

Rulebook Pio-Pera

Objective

Be the first player to earn **3 passport stamps** by collecting **city stickers** and exchanging **3 from the same country** for a stamp. The first player to complete their passport **wins the game**.

Players: 2–6

Play Time: ~30–60 minutes

Movement: Turn-based, anti-clockwise around the board

Game Components

- 1 Game Board
- 2 Dice
- Passport booklets or cards (1 per player)
- City Stickers (organised by country)
- Stamp Tokens
- Game Currency (name TBD)
- Golden Pot (centre of the board)
- Access to the **companion mobile app**

Setup

1. Place the board in the centre.
2. Give each player a passport and starting money (240d 1x100, 1x50, 2x20, 3x10, 4x5).
3. Place stickers, stamps, and money within reach.

4. Launch the app (required for some spaces).
5. All players place their pawns at the **starting space**.
6. Determine the first player by rolling a die. Smallest number begins, ties re-roll.

Gameplay Overview

On your turn:

1. Roll **two dice**.
2. Subtract the smaller from the larger (e.g., $5 - 2 = 3$).
3. Move your pawn **anti-clockwise** that number of spaces.
4. Take the **action** of the space you land on.

Board Spaces

Start

- Every time you pass through start, get 60d.

City Sticker

- Pay 30d to unlock the questions.
- The app gives **3 trivia questions** about a random city.
- Answer all 3 correctly = earn the **city's sticker**.
- **Collect 3 stickers from the same country** → trade for 1 **Stamp**.

Mystery Box

- The app generates a **random effect** (could help or hurt).

Side Quest

- Receive a **random quest** from the app.
- Complete it during gameplay to earn a **reward** (sticker, stamp, or money).

Pay Fine

- Roll 1 die → pay 10 times the amount.
- Money goes into the **Golden Pot** in the centre of the board.

Roll for Money

- Roll 1 die → receive 10 times the amount.

Pirates

- Lose **all your money**.
- All stolen money is added to the **Golden Pot**.

Golden Pot

- Collect **all the money currently in the Golden Pot**.

Free Sticker

- The app gives you a **random city sticker** with no questions.

Golden Stamp

- Instantly receive a **free stamp** (no sticker set required).

Go to Jail

- Move directly to the **Jail Entrance**.
- Roll 1 die to determine which **floor** you start on (1–6).
- Each turn, move **one floor down**.
- Once you reach the waiting **room**, resume playing on your next turn.

Additional Rules

- **No movement on a 0 roll** (e.g., 4 and 4).
- **Multiple players** may share a space.
- Stickers, stamps, and money are tracked **manually**.
- **Golden Pot** accumulates money from **finances** and **pirate events**.

Winning the Game

- Trade **3 city stickers from the same country** for 1 stamp.
- The first player to earn **3 stamps** and fill their passport wins.