

## Board Game Jam – Rules Template

Game name	Medieval Mayhem
Creators	Katie, Lucky, Edson, Yan, XINWEI
Summary:	Be the first to make it to the end of the path. Beware, you will meet obstacles and magic along your way. Hurry, the princess <del>is</del> needs you to save her from the monster.
Number of players	2-6
Age range	6+
Duration(mins)	20 minutes
Resources needed (dice, counters, board, cards, etc.)	BOARD DICE CARDS CHARACTERS
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### Rules

1. Choose your character (~~wizard~~, jester, knight, prince, archer, ~~princess~~, sorceress, ~~flute man~~, ~~shepherd~~, monk)
2. Set up the cards, faced down, in 4 different piles according to colour
3. Each player rolls the dice, highest number goes first
4. First player rolls the dice and moves his/her player token forward the number on the dice
5. The same player then picks up a card according to the colour he/she landed on. And does what the cards instructions says. Discard the card to a discard pile of the same colour
6. The next player repeats steps 4+5, etc.  
(CLOCKWISE)

## Rules

7. the first player to reach the end wins!

Please Note:

- After rolling the dice + picking up a card, if you are directed to move on the board, you do not pick up another card.
- After taking ~~the~~ a card and move back or forward we don't take a new card.