Instruction Manual

DISCOVER PUNE

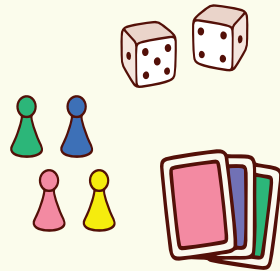Do you think you know Pune? Think again...

INTRODUCTION

For the last 15 years, since 2003 we have been organizing a city-wide heritage treasure hunt called 'Discover Pune', the objective of which is traversing the city, its heritage locations with help of clues in a game-like format. The event is extremely exciting, thrilling and has gained a lot of popularity amongst all age groups.

Since the event takes place only once a year, the next obvious thought was, how to enhance this concept so that it can be played on / by other platforms as well. That's how the idea of making a game version of Discover Pune came into existence. The obvious choice the present days is to make a mobile app version of the event. However, we decided to make a board game version of the event. Board games are falling behind, however they are a great way of bringing friends, families together and enjoying quality time together. Here, the word 'together' is more important.

Hence presenting this board game version of Discover Pune. We have tried toincorporate all the aspects of the event into it trying to make it as good as the actual event.

WHAT DO YOU HAVE IN THE BOX

1 A game board map of Pune city, showing some of the roads and heritage locations.

2 63 Heritage Location Cards

3 90 Mystery Cards

4 65 x 50 Rs Notes, 65 X 100 Rs Notes and 35 X 200 Rs Notes

5 6 Player Pins, each of different color

6 63 Mileston pins

7 1 Dice

SIGNIFICANCE OF CARDS

Location Cards

- There are total 63 location cards.
- Those are divided equally into 7 colors. * The location card colors and player pins colors are not significant of each other *
- Each location has stars (1..7) allocated to it.
- These 63 locations are also divided into 7 heritage categories.

Mystery Cards

- Reward Cards: These give or take money to or from players
- Route Constrained Cards: These impose some movement rule on the board.
- Metro, Tunnel and Ferry Cards: Allows players to make use of these routes.
- Other Cards

The game can be played in 2 different ways

Classic Version

The main objective of the game, is for players to collect as many location cards as possible by traversing through the city.

Note: Though the player having maximum location cards has advantage, what is important is collecting more cards belonging to same color as, while calculating the result, we calculate stars per color for every player.

The details are explained further.

SETTING UP THE GAME

- Shuffle all the location cards, make a stack of them and keep them upside down.
- Shuffle all the mystery cards, make a stack of them and keep upside down.
- Keep Players pins inside *shaniwarada*.
- Distribute Rs 2500/- to each player before start of the game.
- Distribute one result sheet per player.
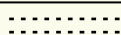- Rest of the money stays with corporation. (One player can play as both corporation and player).

The BOARD and Movement of Players

The board shows map of Pune city. With intersections marked with ●
Players move from one intersection to another on the throw of dice. That is if throw of dice is 3 then player moves 3 intersections.
Note: Player can move from one intersection to another only if its connected by route lines.

The map shows following route lines.

▬▬▬▬▬	Normal Routes (Indicated by Red, Yellow, Green and Gray Color)
▬ ▬ ▬ ▬ ▬	Ferry Route (Goes through the Mutha river, indicated by dashed lines)
· · · · · · · · · ·	Tunnel Route (Goes under the hills, indicated by double dashed lines)
▦▦▦▦▦▦▦	Metro Line (Goes under the normal routes, indicated by 3 solid lines)

The board marks high traffic route Red, Medium traffic route Yellow and Fast routesas Green and Normal routes as Black.
If a player is on Red route, then he/she moves throw of dice -2 intersections. I.e. If throw of dice is 5 then move 3 places. A player can't move if throw of dice is 2 or less.
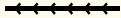
If a player is on yellow route, then he/she moves throw of dice -1 places ahead. I.e. If throw of dice is 3 then move 2 places. A player can't move if throw of dice is 1.

If a player if on Green route, then he/she moves throw of dice + 2 places. i.e. If throw of dice is 4 then moves 6 places.
For rest of the normal routes (black) players move as per throw of dice.
If a player is moving from one color route to another in single throw of dice then he moves as per rules for source color route. That is if a player is moving from Yellow to Red in a single throw of dice then he will move dice throw – 1 intersections even if he is in Red Route.
Tunnel, Ferry and Metro routes movements are explained later.
◄◄◄◄◄◄ Arrows mark the flow of the traffic on that road, i.e. One ways. Players need to followthe one ways as per marked. Players are not allowed to move against the one way.

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HOW TO PLAY

Once the game is setup and movement of players is understood you are ready to play. As mentioned earlier all players start from *shaniwarwada*.

Players can randomly decide who plays first. It does not matter in the end outcome and hence anyone can start

Each Player takes out 1 card from top of location cards stack. This is destination location for that player. Player now has to reach that location from its current location (*Shaniwarwada* at this point).

On the way to the location, player will cross some intersections marked with ●

These are called mystery intersections. Whenever a player crosses these intersections, the player takes out top card from stack of Mystery cards and acts on it. (Mystery Card actions are explained further). If a player crosses 2 mystery intersections in one throw of dice, then he picks up 2 cards and so on.

Once a player reaches his destination location (intersection connected to it) he has 2 options.

1 Purchase a Contract for Location Preservation

- The location card mentions contract cost for that location. Player can purchase contract location by paying the cost mentioned on that card, to the Corporation.
- keep milestone pin of that location marking your contract for that location.
- Whenever other players cross any of the contracted intersection they must pay the rent mentioned on that location card to the contractor of the location.
- Player keeps the location card to himself.
- Player also acquires stars credit mentioned on the location card to his final points tally.

2 Do not purchase contract for the location.

- If a player decides not to purchase the contract, then he/she does not get any stars or control or rent.
- Player needs to put the location card back in the stack at a random position.
- Player is given Rs 200 /- from corporation as an award for finding the location.

Player then takes out another location card from the stack of location cards and that becomes his next destination. Player then starts his journey to this destination from his current position.

MYSTERY CARDS

As mentioned above whenever a player crosses mystery intersection he takes one mystery card. Mystery cards are of 2 types.

Cards that put some constraint / restriction on movement of player, these are executed immediately and the constraints affect all the players and not just the player that picked it.

E.g.:If a card puts restriction such as "Laxmi road will be closed for next 2 rounds" then no player would be allowed to make use of it. If a player is already on Laxmi road then he gets stuck for 2 rounds.

Cards that the player can keep to himself and use whenever his turn comes, are explained below.

Tunnel Card:

Player getting this card can travel one intersection through tunnel. Return the card back to stack after use.

Ferry Card:

Player getting this card can travel one intersection via ferry. Return the card back to stack after use.

Metro Card:

Player getting this card can travel on Metro route. One card takes player 2 intersections ahead on Metro Line. A player may use all his cards in one turn or any number he/she wishes to. Return the cards back to stack once used.

Flyover:

Player having flyover can use it to jump the intersections. One flyover card allows player to jump up to 6 intersections. Player can't throw dice if he/she is using this card. Once used it must be returned to corporation. When moving using this card, the player does not need to pay rent when he crosses over contracted / flagged location, neither does he select any mystery card while passing over mystery intersection.
If a player is opting to move using the above-mentioned cards, then he /she cannot use dice to move.

Signal Post:

The player having this card can use it against any other player. The player against whom it is used, must wait 1 turn before moving ahead. Once used, the signal post must be returned to stack.

SWAP Card:

Player having this card can swap his current destination location card with any of the player. E.g.: Player A has H30 and Player B has H10 location card. If player A uses swap card on player B then Player A gets H10 and player B gets H30. Now destination for player A becomes H10 and Destination for player B becomes H30

White Wash Card:

A player having this card can block all locations of a color for next 3 turns.
E.g.: If a player blocks color Pink then all the Pink color locations are inaccessible for next 3 turns.

Reverse Card:

A player holding this card can remove the constraints that may be applied by any other mystery card. Once used, should be returned back to stack of mystery cards.

Deal card:

A player holding this card can make a deal with other players. The deal could be of exchanging of locations cards. Purchasing of other cards like Metro, Tunnel, Flyover etc. The value of the deal should not exceed 150% of original value of that location or card. Players are allowed to make deal as barter system as well where they could exchange card for card Or Location for Location. Once used the Deal Card needs to be returned back to stack

E.g.:Player holding a Deal card may exchange locations contracted by him with other player or offer money to other player to buy his location card. The deal card works only when both parties mutually agree to deal conditions.

Tunnel, Ferry and Metro cards can be purchased from Corporation at cost of 100/-, 200/- and 300/- per card respectively.

CATCHING ANOTHER PLAYER

A player can catch another player by landing on / passing over same intersection as another player. Once a player is Caught, he must surrender his location card where he was going to the player who caught him.

E.g.: If player A catches player B and B is going to location H22 then Player B must surrender his location card to player A. Player A gains the contract for H22 free of cost and places his flag over it. Player B then must go back to starting location or any of his flagged locations. Player B then needs to pick new card from location card stack as his next destination.

POPULARITY INDEX (PI)

This is mentioned on the game board. At start each player places one of his milestone pins at 0 mark. The milestone move up in popularity index as per below:

Whenever a player passes over contracted location the contractor of that location gets rent along with that he gets 1 point on location popularity index. Player then moves one position further on popularity index bar.

At the end of the game players get bonus points as per their advance on the index bar.

Player popularity index 3-4	1 location point
Player popularity index 5-6	2 location points
Player popularity index 7+	3 location points

These Location points (LT) are added at end in final scoring sheet.

BONUS POINTS (BP)

If a player flags 4 or more locations of same heritage category, then he earns 2 locations Points (LT)

RUNNING OUT OF MONEY

If a player runs out of money at any point during the game play, he can earn money by selling his mystery cards to corporation Or any player.

Metro Card : Rs 300/-	Tunnel Card: Rs 100/-	Ferry Card : 200/-

Even after this, if a player does not have money Or cards, he can take loan from corporation. For loan of every 100 Rs 1 Pt should be deducted in final score.

ENDING THE GAME

The ending of the game depends on the number of players playing the game.

No of Players :

6	The game stops if one player acquires contract for 10 or more locations.
5	The game stops if one player acquires contract for 11 or more locations
4	The game stops if one player acquires contract for 13 or more locations
3	The game stops if one player acquires contract for 15 or more locations

WINNING THE GAME

Following factors should be calculated using the result sheet for deciding the winner of the game.

1.Number of locations.   2.Number of locations per color   3.Number of stars

- All the players should enter the information in the result sheet once the game stops.
- Columns represent color code locations.
- Enter the total number of locations per color in Row 2.
- Enter total number of stars per color in Row 4

- Multiply number of locations * Number of stars for each color column. Enter the total in the last column.
- Example is shown Below

Player A								
	Blue	Green	Gray	Pink	Orange	White	Yellow	Total
No of Contracted Locations (LT)	2	3	3	2	1	5	2	(LT) 18+ (Location points gained from PI and BP)
Total Stars per Color	5	6	6	5	2	9	5	
Stars * No of Locations (SL)	10	18	18	10	2	45	10	(SL)113
Final Score (LT + SL)								**131**

Player A								
	Blue	Green	Gray	Pink	Orange	White	Yellow	Total
No of Contracted Locations (LT)	6	2	1	1	1	3	1	15
Total Stars per Color	14	3	3	2	1	6	2	
Stars * No of Locations (SL)	84	6	3	2	1	18	2	116
Final Score (LT + SL)								**131**

Strategic Version

SETTING UP THE GAME

Shuffle all the location cards, make a stack of them and keep them upside down.
Shuffle all the mystery cards, make a stack of them and keep upside down.

Each player takes out one card from location card. This location becomes start location for that player. Keep player pin on that location. Keep the cards back in the stack.
Distribute Rs 2000/- to each player before start of the game.
Rest of the money stays with corporation. (One player can play as both corporation and player).

HOW TO PLAY

As mentioned in the card details, the locations are divided / grouped as per follows
Heritage Category: 63 Locations are divided into 7 heritage categories. 9 locations per category.
Colors: 63 Locations are divided into 7 colors. 9 locations per color.
Stars: 63 locations are distributed into 7 stars. i.e. some locations have 1 star, some 2 stars and so on.

The objective of the player is to collect 7 locations in a sequence. The sequence could be as follows:
7 locations cards of same color.
7 locations cards of same heritage category
7 locations cards with sequence of star.
E.g.:1 location of 1 star, 1 of 2 star, 1 of 3 star and so on up to 1 location card of 7 star.

Start of Play

Each player makes a throw of dice. Player with maximum throw of dice plays first. And rest in anticlockwise order.

Players then decide which location they want to go to as per their strategy. Or as per sequence, they chose to gather.
Players move on board on the throw of dice as explained in classic version.

Once reaching the location, player takes the card for that location, pays the contract cost to corporation and moves ahead.

Players do not / should not disclose the destination location / location where they are going, to other players.
The player movement rules, routing rules, mystery card rules, player catching rule remain same as classic version.

The behavior of mystery cards also remains same as classic version.

Players do pay rent to contractor of location when passing on his location.

No popularity index rule in this version.

First player to collect cards in any one of the orderly sequence mentioned above wins the game.