



ROADBLOCK

B.R.E.A.K.

Bryanna, Rachel, Emma, Autumn, & Kelly



CONCEPT

- Create an original tabletop game
- Simple and streamlined
- Fun, easy and strategic
- Transitional to multiple audiences



TARGET AUDIENCE

- Game is best suited for ages 8 and up
- Primary audience is 18 to 24 year olds
- Expansion packs to target specific audiences

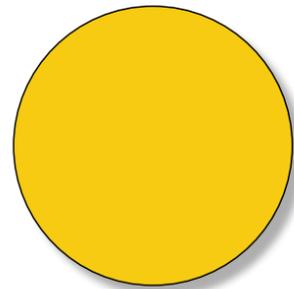


STYLE

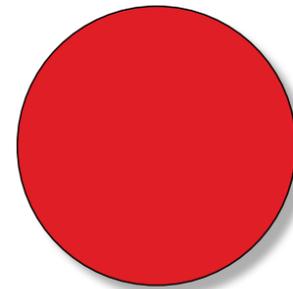
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Arial

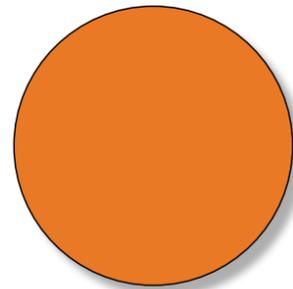
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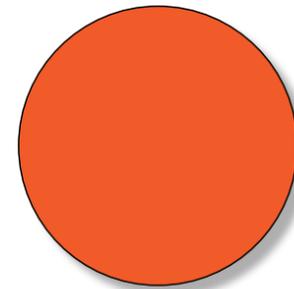
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M: 8
Y: 100
K: 0



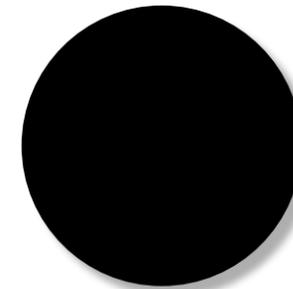
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Y: 100
K: 5



C: 5
M: 65
Y: 100
K: 0



C: 0
M: 80
Y: 95
K: 0

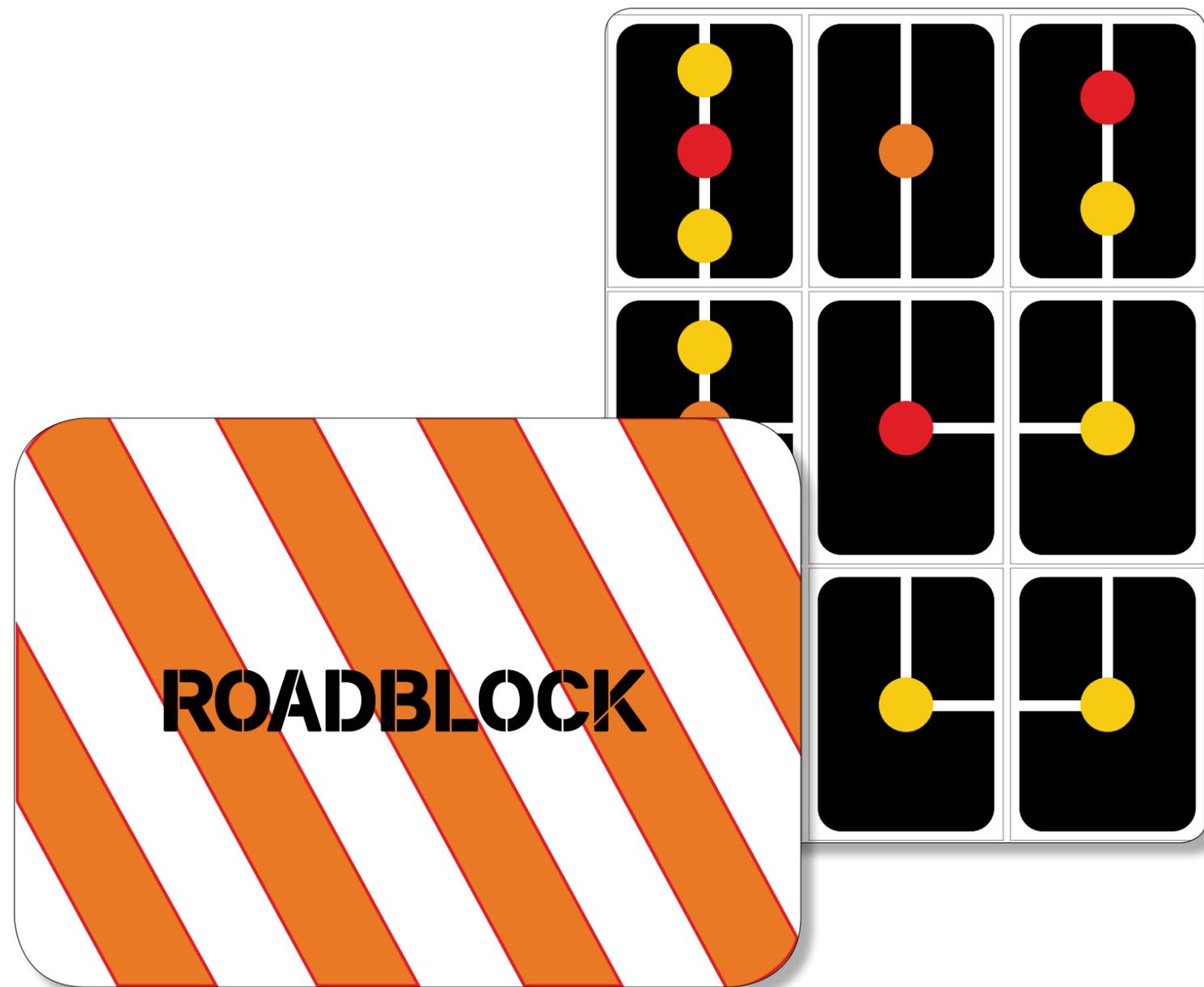


C: 0
M: 0
Y: 0
K: 100



CARDS

created by a colleague



ROADBLOCK

Swap hands with any player of your choice.



CHALLENGE

Sit on the lap of the player to your right until your next turn.



CONES

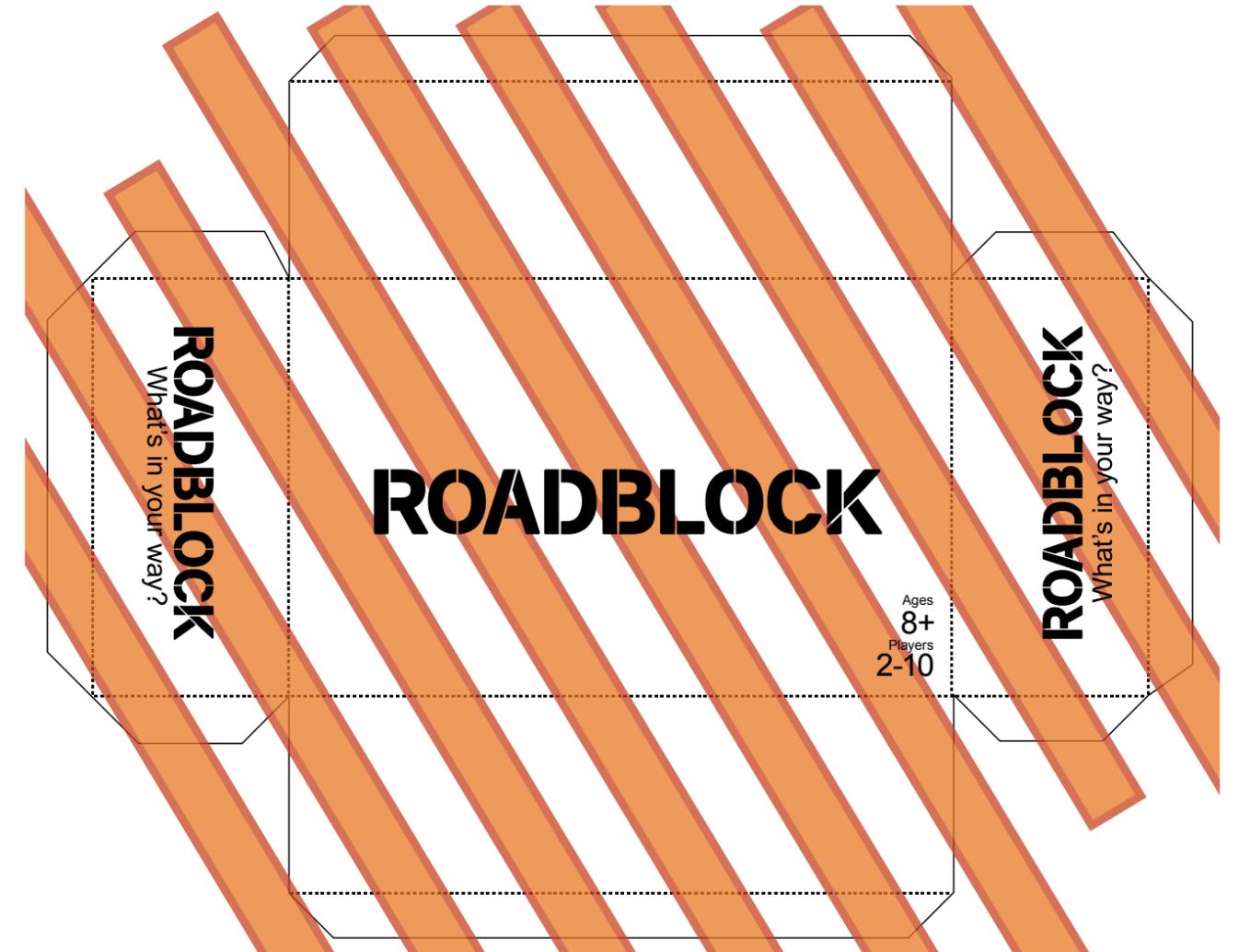
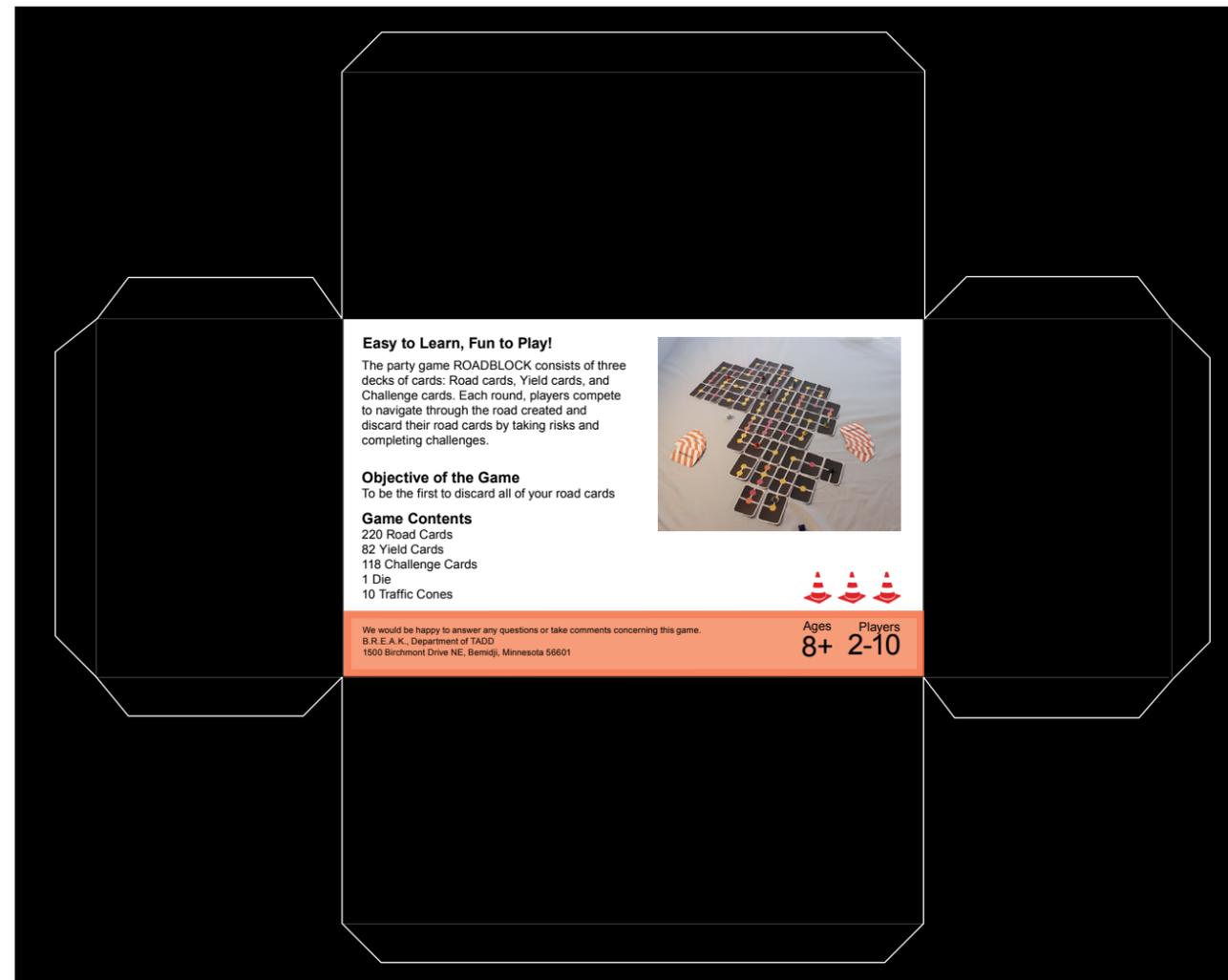
created by a colleague



GAME BOX



GAME BOX



INSTRUCTIONS

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Game Setup

1. Players roll the die. The player with the highest number starts. Play continues clockwise. *For ties, roll until tie is broken.
2. Shuffle the road cards and each player draws cards appropriate for the number of players that are playing:
 - a. 2-4 players: draw 12 cards each
 - b. 5-7 players: draw 10 cards each
 - c. 8-10 players: draw 8 cards each
3. Place remaining road cards off to the side.
4. The starting player lays the first road card. Continue placing one road card each until desired amount are laid. At least one of the starting cards needs to contain an orange space. If a player does not initially draw a road card with an orange space, he/she must draw road cards until one is found.
 - a. 2-4 players: Lay 5 cards each
 - b. 5-7 players: Lay 4 cards each
 - c. 8-10 players: Lay 3 cards each

The road must connect at all points and laid out in a grid structure and the road cannot have "dead ends" or be rotated out of the structure. Note: If a player does not have a road card that matches the road, then the player must continue drawing road cards until he/she finds one that matches.

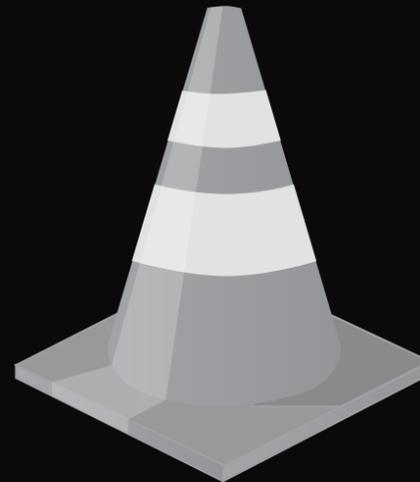
5. Place your traffic cone on any orange space. Spaces cannot be shared at any point in the game unless specified on a Yield Card. If there is danger of sharing a space the current player must choose a different route.
6. You are now ready to begin.

Playing the Game

1. Starting player rolls the die and moves that amount in any direction. Players can only move in one direction at a time. Example: when a five has been rolled, players cannot go three spaces forward and then two back.
2. Landing on the different colored spaces:
 - a. Orange space: place a single road card
 - b. Yellow space: draw a Yield card and follow it
 - c. Red space: draw a Challenge card and follow it
3. Continue until one player lays all of his/her road cards down.

ROADBLOCK

Game Instructions



5. Each player places a traffic cone on any orange space. Spaces cannot be shared at any point in the game unless specified on a Yield Card. If there is danger of sharing a space without a card stating so, the current player must choose a different route.
6. You are now ready to begin.

Playing the Game

1. Starting player rolls the die and moves that amount in any direction of his/her choice. Players can only move in one direction at a time. Example: when a five has been rolled, players cannot go three spaces forward and then two back.
2. Landing on the different colored spaces:
 - a. Orange space: place a single road card
 - b. Yellow space: draw a Yield card and follow the instructions on the card
 - c. Red space: draw a Challenge card and follow the instructions on the card
3. Continue play until one player lays all of his/her road cards down.

The Cards

Road Cards

These are the cards that will make up the board and the cards that players need to discard to win the game. These cards are only for the players' hands.

Yield Cards

Cards can either be in the player's favor or not. Examples: "Draw 2 road cards" or "Lay down a road card"

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Watch Out! Players could draw advanced cards. Instructions will be stated on card drawn for each advanced Yield card.

Roadblock	Speed Zone
Road Rage	Work Zone
Detour	Carpool
Reserved Parking	Tow Zone
Fender Bender	

Challenge Cards

- Cards contain a challenge that player can complete. If challenge is not completed, the player will take the consequence based on the card difficulty.
- a. No traffic cone: follow instructions on card
 - b. One traffic cone: if successfully completed lay down one road card, if not completed draw one road card
 - c. Two traffic cones: if successfully completed lay down two road cards, if not completed draw two road cards
 - d. Three traffic cones: if successfully completed lay down three road cards, if not completed draw three road cards

If a player chooses not to complete or fails to complete the challenge then the player must draw road cards specified by the amount of traffic cones on each card. (Listed above)

Other players decide if the challenge was successfully completed or not.

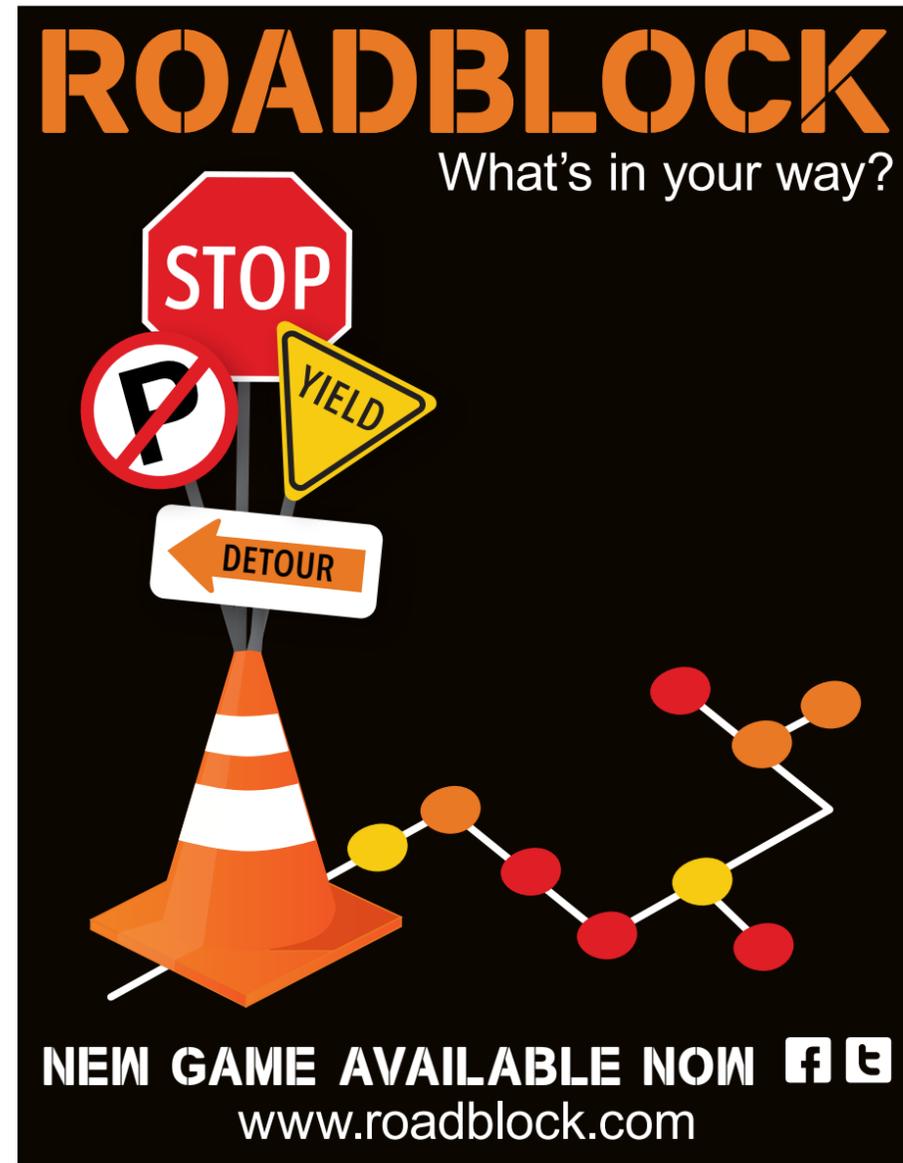
Additional Instructions

Unless a player lands on an orange space or a Yield or Challenge card specifies to lay down a road card, players do not lay down a road card.

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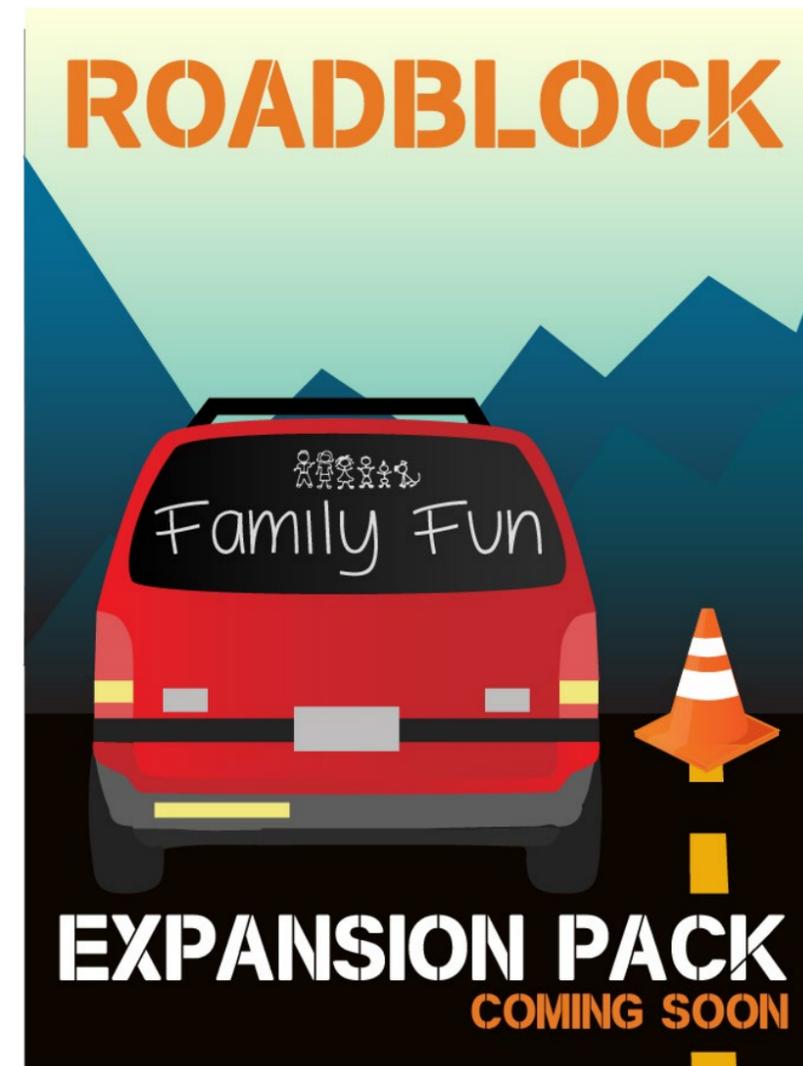
POSTER

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EXPANSION PACK ADS

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WEBSITE

If you click the cone icon in the corner you will be taken to the ROADBLOCK website.





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