



**On The
Way
Manual**

On The Way Manual

- My board game idea that I called "On The Way." This game features a variety of characters, including "The Boy," "The Man," "The Girl," "The Woman," and "The Boy. Each of them must complete daily tasks to progress through the game. This game comprises three rounds, and every character is assigned a unique set of tasks within 10 minutes. Completing the tasks within time allows them to progress to the next round. Conversely, failing to complete the tasks results in elimination, and the remaining players continue with the game. The game's primary objective is to attain the finish line before other participants to achieve victory.

Victory:

Finish all tasks to advance to the next round.

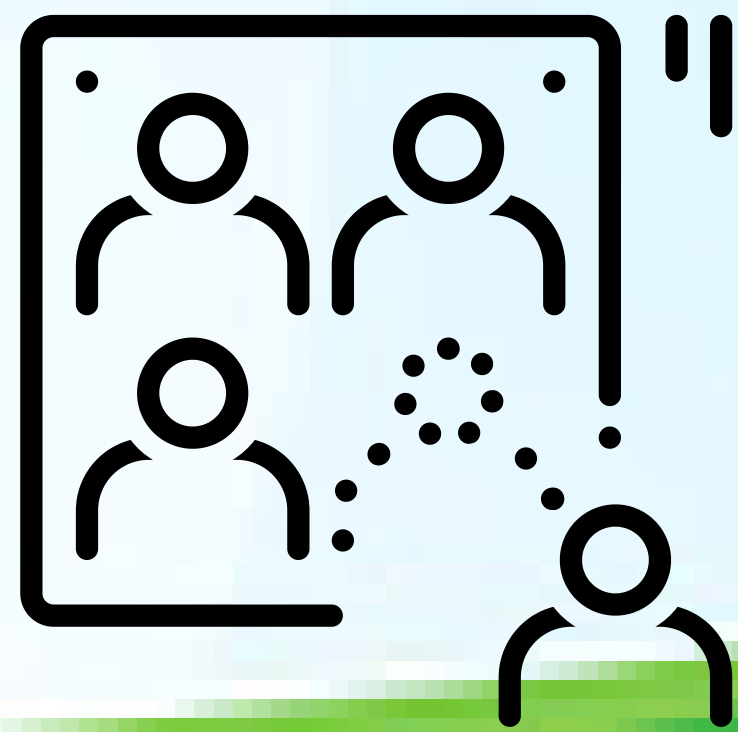


Moving to the Gameboard:

If a player skips their tasks on the game board, they can return to the area they missed the first time when it's their turn to roll the dice.

Elimination:

Failure to finish will result in being eliminated for the remaining of the game.



Black Squares:

Black Squares will appear in both the medium section and hard sections of the game, blocking the player's path towards doing their task, and they must find their way around the obstacles.

Game

Characters and their tasks

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- Boy: "MATH" box and complete one math question.
- "HOME" box and list three chores.
- "RECESS" box and list two playground equipment
- "BED" box and go to bed. (Wait for 1 minute; they can't roll the die until the time runs up.)
- "PACKUP" box to prepare for school, naming five essentials needed.

- Girl: "MAKEUP" Name one item that is considered makeup.
- "NECESSITIES" What item do all girls always take with them?
- "FASHION" Name three items a girl would wear to look good.
- "ENTERTAINMENT" Where would you go to spend time in the summer next year?
- "COMPLIMENTS" Name two compliments you would say to your crush or girlfriend.

- Woman: "WANTS": Name one you want to give to your lover.
- "RESPONSIBILITIES" Name two responsibilities
- "GIFTS" What would be considered the best gift?
- "NEEDS" What are three needs for a woman?
- "Clothing" Name a piece of clothing a woman wears

- Man: "SUPERMARKET" List three grocery items considered a "need."
- "WORK" Name two job positions
- "VACATION" What dream vacation would you love to go to?
- "RESTAURANT" List three dishes and cuisines you enjoy.
- "TRAVEL" Name a country or continent you visit next year or this year.

• Easy Tasks

(Medium and Hard tasks are in a work of progress :))

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- **"RESET"** lands in this box, and you would have to restart back to the beginning.
- **"REWARDS"** removes a question for the player that lands on this box, giving them an advantage.
- **"DOUBLE"** answers more questions than before. For example, you mean to name two items, but you must answer four instead of two.
- **"BOOSTS"** Boosts in the game, such as answering one question from your task card instead of two or three. Landing on your tasks after answering one will not affect you.
- **"SKIP"** allows players to skip the round entirely and wait for the other players to finish their rounds before time runs up.
- **"STOP."** You must wait one minute to roll the dice again to finish your task.

DISADVANTAGE

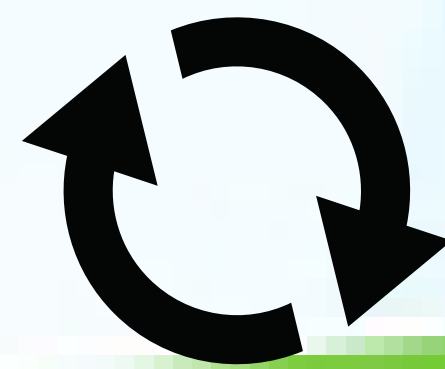
STOP



DOUBLE

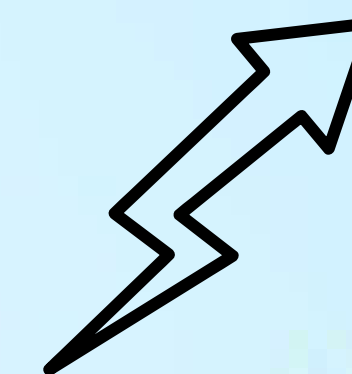


RESET



ADVANTAGE

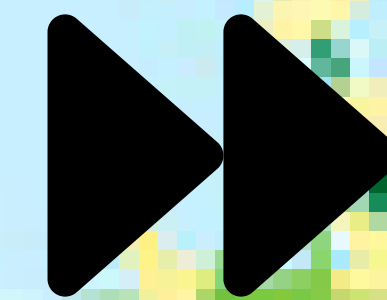
BOOST



REWARDS

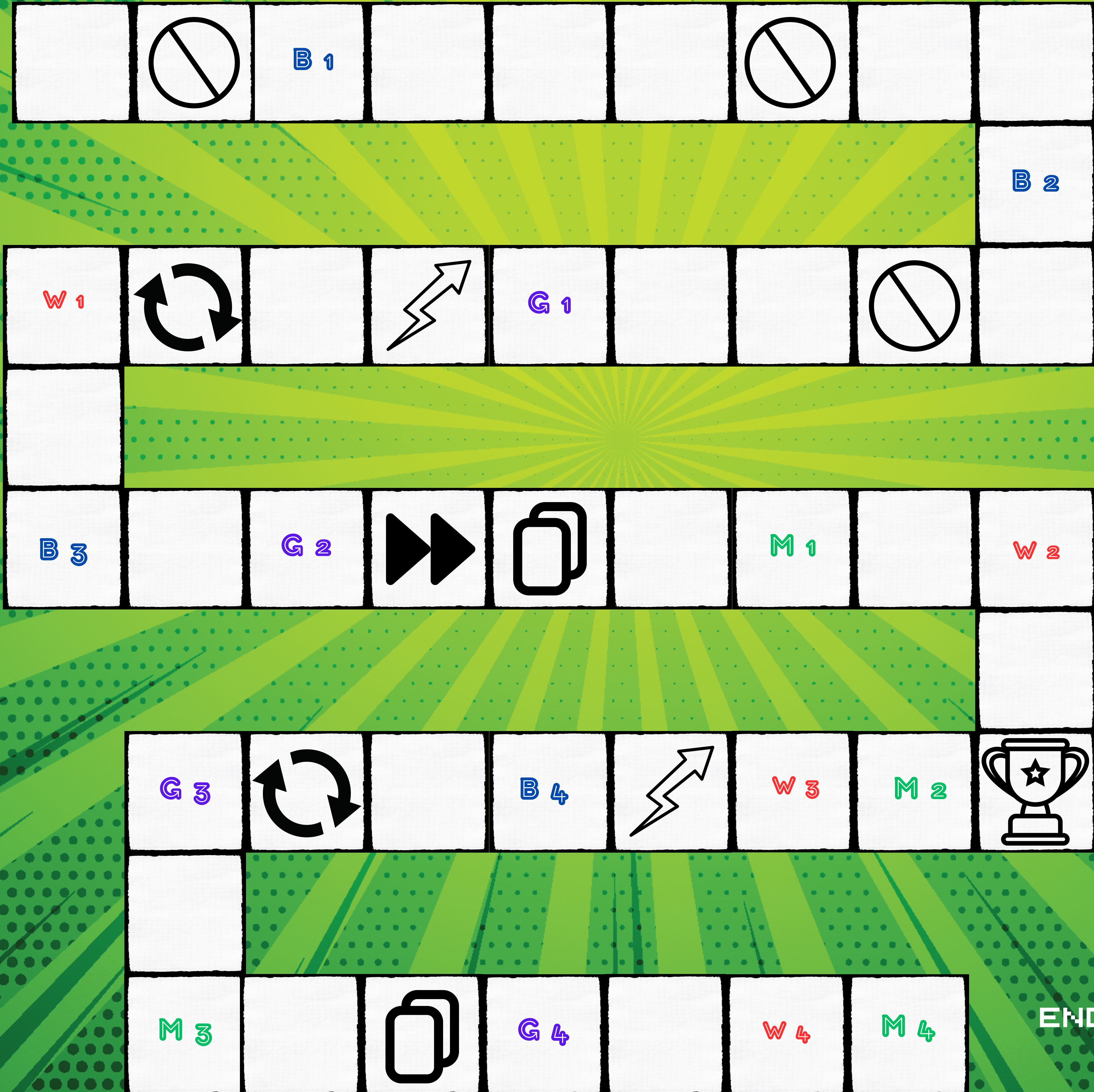


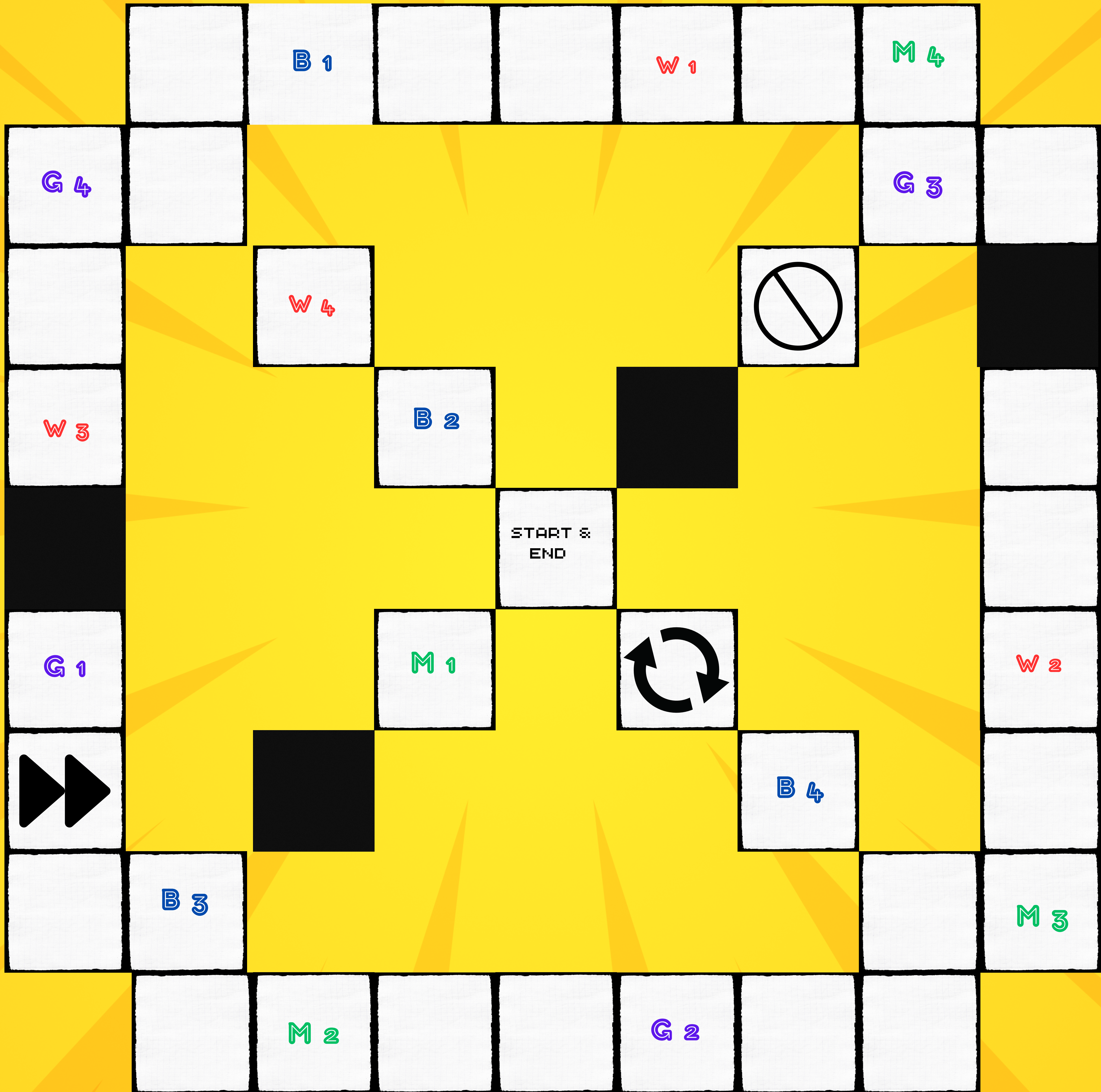
SKIP



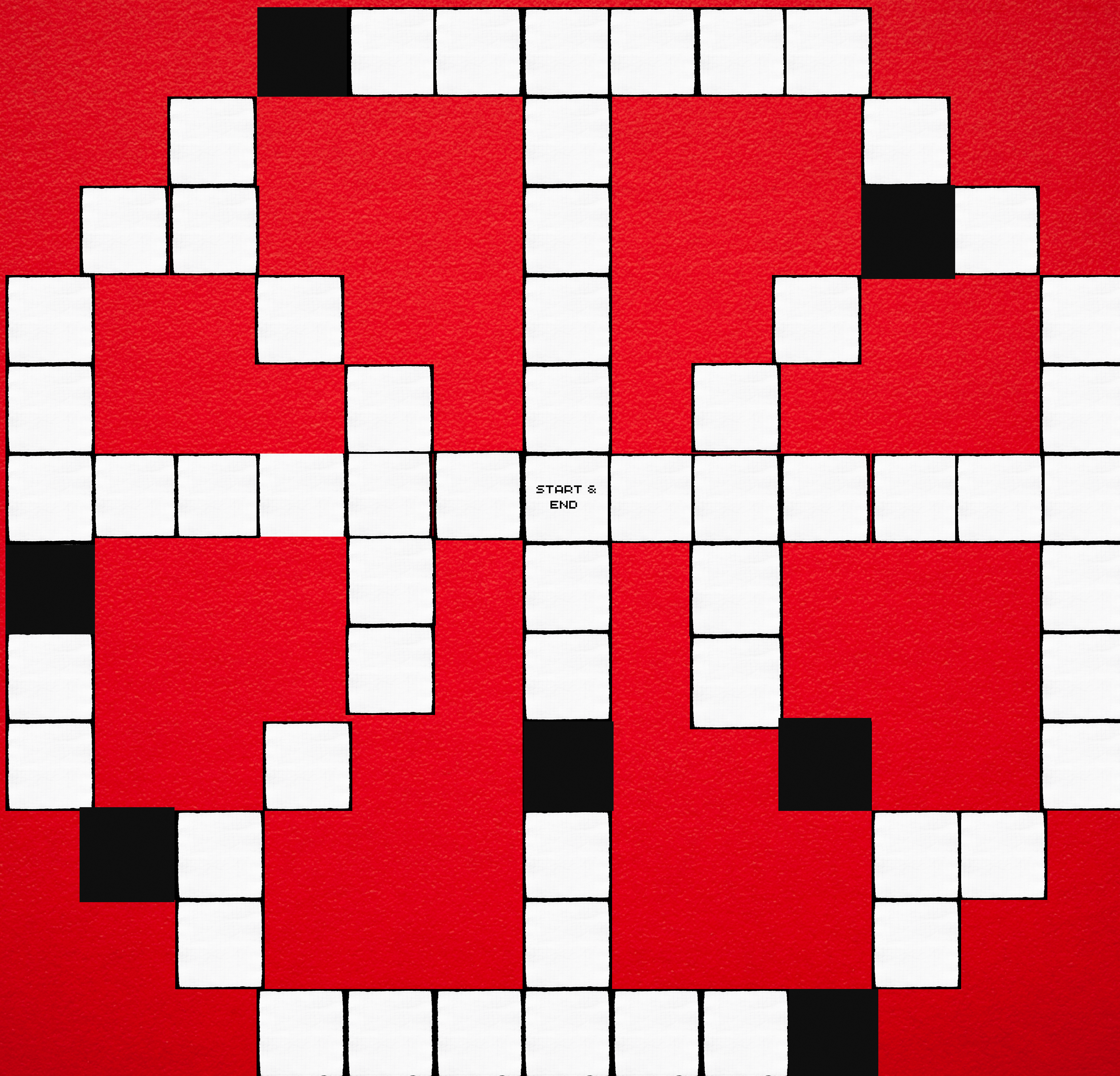
START

20 MINUTE
TIME LIMIT





25 MINUTE
TIME LIMIT



On The Way (Board Game). (2023) St.
Charles, MO: Canva

30 MINUTE
TIME LIMIT