Theme notes:

You Have Entered a contest to race through your favorite game store and pick up as many games as you can and get them to the counter before the clock runs out.

Do you decide to take the Direct route and get to the counter as fast as possible? Or do you decide to go on some of the side isles, in hopes of getting some of those expensive games you have always had your eye on?

To play you will need:

- a printout of the paper (page 2).
- a pen or pencil.

 4 regular D-6 dice (use dice key).

Rules:

Start at one of the doors (D - blue).

Door

The goal is to make it to the Cash-registers (C - green) with enough points.



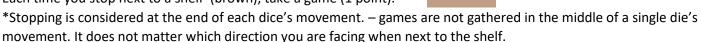
One player Rolls all 4 dice (d-6s). All players will draw these dice shapes on their paper.

Move according to the dice. You must continue running around the store gathering as many games as you can.

Each tile on the floor = 1 space/move. Trace along the graph lines.

You cannot retrace over you same path. Though you can cross a previous path.

Each time you stop next to a shelf (brown), take a game (1 point).



At any time, you can sacrifice 2 dice, to rotate any direction and move 1 space. (do not collect a game if next to a shelf).

If you stop by a "B" (colored game shelf) these are bonus or specialty games (2 points).



*If a die would force you to walk through a shelf, you must choose a different rotation for that path.

If you stop by a table "T" (red), lose a dice. – you have stopped to chat with your friends.



Play example:

Door

Winning scores:

For the multiplayer game: make it to the cash register with the most game points. Each turn required after the first player makes it to the cash register first, = -2 points vs other players.

Single Player scores.

You have 10 minutes (10 rolls of the dice) to get across the store and to the cash registers.

Any turn less than 10, gives 2 points.

Dice face descriptions:

- 1. Turn in any direction (including straight), Move forward 1.
- 2. Move 1 spaces straight, then 2 right or left
- 3. Move 1 Straight, then 1 right or left.
- 4. Move 4 spaces straight.
- 5. Move 1 straight, 1 right or left, then 1 straight.
- 6. Wild: Choose any other die face.

Playtest questions:

- Is the board the right shape?
 Does it have enough Bonus squares?
- 2. Are the dice the right shapes?
- 3. How many turns is the right number to make it feel like a race (limited time) but also feel like you can get around the store?
- Are the points the right amount to incentivize speed vs extra turns.
- 5. Any other comments for clarity, or suggestions.

