

Super Friendz

Welcome to the game of bully your friend. Please take a spot. What you can see under every player spot are the statuses. (hit the Reset button to reset the desk)

Statuses

Everyone has 3 different statuses: Sanity, Might, and Speed. Every player has 6 statuses point, can be input to any status as the player wants.

Exp:

Sanity: 6 or Sanity: 2 or Sanity: 3

Might: 0 Might: 2 Might: 3

Speed:0 Speed:2 Speed:0

Sanity can keep players conscious and move faster in the wood.

(every time you move into the jungle you will be adding up the sanity status you have)

Might is being strong on strength, you can swim faster and move through rock quickly.

(every time you move in the water and rock will be adding up the might status you have)

Speed is you have a lighter body that can help you to fly on top of the sand.

(every time you move in the desert will be adding up the speed status you have)

Things Need to Know About the Map:

When you land on the “cross the bridge” you can go to the other side of the bridge for a shortcut.

In order to know who is going first hit the “Deal” button, which will be rolling every dice, who’s dice has the big number go first. If have the same number on the desk hit “Deal” again.

The Spin next to the “Deal” button is how many tunes need to be playing on the map.

Back to the safe house will be jumping to the moon.

Who finishes all the laps who **wins**.

Events

Every move you make after will be rolling the dice for events (ps: don't forget the status bonus you have)

One: Free spin (no dice roll)

Two: Move +2

Three: Move to the first place player, roll dice if you are

Four: Switch place with the player behind you

Five: Give a "High Five" to the first player, if you are given a "High Five" to the last player

Six: Gain one status point.

Spin to start moving. Use your luck! Have FUN =)



Explain player 1

Statues are

Sanity 2

Might 2

Speed 1

When player 1 spins a 1 in the jungle, move 1 + Sanity 2 = will be 3 blocks, then dice roll a 6 and add on Sanity the statues will be:

Sanity 3

Might 2

Speed 1

Player 1 spins a 3 on his/her next turn, move 3 + Sanity 3 = 6 blocks, and he/she can't cross the bridge, then dice roll a 1. He/she can have a free spin 2 move 2 + Sanity 3 = 5 blocks (no dice roll).

If the spin on the top is 2.

Player 1 can run the map two times with a first-place he/she won the game.