Board Game Jam – Rules Template

Game name	INDA MAZE
Creators	Bruce, Lauren, ~~Joes~~ Josephine, Kelly, Jennifer, Billy.
Summary:	You are navigating through the Indian jungle to find your spirit animal which will guide you home.
Number of players	2-6
Age range	8+
Duration(mins)	~30-60 min
Resources needed (dice, counters, board, cards, etc.)	1 die 6 counters (+6 animal cards) Negative / Positive consequence cards Board
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Rules
1. Pick your animal that you will need to collect by selecting one of the 6 animal cards. Collect the counter that corresponds to your animal and go to the start of your board. 2. Roll the die to determines who goes first (highest roll wins). 3. Roll die to determine how many spaces you move. The goal is to be the first to get to the end point of the board. 4. Along the way, different spaces you may land on have different consequences (either positive or negative), such as miss a turn, move back / forward different spaces

Can trade cards between teams

+ Positives

Snake antedote (so if get bitten you're immune)

Switch places with any player [illegible]

Friendly elephant gives you a lift

Pick up a chainsaw and chop path through trees - move forward 2

Friendly monkey gives you a lift - move forward 4

Holy Cow! Bovine beauty ~~offers you a ride~~ gives you milk to drink.

Superfood gives you extra power - move forward

[illegible] [illegible] Find a raft to propel you across the river.

(If. 2 Teams on same sq)

Elephant can sit on ~~snake~~ mongoose/cat

Mouse can scare elephant

Cat can eat mouse

Cobra can eat cat/mouse

Monkey bites and gives rabbies

Mongoose can kill Cobra

→ MAZE IN INDIA IN THE JUNGLE

GOAL – START ON THE OUTSIDE
AIM IS TO GET TO THE CENTRE
TO COLLECT THEIR ANIMAL THEN
HEAD BACK OUT OF THE MAZE.

MECHANICS
~~MECHAISM~~ – DICE, MAZE

? – superfood = pie – god of ~~answer gtk~~ grants you
~~question~~
– negative –

⇕ – shortcut to next stage

2-4

Rules –
- Pick your animal & go to start of board at random from cards (with icon that corresponds to animal)
- ~~Animal X goes first & the turn order~~ is to Highest roll of dice goes first & turn order is to the left of the starting player
- Roll dice to determine how many spaces you move. Goal is to be the first to get to the end point of board.
- Along the way, different spaces you may land on have different consequences.