《 OK, Chume, Boom! 》Game Instructions

Contents

Hand gesture card ✕ 48   Abu figure ✕ 1   Pawn ✕ 4   (Mood meter side) (Challenge side) Spinning wheel ✕ 1   Score keeping board ✕ 1
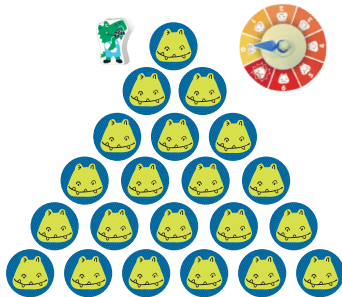

Game 1 (Cooperative game)

● Objective

Abu, the photographer, is going to take some group photos. Please complete the assigned gestures before he gets impatient and mad!

● Setup

1. Shuffle the 48 hand gesture cards. Place the cards face-down in a pyramid. 6 rows for beginners, and 8 rows for advanced players.

(6 rows for beginners)

2. Place Abu next by the first row facing the cards.
3. Set the spinning wheel to the "Mood meter" side, and point the arrow to zero .

● Rules

1. Proceed by rows. (One gesture for the first challenge; two gestures for the second challenge; and so on until all 6 or 8 challenges are completed.) Flip one row before starting each round.
2. All players clap on the beat (use a metronome app, and set it to 100 BPM). Before performing the gestures, every player shouts "1, 2, 3, 4!" to catch the beat. For example, the first card is "OK", then all players say "OK" while performing the "OK" gesture.
3. If all players say and gesture correctly, they can move Abu to the next row for a new challenge. If one of the players fails, all players will have to redo the challenge, and move the spinning wheel's arrow to the next number.

● Game End

Players win the game by completing all challenges before the arrow points to Abu's highest anger score.

Game 2 (Competitive game)

● Objective

Players take turns to complete challenges by performing gestures according to the cards. The first player arriving the end wins.

● Setup

1. Shuffle the 48 hand gesture cards face-down into a deck.

2. Set the spinning wheel to the "challenge" side.
3. Take out the score keeping board, and place all pawns at the start.

● Rules

1. The player who likes taking photos most goes first.
2. The player spins the arrow, and take the challenge.

Draw 4 cards. Move one step if successfully complete the challenge.

Draw 2 cards, and repeat the gestures twice. Move one step if successfully complete the challenge.

Draw 4 cards. Skip the second card's gesture, and repeat the rest of the gestures three times. Move two steps if successfully complete the challenge.

Draw 6 cards. All the players perform the gestures together. Everyone moves two steps if all players successfully complete the challenge.

3. Players can place Abu on the left or right of the cards to indicate directions.
4. After completing a challenge, players move along their pawns according to the colors of the slots. Move one step if the arrow rests at a lighter color slot , two steps for a darker color slot . If a player fails, he/she skips a turn.

● Game End

The first player arriving the end wins.

內容物

動作卡 48 張
（含 8 款動作，每款 6 張）

阿布公仔 1 個

角色棋 4 個

轉盤 1 組
（正：心情指數、反：個別挑戰賽）

計分板 1 張

玩法一 （合作遊戲）

● 遊戲任務
阿布攝影師要幫大家拍團體照嘍！請大家依照指定的 pose 讓阿布拍下照片，並在阿布到達生氣的極限之前，完成這個任務吧！

● 遊戲準備
1. 將 48 張動作卡洗勻，並將牌卡背面向上，放置為金字塔形狀，初階挑戰排法為 6 層，進階挑戰排法為 8 層。

2. 將阿布公仔面對動作卡，放在第一排前方。

（此為初階 6 層示範圖）

3. 設置好轉盤，將轉盤翻到「心情指數」那一面，指針指在 0 的位置。

● 遊戲進行
1. 依照金字塔橫向的順序（第一次挑戰 1 個 pose，第二次挑戰 2 個 pose，以此類推，直到完成 6 或 8 個挑戰）。遊戲開始前，翻開要執行動作的那一排動作卡。

2. 請所有玩家一起拍手打節奏（節奏參考節拍器 App，速度訂為 100BPM），一邊喊：「1、2、3、4！」（以確定比動作的速度），再開始依照動作卡上的 pose 擺出動作。例：第一張是 OK 卡，那就請所有玩家一邊說出 OK，一邊擺出 OK 的 pose。

3. 若玩家們一起成功擺出和喊出正確的 pose，即可移動阿布攝影師到下一排，進行下一排的挑戰；若有玩家喊錯或比錯動作時，就要重新進行那一排的挑戰，並移動阿布心情指數的指針到下一格。
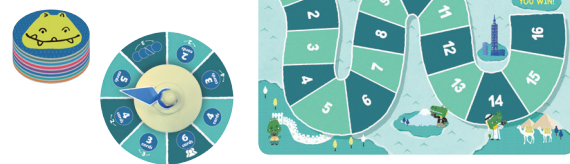
● 遊戲結束
玩家們在阿布的憤怒指數到達爆炸之前，完成所有的拍照任務，即挑戰成功。

玩法二 （競賽遊戲）

● 遊戲任務
請每位玩家輪流進行挑戰，依據個別挑戰賽圖卡上轉到的指令，擺出和喊出正確的動作，挑戰成功即可前進，看看誰最快抵達終點！

● 遊戲準備
1. 將 48 張動作卡洗勻，並將牌卡疊好放置在桌上。

2. 設置好轉盤，並翻到「個別挑戰賽」那一面。

3. 拿出計分板，並在起點放上各玩家所代表的角色棋。

● 遊戲進行
1. 請最喜歡拍照的玩家當起始玩家。
2. 玩家轉動指針，並依圖示要求完成的任務。

4 cards
挑戰 4 張牌，成功可前進 1 步。

2 cards × 2
翻出 2 張牌，並重複動作 2 次，成功可前進 1 步。

3
翻出 4 張牌，但第 2 張不做動作，並重複 3 次，成功可前進 2 步。

6 cards
翻出 6 張牌，所有玩家一起做動作，成功大家可一起前進 2 步。

3. 可將阿布公仔放在左或右前方，當作起始順序。

4. 玩家挑戰成功時，指針若在淺色區域 可從計分板前進 1 步、深色區域 可從計分板前進 2 步。若失敗則不能前進，並換下一位玩家進行挑戰。

● 遊戲結束
最先到達計分板終點的玩家即獲勝。