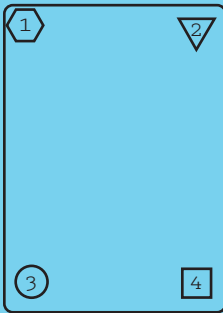


RULES

Object

Once again you have failed to start your assignment early. You procrastinated and are only left with 24 hours before the assignment is due. What will you do now?

The player's goal is to get to the center of the game board before the end of 24 turns.



At the start of the game players pick from 6 player cards, Each cards have 4 different stats, that affects the game:

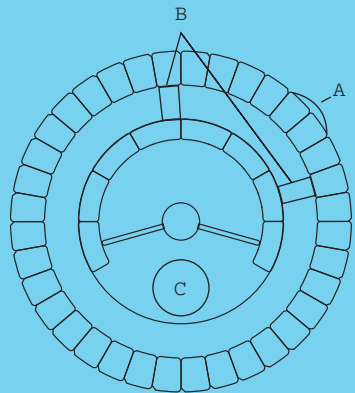
- 1: Intelligence
- 2: Stress
- 3: Resourcefulness
- 4: Happiness

Each character has slightly different stats and players can choose which character suits their playstyle.

Starting from the outside ring players make their way clockwise around the game board until they have a path(B) inwards.

Once every player has made a move the outer hands turns once. You do so by spinning the dial on the right hand side(A).

Players can chose to continue going around the board instead of going inwards.



Cards

There are 3 types of cards in the game:

Event, Resource, and sleep cards. Event cards are for when a player lands on an event space. The player can choose to accept the event card and add/subtract from their stats based on the card. The player can also choose to reject the event by placing the card back into deck and take a +7 stress penalty.

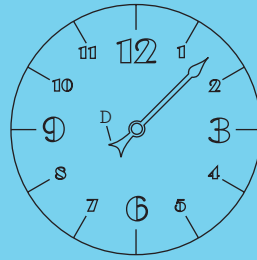
Resource cards are taken at the end of every players turn on the outer ring. They all help improve your overall final score. Sleep cards are received when the player is in the sleep zone. They have slightly different affects but all are beneficial to the player.

Sleep

The sleep zone(C) is a place where players can get some rest and lose some stress. You can enter the sleep zone in a couple of ways: By landing on the sleep zone, from an event card, or when the player lands on a space that directs them to the sleep zone. Players who are in the sleep zone cannot leave the zone unless they spin a number >9-(turns in sleep zone). Players draw a sleep card for every turn they are in the sleep zone.

Spinner

In this game players spin a spinner instead of rolling a die. To spin the spinner, the player flick the back of the hand(D) as hard as they can. Where ever the hand lands is the amount of spaces the player can move.



Winning

Players win by reaching the center of the board before the end of 24 turns. When they reach the center the players receive a 50/100 score. Their score changes with: Increasing for every point in their happiness, intelligence, and resourcefulness stats. Decreasing for every point in the stress stat. The player who gets the closes to 100/100 first wins the game.

