

Building Bridges

18+  2-6 Players  1h-3h

Objective

Work together to get all players to the end of the board.

Setting Up

The card, boards, and pawns should be set up before the game begins. Players should agree to use a video chat program or the in-game chat to play the game. Chose your pawn and place it on the start space. From the icon on the left, choose turn-based or free-for-all. This will dictate how and when players can move.

Winning

The first player to the end is now the leader! They are not finished playing; instead, they can answer other players' question cards with them to help them move forward. Only once every player has reached the end tile does the team win.

Game Play

The first player is chosen randomly based on seats. Start by drawing a card from the pile by right clicking the deck and choosing "Draw: 1" After reading your card, place it on the table for everyone to read. Share your answer, and give everyone who wants to answer it as well. No player is required to answer another's question. Once a player's turn has ended, another player may not go back to answer their question.

Move the number of spaces corresponding to the color of the rainbow on the top of each card:

Red: 3 spaces

Yellow: 2 spaces

Teal: 1 space

For each player who answered your question, move one additional space. Continue in the direction you chose during setup until each player has reached the end space. As you reach the end space, you become a leader! You are not finished playing. You should continue answering other players' question cards to advance the game.

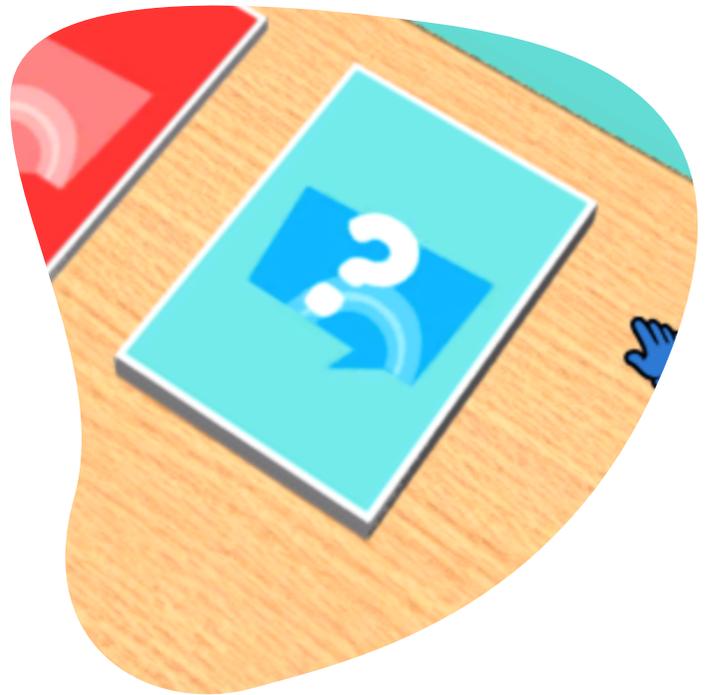
EX

If you answer a yellow question and two other players also answer, you move four spaces. 2 for the question card, and 1 for each player who answered.

Warm Up (Optional)

When playing to the first time or with a new group, players may choose to **warm up** with easier blue questions. Using the small blue stack of cards, go around so each player gets a chance to pick up a blue card.

Gameplay during the warm up round works the same as the rest of the game. Simply follow the rules for blue cards until your group is ready to jump into the full deck.



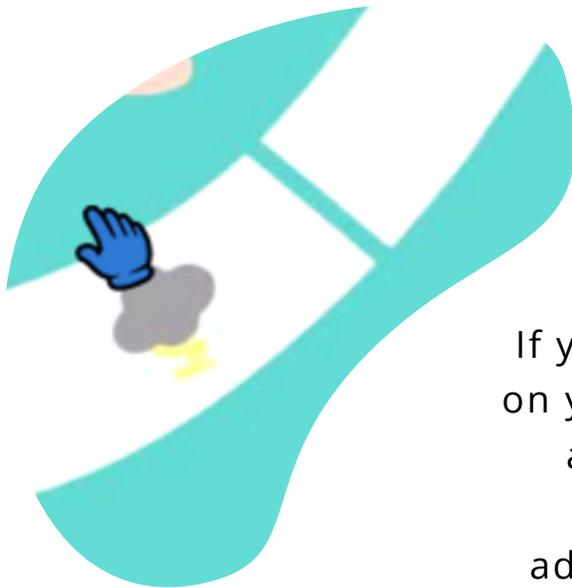
NOTE

There are twelve (12) warm up cards, allowing groups to have multiple warm up rounds to get comfortable.

Special Spaces

Rainbow Bridges

If you land on a rainbow bridge, you can jump ahead on your next turn! The bridge counts as one space and works only in the direction of the arrows. Rainbow bridge spaces only apply if you land on the space itself.



Storm Clouds

If you land on a storm cloud space, on your next turn you will need one additional player to answer your question card. You cannot move additional spaces during this turn, you can only get out from under the storm. Storm cloud spaces only apply if you land on the space itself.

