

## Board Game Jam – Rules Template

Game name	RUG RUMBLE
Creators	KIERSTEN, Xiangjun Liu, Taylor, Eaton, Fangzhou, Yu Liu
Summary:	Individual food chain battles gain puzzle pieces. Form the final rug to win the game!
Number of players	2-6 players
Age range	10+
Duration(mins)	45min - an hour
Resources needed (dice, counters, board, cards, etc.)	Cards
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Rules
<ol style="list-style-type: none"> <li>1. players draw 4 cards</li> <li>2. play 1 on 1 match w/ player on left</li> <li>3. "win" pile out of play</li> <li>4. "deposit" cards go back to central deck</li> <li>5. each player who has played this turn draws 1 card, so everyone has 4 cards at the start of their turn.</li> </ol> <p style="text-align: center;">* other rules on back *</p> <ol style="list-style-type: none"> <li>6. player who completes pattern first wins!</li> </ol>



**KO** = winner takes both cards for "win"

**=** = players exchange cards, place in "win" pile

**X** = both players "discard" their played cards

ZEBRA	<b>KO</b>	GRASS
LLAMA	<b>KO</b>	GRASS
ZEBRA	<b>=</b>	LLAMA
LION	<b>=</b>	GRASS
LION	<b>KO</b>	ZEBRA
LION	<b>KO</b>	LLAMA
LION	<b>X</b>	LION
LLAMA	<b>X</b>	LLAMA
ZEBRA	<b>=</b>	ZEBRA
GRASS	<b>=</b>	GRASS

for event cards, follow the instructions on the card. Discard non-event card played in this turn



