

MORE. Money or Respect - Game Instructions

Starting round

4 cards are dealt to every player.

Everyone rolls at the beginning and puts their pieces in corresponding boxes based on the dice faces translated coordinates. They can choose which axis they want to use for different dice. If both possible boxes are filled, they have to roll again.

Hopscotch rule

If a player needs to move in a direction and another player occupies a spot on the way, they will jump over that spot without counting that box. In the case of the box is on an edge, they will stop. If the move is on both axes, the player may choose the order of axes which they will move to gain a better position.

Swap a card

If the player deems necessary, they may sacrifice a round to discard a card and get a new one.

Cards

Contest cards:

These cards can be played during another player's turn, after they roll for an action, to contest their move. The contender will have to roll the necessary dice described on the contest card.

Instant play cards:

If the player rolls a double an instant play card will be drawn from the instant play card stack and the action written on it executed.

Progression cards:

Play this card to progress forward on the board.

Attack cards:

Play this card to steal either respect or money from another player.

Zones on the board

Light green zone

Player can't be attacked while staying in this zone.

Yellow Zone

Every successful action will be rewarded by one extra point of the commodity that is being gained.

Orange Zone

Normal play zone, no boosts or handicaps.

Darker green zone

Every move will make you lose one extra money.

Darker blue zone

Every move will make you lose one extra respect.

Red zone

If you fail in an action or an attack on you is successful you lose one extra point of the commodity that you are losing anyway.