL
- 10) WINNER HAS MOST POINTS



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etc.)	(VEHICLE)	(ONE PER VEHICLE)												
Images used (Image Name and Licence)	ILLUSTRATED VEG = 1 or -1 ANIMAL = 2 or -2 MINERAL = 3 or -3	- BACK OF CARD IS ALWAYS VISIBLE - SHOWS PART OF A MAP - VERSO: <table><tr><td>ANIMAL</td><td>OR</td><td>SEA</td><td>OR</td></tr><tr><td>VEG</td><td></td><td>LAND</td><td></td></tr><tr><td>MINERAL</td><td>OR</td><td>ICE</td><td>OR</td></tr></table>	ANIMAL	OR	SEA	OR	VEG		LAND		MINERAL	OR	ICE	OR
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