



...inspiration through connection

the gameplay GUIDE

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2022 UPDATE

How to win

Move your playing piece from the caterpillar tile to the butterfly tile, experiencing all sorts of unexpected adventures.

Once everyone reaches the butterfly tile or when the time is up, the player with the highest score wins.

The Setup

This version of the recovery board game has the following game elements:

- 1 board
- 8 different playing pieces
- 1 Traditional/ numbered dice
- 1 Emoji dice
- 50 Alert Cards
- 50 Inspirational Cards
- 50 'Quips & Trips' Cards
- 50 ReCap Pot Cards
- 100 Morale Chips

Starting the game

- Play begins on the Start tile.
- Players need a BOOSTER roll to exit the centre tile.
- The numbered die is rolled after the emoji die.
- Players get 2 Morale Chips and 1 ReCap Pot Card upon exit.
- After 2 unsuccessful attempts of BOOSTER roll, players can start with 1 chip. NB: Players DO NOT get ReCap Pot Card when they start without a BOOSTER roll.

Playing the game

- On a turn, a player rolls the numbered dice and move the number of spaces rolled.
- Players take the actions as stated on the 'Tile Actions' page when they land on an event tile.
- Players gain or lose chip(s) based on the action(s) they take on the event tile they land on.

Scoring

Scoring is done at the end of a game session in three areas, position of players (tile points), number of morale chips acquired throughout the game and the number of ReCap pots matched.

Tile Points (pts):

- Players on the inner ring score points equal to the number of the tile they land on.
- Players on the outer ring score points double of the number of the tile they land on.
- Players land on the epiphany tile and have a matched wild pot triple their tile point score at the end of the game.
- **Landing on the crossover tile marks end of the game and players get 100pts.**

Morale Chips Points (pts):

- Morale Chips serve as recovery capital and currency for within the context of the game.
- **Each morale chip is worth 5pts.** Players gain or lose chips based on their action(s) on an event tile.
- Players return to the centre tile when they do not have a chip to lose on a DOWNER roll or any event that requires losing a chip.

Matching Pots Points (pts):

- All Morale Chips and ReCap pots have numbers.
- A pot and a chip can be matched if they have same numbers.
- The wild pot can be matched with any chip, and wild chip can be matched on any pot.
- **Players get 10pts for any numbered chip is matched to a numbered pot.**
3 matched pots is worth 60pts
- Matched pots have two lives. This means players only lose a match chip after TWO consecutive DOWNER rolls.
- **Players can CHIME OUT if they can match any 5 pots during the course of the game. CHIME OUT is worth 1000pts.**
CHIME OUT means players can finish the game.



- Players gets a ReCap Pot card after gaining 3 consecutive chips.
- **Players can have a maximum of TWO ReCap Pots at a time.**
- Players lose a ReCap Pot card after losing 3 consecutive chips.

Tile Actions

Tile

Actions

(NB: Until otherwise stated, players gain or lose after an action.)



ALERT



Players pick up an alert card then roll the behaviour /emoji dice to either gain or lose chips.



LIGHT BULB MOMENT



Players read out and share their thoughts about the inspirational cards they pick.

Players gain a chip if they share a real life/ fictional scenario that relates to the quote within 30secs.



GRATITUDE



Players gifts a player with a roll on the numbered dice. The recipients of the roll is any player 1-2 tiles away from the player give the gift. Grateful players get ONE chip for their actions.



STRENGTH



Players roll the numbered dice, count backward or forward to support a player. Recipients of this support move TWO steps forward. Players making this movement get TWO chips for backward support and ONE chip for forward support.



HALT TRAP



Players roll the emoji dice to either gain or lose a morale chip.
Players REMAIN on this tile until they get a BOOSTER ROLL.



QUIPS & TRIPS



Players pickup a Quips & Trips card, then either complete a self affirmation sentence OR list 3 triggers within 30secs. **Players DO NOT score for affirmations or triggers already mentioned in the game.**



PROTECTIVE



Players gain a chip if they have a matched chip at the time they land on this tile.



BAD DAY SPOT



Players roll the emoji dice on this tile.

Players get a chip for a BOOSTER ROLL. Players lose TWO chips and move down to the light bulb tile as indicated by the arrow for a DOWNER ROLL.



PLAN



Players can swap part or all of the Recap Pot Card hand with new one(s) from the deck.



EPIPHANY



Players receive TWO morale chips when they have a marched chip in a wild pot.

Players who match the wild pot triple their tile point score at the end of the game.



CROSSOVER



Landing on the crossover tile marks end of the game and players get 100pts.



2 OR MORE PLAYERS MEETING ON THE SAME TILE



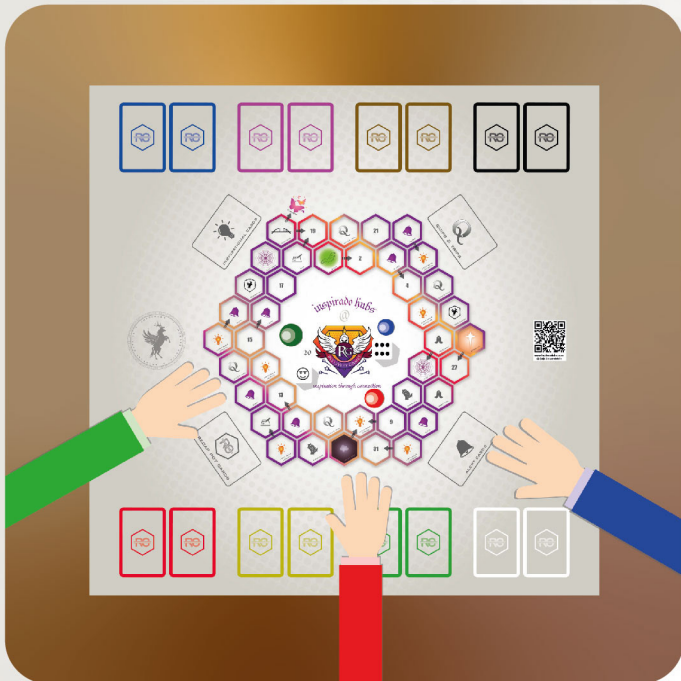
When 2 or more players meet on the same tile, the last player to arrive rolls the emoji dice.

A BOOSTER roll will mean each player gains a chip.

A CONTROLLED roll will mean players neither gain nor lose a chip.

A DOWNER roll will mean each player loses a chip.

Version RG21 Game Images



RG21 board game design



Quips & Trips Cards



Example of Matched ReCap Card

Players respond to both event tiles on the board and alert cards with the emoji dice.

The booster roll (smiling and winking face) secures a morale chip.

Neutral Face
 Grateful Face
 Optimistic/Confident Face

Players do not lose or gain a morale chip with the controlled roll (neutral face).

Morale Chips

Players respond to both event tiles on the board and alert cards with the emoji dice.

A downer roll (sad, angry and arrogant face) lose a morale chip.

Sad Face
 Arrogant/Cheeky Face
 Angry/Resentful/Grumpy Face

Faces of the emoji dice