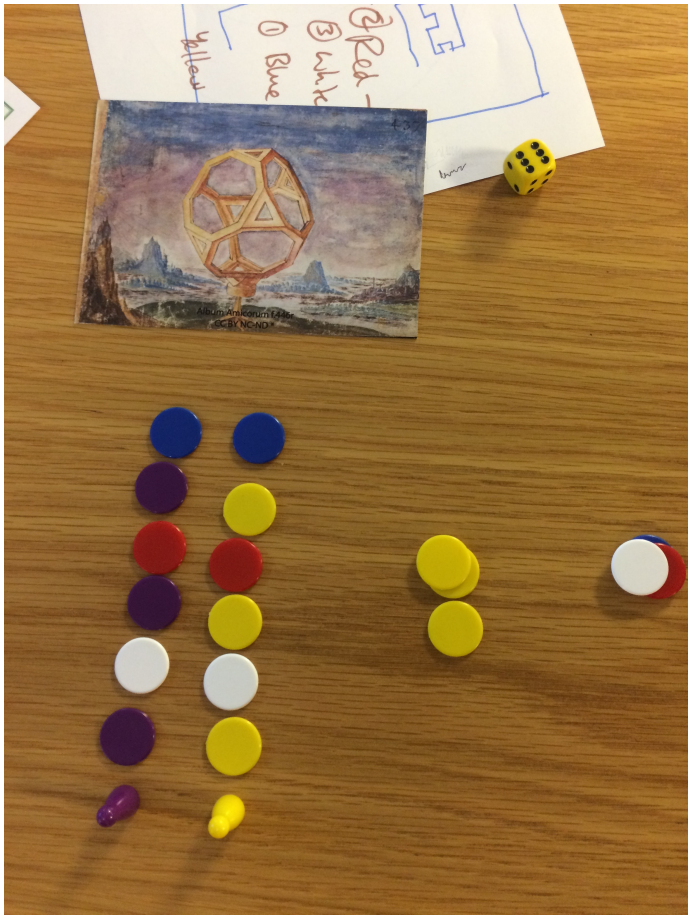
Board Game Jam – Rules Template

Game name	Word Quest
Creators	REKA NAGY, Laura Castillo, Baber Rasheed, YANG WANG, Jim Francis
Summary:	Reach the end of the corridor, collect the Power Device and rule the world! Draw, Act and describe the words on the cards to progress!
Number of players	4 minimum (2 teams)
Age range	4- 100 (can vary word difficulty)
Duration(mins)	~20 mins
Resources needed (dice, counters, board, cards, etc.)	Board made of 6 tiles ÷ C-B-C-R-C-W where C = colourless, B-blue, R-red, W- white. 2 team tokens. Cards with words (or phone with word generator)
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Rules

Each round, take one step forward on the board and draw a card which will have a word on it. If your team guesses the word, move forward 1 tile.
If you step on a white tile, act out the word.
—"— red tile, draw the word.
—"— blue tile, describe the word using 5 other words.
—"— a colourless ~~another~~ tile, randomly draw a tile from the bag and do the action associated with the tile you drew.
First to the end wins.
Board has 3 colourless and 1 red/white/blue tile.

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Goal - Complete challenges to get to end goal.
- ~~go through~~

Rules - set game up by randomly placing tiles apart from the 3 in place (B, R, Y)

① Roll die to determine 1st team.

② Moves 1 space forward

IF:

- ~~Same colour as your team~~

Blue: Draw a word card + describe to your team only using 5 words

Red: Draw a word card + draw the word in 30 seconds

White: Draw a word card + Act the word in 30 seconds.

Other: Draw a word card + random colored token to decide what you have to do

③ Move 1 space forward if you get it right otherwise do not move.

