SUPER ULTRA MEGA CON

3 - 6 Players | 30-45mins | Ages 12+

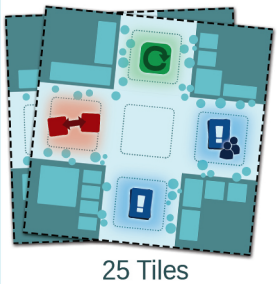
1 Concept

Welcome to **SUPER ULTRA MEGA CON**, the biggest mash-up convention in the history of history! This year, we are proud to present our greatest showcase yet, including what the Internet is calling the **BEST BOOTH EVER**. It has some of the best swag and prizes of any convention... if you can make it there first.

We know our showfloor is a bit unorganized and chaotic, but it's nothing that a dedicated fan can't figure out, right? Plus, if you run into any trouble with the convention's Events, you can always use your Swag collection to help you out. Anything goes when there's the **BEST BOOTH EVER** on the line.

Make it through the maze-like showfloor before your convention loving friends to get to the **BEST BOOTH EVER** first and claim the best convention prizes of history!

2 Game Components



25 Tiles
(24 Paths, 1 BBE)



30 Event cards,
6 BBE Event cards



45 Swag cards



18 RGB cards



6 Game Pieces



2 Dice

3 Summary

The goal of the game is to explore a hidden board, representing a confusing convention hall, in order to find the Best Booth Ever. Players roll the dice or use collected Swag cards to move around the board and reveal tiles. Different spaces trigger different effects, including changing the layout of the board, getting more Swag cards, or causing convention-themed Events in the form of mini-games. Whoever finds the Best Booth Ever has to face the Requirement for Entry, and if they beat it, they win!

4 Game Setup

1. Shuffle the board tiles and place them in a grid face down.
   For a 3-4 player or shorter game, put down a 4x4 grid.
   For 5-6 players or for a longer game, use a 5x5 grid.
2. Each player chooses a game piece. Starting with the first player, each player files an edge tile in the orientation of their choice, and places their piece on the center space of that tile.
   (Note: if a player reveals the Best Booth Ever, re-shuffle the grid.)
3. Shuffle the Events, Duel, Swag, and BBE Events decks, and put them next to the board.
4. Give each player or team one Red, Green, and Blue (RGB) card.
5. Play starts with the last player to attend a convention of any kind and rotates clockwise. Teams take their turns together.



4 Gameplay

On each turn, players move around the board in order to reveal tiles and explore the convention hall.

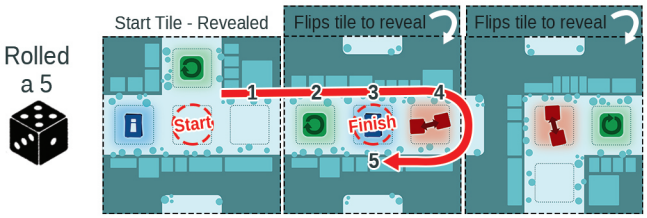
To move, players may:
1. Roll one dice, then move that many spaces.
2. Use a Swag card to move exactly the number on the card.
3. Skip their movement to jump over a wall on the tile they're on.

You choose any direction to move, but must continue moving in that direction unless one of the following happens:
- If you come upon an intersection, you may go in any direction EXCEPT the direction you came to the intersection from.
- If you hit a dead end, you 'bounce' off it and continue moving.

If you hit an unrevealed tile, flip over that tile, place it on the board in any orientation you choose, and continue moving. If you flip one or more tiles on your turn, draw an Event card.

When you complete moving, complete the Space effect (see the Symbols section), then face the Event (See the Event Cards section).

If you land on the same space as another player, face a Duel Event with that player.



Player 'bounces' off dead end. After movement, they complete the Space effect, then draw and face an Event they got for flipping at least one tile.

In this example, the player both landed on an Event space and will face an Event from flipping over tiles. As per Note 2 in the Symbols section, they instead look at two Events, choose one, and discard the other.

5 Symbols

The board, Swag cards, and Event cards use a series of symbols to mean certain effects.



SWAP
Swap the location of two revealed tiles.
See Note 1.

EVENT
Play one Event card.
See Note 2.

ROTATE
Rotate any one revealed tile.
See Note 1.

DUEL
Play one Duel Event card.
See Note 2.

SWAG
Draw a Swag card.

Note 1: Swap and Rotate cannot affect the Best Booth Ever.

Note 2: If you land on an Event space and will already face an Event from revealing tiles, instead reveal two Events, choose one, and discard the other.

9 Team Play

In two player games, players control two pieces each instead of one.

In six player games, players play in three teams of two.

Teams of pieces share movement between both pieces, choosing which goes how many spaces. Swag and Events are shared between pieces on a team. Any Events or Swag that affect one player affect the team as a single unit.

6 Swag Cards

Swag cards are special cards that players collect during their convention exploration. Swag cards can be used on yourself or other players at any time once per turn. You may use them as their number value OR the Alternative Use, but you cannot do both. Players are allowed to offer trades or help to other players.



7 Event Cards

Event cards trigger mini-games of different types.

All Play Events involve all players, and Duel Events make the player who drew it choose an opponent to do the game with. RGB games use the RGB cards in some manner, Physical games make players move, and Word games challenge players with words or spelling.

The Goal of each game is on the bottom left of the card under "Game Goal." All players who win the Goal get the Winner's Prize, on the bottom right. If there is a tie, all tied players are winners.

Unless otherwise stated on the card, all games have a time limit of 30 seconds. If the time limit is hit before the Game Goal is reached, all players remaining in the game get the Winner's Prize.

If a player is being a Rules Lawyer, troll, or is otherwise unfun about the games, the other players may throw down a RED card to signal their disapproval. If a majority of players put down RED cards, the unfun player must stop talking.



8 Game End and Victory

When the Best Booth Ever is revealed, players must land directly on the Booth Space. When they do, the Victory Attempt starts. The player who landed on the space draws a Best Booth Ever Event card and must complete the challenge to win.



10 Credits

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BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | Word

The other players in the game take turns calling out a simple math problem (12+9, 3-6, 4x4, etc).

You must say the answer to the problem in three seconds or less.

You win if you make it through 30 seconds without making a mistake. You lose if you get one wrong or you run out of time to answer.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: Another player chooses a tile and space to move your piece to.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | RGB

Use your RGB cards for this Event.
A means Attack, B means Block.

Each player puts a card face down with A or B facing away from them, then reveal at the same time. Score, then repeat for the other two RGB cards. You must get the highest score to win.

Attack: +1 for each other Attacking player.
Block: No points.
Only Player Blocking: +1 point for each player. Attacking players get no points.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: All other players gain a Swag. Move to the nearest Swag space.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | Physical

You stand on one side of the table, and all other players stand on the other side. All players take an Event from the deck and balance it on their index finger. You must have the last card balanced or last one minute to win.

Players who are balancing a card may do anything but physically touch other players to make them drop their card. Players who have dropped their card are out and cannot interact with balancing players.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: Move to any corner tile.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | Word

The other players in the game each choose a word. The words must be real words in the English language. You must spell the words one at a time. You have three strikes, and get a strike for each time you say a wrong letter. Strikes reset after each word.

You win if you spell each word. You lose if you get three strikes on the same word.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: The player who said the word that caused the spelling player's loss may switch places with the spelling player.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | Physical

The other players each draw an Event and place it face-down on the play surface anywhere they choose.

You must toss the dice from 5 feet / 1.5 meters away and hit the cards. You get a strike each time you miss.

If you hit all the cards, you win. If you get three strikes, you lose.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: Move to the nearest Rotate or Swap space.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | RGB

Use your RGB cards for this event. Place all RGB cards face-up in a grid. The other players call out commands starting with a hand and ending with a color. (Examples: Left hand Green, Right hand Red.) You must place their index finger of the called hand onto the called color within two seconds.

You win when 30 seconds pass. You lose if you touch the wrong color.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: Move to the nearest Event or Duel space.

BEST BOOTH EVER
REQUIREMENT FOR ENTRY

BBE Event | One vs All | Physical

You are the Laugher, and all other players are Jokers. The Jokers must make you laugh in one minute. Jokers are not allowed to make physical contact with the Laugher, but may use any other strategies. You cannot cover your eyes or ears during this Event.

If you laugh, you lose. If you make it a minute without laughing, you win.

If you Win: **CONGRATULATIONS**!
You are first to the Best Booth Ever! You **win**!

If you Lose: All Joker players draw a Swag. You move to a space directly next to another player.

CAT OVERLORD DEMANDS ATTENTION

Event | All Play | Physical

You place this card face up on the table right after reading this sentence. All players must pet the Cat by putting one finger on this card.



Game Goal
Do not be last to pet the Cat. Last to pet is Loser.

Loser's Penalty
Keep this card in front of you. Before your next dice roll, pet the cat or get -1 to the roll.

FIND YOUR INNER FOCUS

Event | All Play | Physical

All players take an Event from the deck and balance it on their index finger.

The last player to keep the card balanced on their finger wins.

Players who are balancing a card may do anything but physically touch other players to make them drop their card. Players who have dropped their card are out and cannot interact with balancing players.

Game Goal
Keep the card balanced on your finger.

Winner's Prize
Look at all the Events that were used for this Event. Put them on top of the deck in any order you choose.

INVISIBLE ZOO

Event | All Play | Physical

You choose an animal and write it down somewhere the other players cannot see (paper, phone, etc).

Afterwards, you trace the form of the animal using only your finger on the play surface.

The other players try to guess what the animal is. Whichever player says it first wins.

Game Goal
Guess properly or get your animal guessed.

Winner's Prize
Guesser
Drawer



A
VOTE: YES
B
VOTE: YES
GREEN
GREEN
A
VOTE: YES
B
VOTE: YES
GREEN
GREEN
A
VOTE: YES
B
VOTE: YES
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VOTE: YES
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COMPUTER PARTS 5

SWAG



ALTERNATIVE USE

Stop any one Swag or space effect.

You may use this effect at any time.

GAME CONSOLE 5

SWAG



ALTERNATIVE USE

Force any player to face an Event.

You may use this effect at any time.

GRAND PRIZE 5

SWAG



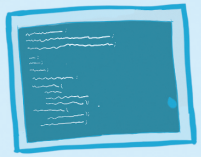
ALTERNATIVE USE

Roll a new dice and add its value.

You may use this effect at any time.

VIDEO GAME BETA CODE 4

SWAG



ALTERNATIVE USE

Stop any one Swag or space effect.

You may use this effect at any time.

SIGNED DVD 4

SWAG



ALTERNATIVE USE

Force any player to face an Event.

You may use this effect at any time.

SUPER RARE FIGURINE 5

SWAG



ALTERNATIVE USE

Roll a new dice and add its value.

You may use this effect at any time.

COMIC BOX 5

SWAG



ALTERNATIVE USE

Rotate any revealed tile.

You may use this effect at any time.

SIGNED GAMES 5

SWAG



ALTERNATIVE USE

Challenge any player to a Duel.

You may use this effect at any time.

CUSTOM JEWELRY 4

SWAG



ALTERNATIVE USE

Roll a new dice and add its value.

You may use this effect at any time.

SPECIAL SHIRT 4

SWAG



ALTERNATIVE USE

Rotate any revealed tile.

You may use this effect at any time.

FULL COSPLAY 5

SWAG



ALTERNATIVE USE

Re-roll any one dice.

You may use this effect at any time.

ANIME SERIES 5

SWAG



ALTERNATIVE USE

Swap any two revealed tiles.

You may use this effect at any time.

LIMITED EDITION 5

SWAG



ALTERNATIVE USE

-1

Subtract 1 from any Swag or dice.

You may use this effect at any time.

PROMO CARD GAME PACK 4

SWAG



ALTERNATIVE USE

Re-roll any one dice.

You may use this effect at any time.

BRANDED BAG 4

SWAG



ALTERNATIVE USE

Swap any two revealed tiles.

You may use this effect at any time.

GEMSTONE DICE 4

SWAG



ALTERNATIVE USE

x2 Roll a new dice and add its value.

You may use this effect at any time.

FREE COMICS 3

SWAG



ALTERNATIVE USE

Re-roll any one dice.

You may use this effect at any time.

DELICIOUS DRINKS 3

SWAG



ALTERNATIVE USE

Swap any two revealed tiles.

You may use this effect at any time.

LOGO HAT 3

SWAG



ALTERNATIVE USE

-3 Subtract 3 from any Swag or dice.

You may use this effect at any time.

FANART 2

SWAG



ALTERNATIVE USE

Force any player to face an Event.

You may use this effect at any time.

EXCLUSIVE HOODIE 4

SWAG



ALTERNATIVE USE

-2 Subtract 2 from any Swag or dice.

You may use this effect at any time.

PROMO CARD 3

SWAG



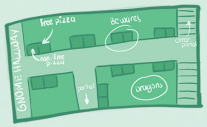
ALTERNATIVE USE

Roll a new dice and add its value.

You may use this effect at any time.

SPECIAL CON MAP 3

SWAG



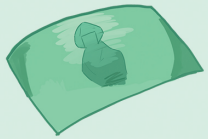
ALTERNATIVE USE

Rotate any revealed tile.

You may use this effect at any time.

FANTASTIC POSTER 3

SWAG



ALTERNATIVE USE

Challenge any player to a Duel.

You may use this effect at any time.

FAN-FICTION 2

SWAG



ALTERNATIVE USE

Challenge any player to a Duel.

You may use this effect at any time.

PROMO PLUSHIE 4

SWAG



ALTERNATIVE USE

Challenge any player to a Duel.

You may use this effect at any time.

SIGNED BOOK 3

SWAG



ALTERNATIVE USE

Stop any one Swag or space effect.

You may use this effect at any time.

FOAM WEAPON 3

SWAG



ALTERNATIVE USE

Force any player to face an Event.

You may use this effect at any time.

GAME GUIDE 3

SWAG



ALTERNATIVE USE

x2 Roll a new dice and add its value.

You may use this effect at any time.

PAPER PROPS 2

SWAG



ALTERNATIVE USE

Swap any two revealed tiles.

You may use this effect at any time.

THIN FRISBEE 2
SWAG



ALTERNATIVE USE

Re-roll any one dice.

You may use this effect at any time.

BRANDED BOTTLE 2
SWAG



ALTERNATIVE USE

-4 Subtract 4 from any Swag or dice.

You may use this effect at any time.

BROKEN FIGURINE 1
SWAG



ALTERNATIVE USE

x2 Roll a new dice and add its value.

You may use this effect at any time.

RIPPED POSTER 1
SWAG



ALTERNATIVE USE

-5 Subtract 5 from any Swag or dice.

You may use this effect at any time.

JUNK FOOD 1
SWAG



ALTERNATIVE USE

+ Roll a new dice and add its value.

You may use this effect at any time.

PHONE CASE 2
SWAG



ALTERNATIVE USE

Rotate any revealed tile.

You may use this effect at any time.

CON PINS 2
SWAG

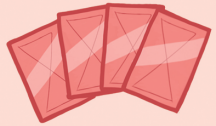


ALTERNATIVE USE

x2 Roll a new dice and add its value.

You may use this effect at any time.

BUSINESS CARDS 1
SWAG



ALTERNATIVE USE

Re-roll any one dice.

You may use this effect at any time.

STUBBORN STICKERS 1
SWAG



ALTERNATIVE USE

! Force any player to face an Event.

You may use this effect at any time.

AD PILE 1
SWAG

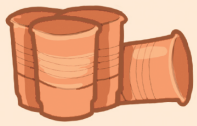


ALTERNATIVE USE

! Challenge any player to a Duel.

You may use this effect at any time.

PLASTIC CUPS 2
SWAG



ALTERNATIVE USE

+ Roll a new dice and add its value.

You may use this effect at any time.

RUINED COSTUME 2
SWAG



ALTERNATIVE USE

Stop any one Swag or space effect.

You may use this effect at any time.

WEAK MAGNETS 1
SWAG



ALTERNATIVE USE

Stop any one Swag or space effect.

You may use this effect at any time.

PILES OF PINS 1
SWAG



ALTERNATIVE USE

Rotate any revealed tile.

You may use this effect at any time.

LONELY LANYARD 1
SWAG



ALTERNATIVE USE

Swap any two revealed tiles.

You may use this effect at any time.

SPELLING TEAM

Event | Duel | Physical

Choose an opponent.

Starting with you, players take turns saying a letter to spell out a word, but do not decide the word beforehand. The word must be a real word in the English language.

The player that finishes the word or says a letter that doesn't fit a real word loses. If a player claims the spelling wouldn't lead to a real word when it would, that player loses.

Game Goal
Say all letters properly and don't complete a word.

Winner's Prize



IMPROV FANFICTION

Event | All Play | Word

You start with the first word of a sentence. Each player takes turns adding a new word in order to create a story. Players must say the next word of the story in three seconds or less.

Whenever a player fails by either running out of time or saying a word that doesn't fit the story, they are out.

Last player standing wins.

Game Goal
Be the last person standing by naming things properly.

Winner's Prize
Look at up to two unflipped tiles.

LOOPS AND HOOPS

Event | All Play | Word

You start at 1. In turn order, all players take turns counting up from 1, replacing every number that has a digit with a closed circular loop in it (0, 6, 8, 9) with the word "loop."

If a player says the wrong thing or hesitates for more than three seconds, they are out.

Last player standing wins.

One, two, three, four, five, loop, seven, loop...

Game Goal
Say all your numbers and loops properly.

Winner's Prize



TRYING FOR 100% COMPLETION

Event | All Play | Word

You choose a category. Starting with you, each player takes turns naming a thing from that category in three seconds or less.

Whenever a player fails by either running out of time or naming a wrong thing, they are out.

Continue until only one player is left or there are no items left in the category.

Sample Categories:
paintings from a certain artist, enemies in a game, operas, movies with a certain actor, foods from a certain part of the world

Game Goal
Be the last person(s) standing by naming things properly.

Winner's Prize



GNILLEPS MAET

Event | Duel | Word

Choose an opponent.

The non-dueling players pick a word.

You and your opponent must take turns spelling the word **backwards** one letter at a time.

First to mess up loses. If you both complete the word, you both win.

Sample Words:
xylophone, refrigerator, plutocracy, polynomials, defenestration, solipsism, intuitionism, purpoise

Game Goal
Say all letters correctly on your turn.

Winner's Prize



THE NEXT BIG THING

Event | All Play | Word

You say a noun and a verb and become the Judge.

The other players are Pitchers and must make a title and short description of a TV show or anime from the words.

After all options are given, the Judge determines which Pitcher gave the best pitch and wins the prize.

Note: Keep pitches shorter than 20 seconds.

Game Goal
Judge: Automatic win
Pitchers: Be chosen by the Judge

Winner's Prize
Judge Pitcher



RHYME, DIME, TIME, SUBLIME...

Event | All Play | Word

You choose a word. Starting with you, each player takes turns stating a rhyme for that word in three seconds or less.

Whenever a player fails by either running out of time or saying a wrong word, they are out.

Continue until only one player is left or there are no words left that rhyme.

Game Goal
Be the last player(s) standing by naming things properly.

Winner's Prize



CATEGORY CLAIMS

Event | Duel | Word

Choose an opponent.

You choose a category and claim you can name X number of items in that category. The other player can match the number, claim a larger number, or call the other player a liar.

Continue going back and forth until one player calls the other a liar. That player loses if they cannot name that number of items. If they do, they win.

Examples: "I can name 5 dog breeds," "I can name 10 cheese types"

Game Goal
Name the items OR call out a liar successfully.

Winner's Prize



PITCH AND SHIP

Event | All Play | Word

You name a character from fiction and become the Judge.

The other players are Shippers and must name a character they believe would be a good romantic partner for that character and why.

After all options are given, the Judge determines which Shipper gave the best character partner and wins the prize.

Note: Keep pitches shorter than 20 seconds.

Game Goal
Judge: Automatic win
Shippers: Be chosen by the Judge

Winner's Prize
Judge Shipper



DEMOCRACY PART TWO

Event | All Play | RGB Cards

Use your RGB cards for this Event.

If the vote passes, you draw four Swag.

Choose one to happen to players who vote Red: Lose a Swag, or halve your next roll, or auto-fail the next Event.

All players then put one Green (Yes) or Red (No) card face down. Reveal the chosen cards at the same time.

Majority Green: the effects take place.
Majority Red or tie: nothing happens.

Game Goal
Choose a way to vote and try to get majority.

Winner's Prize
See above for results.

THE CUP AND MARBLE GAME

Event | Duel | RGB Cards

Choose an opponent.
Use your RGB cards for this Event.

You place your RGB cards face up and choose a color. You then flip the cards and re-arrange their order on the play surface however you desire.

The opponent must choose which card is the chosen color.

Game Goal
Hide the card or find the card.

Winner's Prize

STANDING OUT

Event | All Play | RGB Card

Use your RGB cards for this Event.

All players put down any one of their RGB cards face down. Players reveal the chosen cards at the same time.

If a player puts down a color that no other player put down, they win.
If another player put down the same color as a player, they both lose.

Game Goal
Put down a unique color card.

Winner's Prize

FIGHT THROUGH THE CROWD

Event | All Play | RGB Card

Use your RGB cards for this Event.
A means Attack, B means Block.

Each player puts a card face down with A or B facing away from them. Players reveal each card at the same time. Score, then repeat for the other two RGB cards. Highest points wins.

Attack: +1 for each Attacking player.
Block: No points.
Only Player Blocking: +1 for each player. Attacking players get no points.

Game Goal
Get the most points.

Winner's Prize

YOU'RE UNIQUE

Event | Duel | RGB Cards

Choose an opponent.
Use your RGB cards for this Event.

Both players choose a card and place it face down in front of them, then reveal at the same time.

If the players both chose the same color, both lose and the game ends. If they chose different colors, the game repeats. If both players choose different colors three times, both players win.

Game Goal
Choose different colors for all three rounds.

Winner's Prize

HELP OR HARM

Event | Duel | RGB Card

Choose an opponent.
Use your RGB cards for this Event.
A: All players gain a Swag.
B: All other players lose a Swag.

Both players put all three cards face down with A or B facing away from them, then reveal at the same time.

The majority voted option is the one that takes place. The option happens once for every two votes for it.

Game Goal
Choose a way to vote and get majority.

Winner's Prize
See above for results.

PUSH AND SHOVE

Event | All Play | RGB Card

Use your RGB cards for this Event.
A: Move yourself 1 space.
B: Move an opponent 1 space.

Each player puts all three cards face down with A or B facing away from them. Players reveal each card at the same time.

The majority effect is the one that takes place. Each player does that effect once for each time they voted for it. For ties, nothing happens.

Game Goal
Choose a way to vote and get majority.

Winner's Prize
See above for results.

TEST YOUR LUCK

Event | All Play | RGB Cards

Place all the RGB cards in a grid, cards face up and with the arrangement of colors chosen randomly. Each player then tosses a dice onto the cards.

Red Card: Lose a Swag.

Green Card: Gain a Swag.

Blue Card: Rotate any tile OR swap any two tiles.

Miss Cards: Halve your next roll.

Game Goal
Land on a color of card.

Winner's Prize
See above for results.

BEAT 'EM UP BY CHANCE OR SKILL

Event | Duel | RGB Cards

Choose an opponent.
Use your RGB cards for this Event.

Both players choose a card and place it face down in front of them, then reveal at the same time.

Red beats Green,
Green beats Blue,
Blue beats Red.

When a player wins a round, they cannot use the same color for the next round. Best of three rounds wins.

Game Goal
Win a majority of the rounds.

Winner's Prize

CHILDHOOD CHALLENGE

Event | Duel | Physical

Choose an opponent.
Choose one of these challenges:

Arm wrestling
Whoever makes the other's arm hit the table wins.

Thumb wrestling
Whoever gets the other's thumb down wins.

Breath holding
Whoever holds their breath the longest wins.

Staring contest
Whoever keeps their eyes open the longest wins.

Game Goal
Win the chosen challenge.

Winner's Prize
Move the loser to any space on an adjacent revealed tile.

DEMOCRACY PART ONE

Event | All Play | RGB Cards

Use your RGB cards for this Event.

If the vote passes, you draw two Swag.

Choose one to happen to players who vote Green: Rotate any tile, OR look at an unflipped tile, OR draw a Swag.

All players then put one Green (Yes) or Red (No) card face down. Reveal the chosen cards at the same time.

Majority Green: the effects take place.
Majority Red or tie: nothing happens.

Game Goal
Choose a way to vote and try to get majority.

Winner's Prize
See above for results.

REFLEXES OF A CAT... OR SLOTH

Event | Duel | Physical

Choose an opponent.

You puts your hands out, palm up. The opponent puts their hands hovering above your hands, palms down.

You must try to hit the top of the opponent's hands. The opponent must pull away from your hit.

You lose if the opponent pulls away from your hit. The opponent loses if they get hit or pull away when not being hit.

Game Goal
Event player: Hit the opponent's hands
Opponent: Avoid being hit by the event player

Winner's Prize
Choose the value of the losing player's next dice roll.

KEEP IT BOUNCING

Event | Duel | Physical

Choose an opponent.

Both players choose a hand and put it in front of them palm up. You place the dice on your hand.

Using only their open palms, players bounce the dice back and forth. The game ends when the dice falls.

If a player misses a close pass or hits the dice far away from their opponent, that player loses.

Game Goal
Hit the dice back to the other player and don't drop it.

Winner's Prize


SUDDEN MATH CLASS

Event | Duel | Word

Choose an opponent.

The non-dueling players take turns calling out a simple math problem (12+9, 3-6, 4x4, etc).

The dueling players must say the answer to the problem before their opponent. First to answer five questions first and correctly wins.

Game Goal
Get five math problems correct.

Winner's Prize
You may double your next dice roll.

MISPLACED PLOT RELEVANT ITEM

Event | All Play | Physical

You are the Hider. You take one of the dice and hide it somewhere in the room. You must be able to see it without moving anything in the room.

The other players are Searchers and must find the dice. They cannot move anything in the room.

The first Searcher to find the dice wins. If the dice is found, the Hider also wins.

Game Goal
Searchers: Find the dice first.
Hider: Have the dice found.

Winner's Prize


TALKING ACROSS THE EXPO HALL

Event | All Play | Physical

You pick an item in the room and write it down where the other players can't see (paper, phone, etc).

You are the Actor and try to get the other players to guess what the item is without speaking. Pointing to or gesturing at the item is not allowed.

The other players try to figure out what the Actor's item is. The first player to say the answer wins.

Game Goal
Guess properly or get your item guessed.

Winner's Prize
Guesser Actor

A NEW SPORT TO MAKE ANIME ABOUT

Event | Duel | Physical

Choose an opponent.

You put the tips of their fingers and thumbs together to make a circular empty space between your hands.

The opponent must toss the dice through the hand hoop from 5 feet / 1.5 meters away.

Players go back and forth making the hoop and tossing the dice until someone gets the dice into the hoop.

Game Goal
Get the dice through the hand hoop.

Winner's Prize
Swap the position of two players.

POINTING FINGERS

Event | All Play | Physical

All players close their eyes and put one to five fingers up. After a three second countdown, all players open their eyes.

If a player is the only player holding up a number of fingers, they win.

If any other player put up the same number, those players lose.

Game Goal
Put up a number of fingers that no one else puts up.

Winner's Prize