

Suevo's **Rumble** **Rulebook**

***kovu's pride* ©**

Suevo's Rumble is a team-based board game that will make use of the unique Suevo's Arm while combining quizzes, memory games, general knowledge questions and will also test how much you know about your teammates. The Suevo's Arm (SV) will be the trigger of every game, for example, when a question pops up, the first to take the SV gets to answer.

PACKAGE:

- 1 Suevo's Arm
- 1 Set of Cards
- 2 Dice
- Access to the Suevo's Rumble Interface



HOW TO PLAY:

Players will use a stick, the Suevo's Arm (SV) as a trigger for each minigame, and an application that will serve as a user interface for each minigame.

Players will be divided in two teams, that the application will make randomly.

Minigames will be selected randomly by the application, and only one member of each team will get to play each minigame. However, in some minigames, the whole team will be involved.

The member of the team that gets to play each minigame will also be randomly selected by the application. Although, if you activate the option "Change Players", you will get to change the selected players

There will be between 6-8-10 minigames in total. When a team wins a minigame, they get one point, the team that has more points at the end, wins Suevo's Rumble. The designated amount of points to win some minigame will be decided before the game starts

The last round will give you twice as points, this is done to avoid draws.

Minigames will be divided in three groups:

LUCK, INTERACTION and QUIZ.

QUIZ

During this minigames some random quiz question will appear on the screen and if the players know the answer to that question, they have to pick up the SV as fast as they can to get a point, the player that gets to grab the stick first wins a point.

This is the list of minigames that are in the QUIZ category:

**CAPITALS, MATHS, TRANSLATOR,
LAND, POPULATION AND FAKE NEWS**

INTERACTION

Interaction minigames will require more specific actions involving the Suevo's Arm.

This is the list of minigames that are in the Interaction category:

**WESTERN SHOOTING, CHARADES,
SVITCASES, GOAL POSTS,
PAÑUELITO, CATCH A BALL,
ROTATION RUMBLE**

LUCK

The winner of this minigames will be decided by pure luck, as that is the only skill required to play this type of minigames.

This is the list of minigames that are in the LUCK category:

**BOMB TIMER, HOT STICKS AND
SUEVO'S DICE**

SPECIFIC MINIGAME RULES

QUIZ

Only the member of each team that has been selected will play this minigames.

In the QUIZ minigames, if someone grabs the SV and fails to get the correct answer, the other team will get the point for that round.

Players will have around 1 second to say the answer, as thinking is not allowed after grabbing the SV.

If both players grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won't be valid.

The first team that reaches the designated amount of points will win the minigame.

CAPITALS: Players will have to guess the correct capital from the country that appears on the screen.

MATHS: Players will have to guess the correct number from the math problem that appears on the screen.

TRANSLATOR: Players will have to guess the translated word in English for the one that is on the screen.

LAND: Players will have to guess if the statement regarding the land mass of two countries that appears on the screen is True or False.

POPULATION: Players will have to guess if the statement regarding the population of two countries that appears on the screen is True or False.

FAKE NEWS: Players will have to guess if the statement regarding common knowledge that appears on the screen is True or False.

INTERACTION

WESTERN SHOOTING

Only the member of each team that has been selected will play this minigame.

Some text will appear on the screen, this text will come with a shout that will say the same as the text on the screen.

The possibilities are “Goal”, “Goalkeeper”, “Golly Molly”, “Gohstbusters” and “GO”. The goal of this game is that when you hear GO, and only then, the players will have to grab the SV faster than they rival, if both players grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won’t be valid.

The timing of the text and shouts is random, which makes everything much more dramatic.

If a player gets confused and grabs the SV in a different shout than GO, one point will be given to the other team.

The first team that reaches the designated amount of points will win the minigame.

CHARADES

In this game, every team member will be involved, but only the two players selected by the application will be doing the actions and the rest of the players will have to guess.

Every action will be done using the stick.

Every team will have 1 minute to guess correctly as many actions as they can, guessing correct one action will mean one point, and the team that finishes with more points at the end of their respective minute will be the winner of this minigame.

If this ends in a draw, both teams will have 30 seconds extra until one team wins.

SVITCASES

This minigame will be played by every team member of each team, and the ones that were selected by the application will have an especial role during this minigame.

In this minigame, there will be 2 roles: The team that reads a paper, and the team that wants to steal that paper. First, a team will select one of the six papers, they will read it and put it again in the SV (leaving the other five outside of the SV), and the other team will have 30 seconds to ask questions to guess what the other team has drawn.

There would be six options: "Safe +1", "Safe +2", "Safe +3", "Not Safe -1", "Not Safe -2, "Not Safe -3. If you get a positive one, you earn the points, and if the other team gets a negative one, you get that amount of points. That goes both ways.

Once the time is over, they will have to decide whether they want to steal the SV or they don't. The goal of each team is to end each round with many points as possible. When the round is over, roles are changed and the paper that they read also gets excluded in the new selection.

In case the team members cannot decide if they want to steal or not, the player that has been selected by the application will have the final word.

Players are obligated to answer the questions that the other team asks and, of course, they are allowed to lie.

There will be 4 rounds, and the team that has more points will win the minigame. If there is a draw, there will be 2 more rounds until someone wins.

GOAL POSTS

Only the member of each team that has been selected and a partner of their choice will play this minigame.

In this minigame, players will have to be 15 steps apart from each other.

One player will be the launcher and the other one will have to catch.

The catcher will be waiting with his eyes closed and making a goal with his arms in one side of his body, the launcher will count from 1 to 3 and will launch the stick. The catcher will then try to catch the stick. If they manage to do so, the team will get a point.

Each team will have 3 attempts to do it, and when both teams completed them, the team that has more points will win the minigame. If there is a draw, there will be a sudden death until someone wins.

PAÑUELITO

This minigame will be played by every team member of each team, and the ones that were selected by the application will have an especial role during this minigame.

The rules are simple, each team member will have to think of a number out of 1 to the number of players that the team with more team members has. For example, if there is a team of 4 and a team of 3, every team will have to think of a number from 1 to 4, and one team member of the team with 3 team members will have to think of two numbers.

A number from 1-10 will appear on the screen (and also it will be shouted) randomly, when players see their number, they will have to grab the SV as fast as they can, if they grab it before the player of the other team that has the same number, they will get a point, if not, the other team will get a point, if both players grab the SV, they are allowed to pull once quickly, if after that neither of them ends with the SV in their hands, that round won't be valid.

If one of the players that were selected by the application wins a round, that will count as two points, but that doesn't mean that if they lose a round the other team will get two points.

The first team that reaches the designated amount of points will win the minigame.

CATCH A BALL

Only the member of each team that has been selected and a partner of their choice will play this minigame.

In this minigame, players will have to be 15 steps apart from each other.

One player will be the launcher and the other one will have to catch.

The catcher will be waiting with the stick in their hands, and the launcher must throw a ball to try to shoot it inside the stick. The catcher will have to close their eyes, but they can try to catch the ball. If they manage to do so, the team will get a point.

Each team will have 3 attempts to do it, and when both teams completed them, the team that has more points will win the minigame. If there is a draw, there will be a sudden death until someone wins.

ROTATION RUMBLE

Only the member of each team that has been selected will play this minigame.

A number will appear in the screen, and players will have to rotate the stick trying to do match the number of rotations with the number in the screen. You will receive 3 points if you manage to do so, one point if it is a difference of 1, zero points if there is a difference of 2 and minus one points if there is a difference of 3+ (only if you have more than one point).

Each team will have 2 attempts to do it, and when both teams completed them, the team that has more points will win the minigame. If there is a draw, there will be a sudden death until someone wins.

In case the team members cannot decide what to do, the player that has been selected by the application will have the final word.

LUCK

BOMB TIMER

This minigame will be played by every team member of each team, and the ones that were selected by the application will have an especial role during this minigame.

A random timer between 3-7 seconds will appear in the screen. The team that is currently playing will have to decide whether to catch the stick or give it to the other team.

When the time is over, it will appear on the screen Boom or Point. If ha team has the stick and it says Point, they get a point, and if it says Boom, the other team gets a point.

The first team that reaches the designated amount of points will win the minigame.

HOT STICKS

This minigame will be played by every team member of each team.

A random timer between 3-15 seconds will appear in the screen. Players will be sorted and will make a circle. They will pass the stick whether to the player at their right or left. Once the time is over, the team that currently has the stick will lose, and the other team will win a point.

The first team that reaches the designated amount of points will win the minigame.

SUEVO'S DICE

Only the member of each team that has been selected will play this minigame.

A number will appear in the screen, and players will have to throw both dice with the stick trying to do match the number of the dice with the number on the screen. You will receive 3 points if you manage to do so, one point if it is a difference of 2, zero points if there is a difference of 4 and minus one points if there is a difference of 3+ (only if you have more than one point).

Each team will have 2 attempts to do it, and when both teams completed them, the team that has more points will win the minigame. If there is a draw, there will be a sudden death until someone wins.

In case the team members cannot decide what to do, the player that has been selected by the application will have the final word.