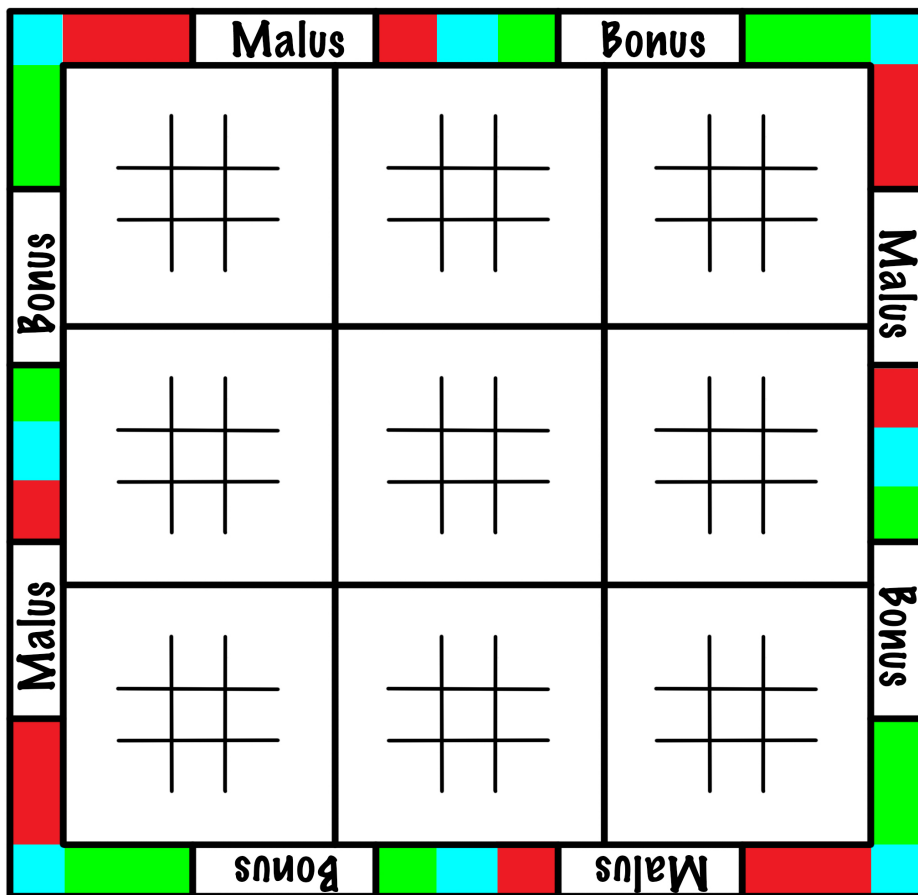


# *Exspecta !!!*

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Board Game:



## Cards and tokens:

Rotate the section where you played last clockwise	Shift a row of the section where you played last to the left	Keep token colors as they are (score doesn't change)
Rotate the section where you played last counterclockwise	Shift a row of the section where you played last to the right	Switch token colors with your opponent (score doesn't change)

Add a token in one of the sections where you haven't played	Shift a column of the section where you played last towards the top	Shift the row of the whole playfield where you played the last token to the right
Remove one of the opponent's tokens	Shift a column of the section where you played last towards the bottom	Shift the row of the whole playfield where you played the last token to the left

Double the time of your next turn	Shift the column of the whole playfield in the cell where you've played towards the bottom	Your opponent removes one of your tokens
Halve the time of the opponent's next turn	Shift the column of the whole playfield in the cell where you've played towards the top	The opponent can place two tokens in his turn, but not in the same section

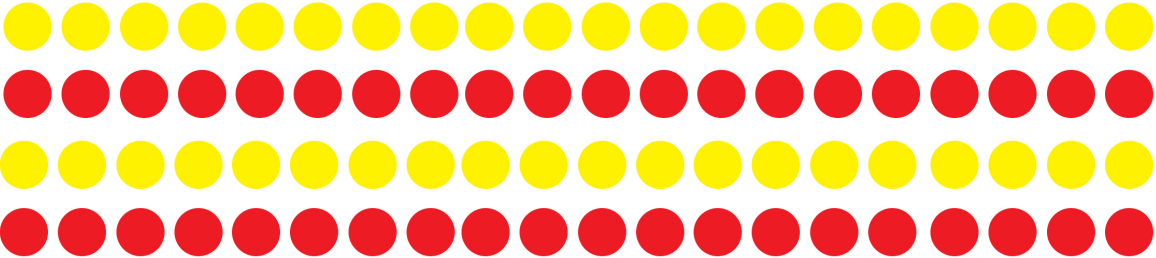
The opponent spins one of the sections clockwise	Skip your next bonus card	Your next bonus card will affect the opponent
The opponent spins one of the sections counterclockwise	Your opponent skips his next minus card	The opponent's next minus card will affect you

The opponent can  
place a token to block  
one of your possible  
"trisses"

The opponent resets  
one of the sections

Halve your time in  
your next turn

Double the time in your  
next turn



# Goal of the game

Teams should try to place 3 adjacent tokens (a “tris”, like in Tic-Tac-Toe) in one of the nine sections available.

Each tris gives one point. The winner is the first team that will get 3 or 5 points.

## Rules

1. Two teams fight against each other. Each team require at least two players.
2. Rolling a dice will determine the team that plays first.
3. For each dice roll, the hourglass will advance in the path around the board by a number of steps indicated by the roll number.
4. The cards (Bonus, Malus) will be enabled only after the first lap. Each card has two possible choices.
5. The board is composed of nine sections, and each section has 9 elements.
6. The first team (A) chooses a section where to play and insert the token in one of the nine elements contained in it. The second team (B) will enter his token in one of the elements in the section of the board corresponding to the position where the token was previously entered by the first team (A).
7. The hourglass turning around the game board can be positioned in one of the following boxes:
  - a: Box Bonus
  - b: Box Malus
  - c: Colorful box
  - a: You have to pick a Bonus card
  - b: You have to pick a Malus card
  - c: You have to throw the colored die. If the colored die is red, the hourglass will be positioned in the nearest malus box . If the colored die is green , the hourglass will be positioned in the nearest bonus box. While if the colored die is blue, the hourglass will be positioned in the blue neutral zone.
8. If a section is completely filled, it will be reset with the corresponding elements positioned in the others sections to the section just reset.
9. Teams must put tokens before they withdraw a card.
10. If one of the choices offered by a card can't be applied , the other one will be immediately selected.
11. The hourglass marks time available for a team to make a choice. If the team doesn't make a choice in time, its turn will be skipped .