⭐ Quick Start

(use any combination or all in a game)

• *Lower credit goals:* Players only need to collect **100 credits**.

• *Movement:* On each turn, move **left** only.

• *Smaller numbers:* Use 2 x 6-sided or 2 x 10-sided dice (not included).

• *Quick escape:* If players do not roll a pair of odd numbers or a pair of even numbers, they can get out of the **Odds Lock** or **Evens Lock** after two turns have been missed.

• *Two operations:* Only **add** or **subtract** the numbers on the dice.

• *Straight to Infinity:* You do not need to land on a path's start space/white arrow to unlock the path to Infinity - just go straight up once you have enough credits.

⭐ Accept The Challenge!

(use any combination or all in a game)

Once you've mastered the game, why not try these challenges?

• *Higher credit goals:* Increase the credits required to 300, 400, or 500 for a longer game.

• *Higher numbers:* Use 2 x **20 sided dice** (not included)**.**

• *Cooperative play:* Play together in groups of two, three or four.

• *Decimals:* Roll the dice twice and put a **decimal point** in between the two numbers on each dice roll. Combine the two decimal numbers (using any of the four operations) and round the final value up to the nearest whole number.

• *Strategic alliances:* If a player is close to reaching Infinity, the other player(s) can team up and give their credits to the player nearest to that path. They can race the leader down the path, to beat them to Infinity or to catch and banish them to the **Odds Lock** or **Evens Lock**. This is a risky strategy as the chaser may win - form alliances at your peril!

• *BeGenio expansion decks:* These are optional decks that can be added to the Luck Cards. This will provide added learning support for topics including telling the time, entrepreneurial skills, trivia, higher maths, coding, life skills, and other educational subjects. A correct answer for a card earns you an extra **Credit Token.**

RACE TO INFINITY! Game Rules

AGES 6+ | **2-4 PLAYERS**

You are on a fun adventure to Infinity. Can you be the first to get there?

⭐ **Length of play:** 20 – 30 minutes

⭐ **Object of the Game:**

Collect BeGenio Credits by moving around the board and landing on the Credit and Luck spaces. Be the first to collect and keep 200 Credits, unlock any colour path, and reach Infinity ∞ !

⭐ **Components:**
- One Game Board
- Four Game Pieces
- Two 12 - sided Dice
- 32 Luck Cards
- 80 BeGenio Credit Tokens

⭐ Set Up

Set aside the following **Credit Tokens:** 12 x 50 , 8 x 20 , 12 x 10 , and place them back in the game box cover. These will be used as change, to break up bigger denomination **Credit Tokens,** during the game. Shuffle the remaining **Credit Tokens** and place them face down on the Credit Tokens area **TOKENS** on the board. **(Players must start the game without any personal credits).**

Shuffle the **Luck Cards** and put them face down on the Luck Cards area **LUCK** on the board.

Each player chooses a Game Piece and places it on **ZERO**.

⭐ How to play:

The youngest player goes first, and play continues to the left.

Rolling the dice and moving your Game Piece

Roll both dice together and combine the two values shown, using one of the following four operations: plus ➕, minus ➖, multiply ✖, or divide ➕.

On each turn, you can **choose** to move either **left** or **right**.
Only positive whole values (or zero) are allowed. Negative values, fractions or decimals are **not allowed.** A value of zero results in no movement from the space your playing piece is already on. You just repeat that space's action if there is one.

BeGenio

_____ Final Size

- - - - - Critical Text/Detail Limit

_____ Bleed Line