

Board Game Jam – Rules Template

Game name	shapes and planets
Creators	Charlotte Rixten Lorraine Spalding
Summary:	travel around the planets collecting shapes to make the right constellations
Number of players	3 - 6
Age range	6+
Duration(mins)	15 - 60
Resources needed (dice, counters, board, cards, etc.)	printed board & objective cards 5 dice pawm for each player shape cards & moving chear sheet * of your chosen difficulty
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Rules


<p>Gameplay:</p> <ul style="list-style-type: none"> • to start place your pawm on the board (wherever you want) • shuffle the objective cards and flip the top one, this constellation will be the objective for this round • to reach the objective you have to collect shapes by hopping from planet to planet.
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• to move to another planet, throw the five dice. The youngest may start, after that go clockwise. The five dice decide where you can move*. You have to take at least three steps, but can go up to five. Look at the cheat sheet to see what direction each number represents. You can only collect the shape of the planet you end up on at the end of your turn. *if you reach the end of the board, you can loop to the other side.

→ if you hop on to a planet that already has another player on it you can shove them to an adjacent planet, ^{but} also a black hole.

* when you fall into a black hole, either because you're pushed or forced to because of your hop options, you lose all your collected shapes.

* when you are pushed to another planet, you ~~do not~~ collect the shape of that planet at the start of your own turn.

 the winner is the first person to create the constellation with their shapes.

SHAPES + PLANETS

HOPS
left ←
right →
up ↑
down ↓
diagonal up ↗
diagonal down ↘

