



# COURT OF CHAMPIONS: INSTRUCTION MANUAL

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PRODUCT DESCRIPTION	
Product Name: Court Of Champions	
Interactive Board Game	
INTENDED USE	
The product is intended to be used for:	<ul style="list-style-type: none"> <li>• Entertainment</li> <li>• Knowledge about basketball</li> </ul>

## Court of Champions

- **Objective:** Compete to earn the most points by completing trivia questions and physical challenges related to basketball history and rules as you navigate the court.

### I. Game Components

- 1- Large Chest
- 1- Large Game Board
- 6 - Small Player Game Board (Half Basketball court)
- 1 – Small Black box with smaller game components

- 2 – Black trays for Storage to hold small parts
- 24 - Challenge Cards
- 65- Trivia Cards
- 6 - Player Tokens (basketball themed players)
- 2 - Dice (six sided)
- 1 - score sheet Tablet (50 sheets)
- 4 - Challenge Tablets (25 sheets)
- 12 – orange Ballons
- 1- Collapsible Basketball Hoop
- 6- Small Foam Basketballs
- 1 – Pack of Colored Pens
- 8 - Pencils
- 1- 30s Timer
- 1- 1 min Timer
- 1 – Instruction Manual

## II. Set up

1. **Place the Game Board:** Lay out the game board in the center of the playing area.
2. **Distribute Player Tokens/ and Player Boards:** Each player chooses a token and places it at the starting point on the board (e.g., "Tip-Off" space).
3. **Shuffle Challenge Cards:** Mix the Challenge Cards and place them face down in a designated area on the board.
4. **Lay Out Challenge parts nearby:** (Ex. collapsible hoop, ballons, pens, basketballs)
5. **Prepare the Score Sheet:** Ensure each player has access to a score sheet to track points.

### III. Parts:

Game Board: The game board is designed with 6 half courts or can be stated as three full courts.

- Each court will have a start point and various spaces
- Each space will have a different activity (Some will be Challenge spaces and others will be Trivia) Please see description below

Player Tokens: Each player token will represent a basketball player. Each basketball player has different capabilities which gives them different advantages throughout the game. (Please see advantages in the “Player Advantages” Section)

What players represent:

- **Athena – The Trivia Whiz & Karate Master:** Athena is not just a karate master; she’s also a basketball trivia whiz with an extensive knowledge of the game’s history, rules, and statistics. Her years of training in karate have sharpened her focus and precision, and she applies that same discipline to mastering basketball trivia. Athena can answer questions faster and more accurately than anyone, recalling everything from legendary players and iconic games to obscure stats with ease. Her quick responses earn her bonus points, and she handles every challenge with the same calm determination she uses in the dojo. Whether she’s performing a flawless kata or naming the highest-scoring game in NBA history, Athena is a true champion—sharp, focused, and always ready to strike when the time is right.
- **Earnie the Chick – The Agile Athlete:** Earnie the Chick is a powerhouse of speed and agility. With exceptional physical skills, she thrives in every physical challenge, navigating obstacles with

effortless grace. Whether he's darting across the court, dodging hurdles, or completing tasks at lightning speed, Earnie's quick reflexes and nimble movements allow him to outpace the competition. His natural athleticism lets him tackle challenges faster and more efficiently than others, ensuring she maximizes her point potential at every turn. Earnie may be small, but his energy, agility, and determination make him a formidable force in any physical challenge.

- **Copper the Penguin - Team Player:** Copper the Penguin is the ultimate team player, always ready to lend a flipper to his friends. With a natural sense of cooperation and a cool, calm demeanor, Copper excels at assisting his teammates during challenges. Whether it's providing helpful hints for tricky trivia questions or offering strategic advice, Copper's ability to think on his feet and work together with others ensures his team maximizes their point potential. His intuitive understanding of the bigger picture allows him to contribute in ways that elevate the whole group. In the world of team-based challenges, Copper's collaborative spirit and sharp thinking make him an invaluable asset—no one is left behind when Copper's around.
- **Tucker the Turtle – The Strategic Thinker:** Tucker the Turtle is a master of patience and foresight. With a calm demeanor and a sharp mind, he excels at analyzing the game from every angle, taking his time to chart the most efficient path. Tucker understands that success isn't about rushing ahead; it's about making thoughtful, strategic choices. His methodical approach allows him to uncover higher scoring opportunities that others might miss, and his ability to anticipate challenges ahead ensures he's always one step ahead. In a fast-paced world, Tucker knows that slow and steady wins the race.
- **The Poop Emoji – The Historical Expert:** The Poop Emoji may not look like much, but don't let its appearance fool you—this character is a basketball history expert with an encyclopedic

knowledge of the game's legends and pivotal moments. Specializing in iconic players, unforgettable games, and key statistics, the Poop Emoji answers trivia questions with surprising depth and accuracy. Their extensive understanding of the sport's legacy gives them a unique edge, earning them extra points for their quick recall of basketball's most legendary moments. With a solid grasp of the game's rich history, this unlikely trivia champion always knows when to drop the knowledge bomb.

- **Tim Baller – The Risk Taker:** Tim is a bold and daring character who thrives on taking risks and pushing the limits. Fearless and always ready to jump into action, Tim has a natural talent for handling high-stakes situations, whether it's taking on tough challenges or making split-second decisions that others might hesitate to make. His ability to think on his feet allows him to seize opportunities in ways that others might not dare to try. In trivia rounds, Tim can tackle the toughest questions with confidence, even when the answers aren't obvious. His boldness earns him bonus points for taking calculated risks, and he can sometimes pull off incredible victories when others play it safe. If you want a player who's not afraid to go all-in and take chances, Tim is the one to choose.
  - **Players may assign a certain player token to a player to provide the group with an advantage or disadvantage.**

Challenge Cards: Each challenge card has a physical activity that each player must complete successfully to gain point. Note: there are some challenges that may require teams, in this case the person who drew the card may pick the teams, and each member on the winning team will gain the number of points of the card.

- Each card lists a number of points per challenge that may be earned by an individual or team during a set time.

- Some of the challenges may require a timer and instructions are provided on each card.

Trivia Cards: Trivia cards are like the Challenge card. Players will pick up a trivia card from the pile when they land on a space that says “Trivia”

- Each question is multiple choice, so the players have 4 answers to choose from.
  - Answers to each of the questions are provided under the slidable black flap.
  - To reveal the answer, pull the basketball hoop on the right.
- Player is awarded the correct number of points for right or wrong answers.
  - Each correct Trivia question answered is worth **2 points**.
  - Players receive **1 point** for wrong answers

Score Sheet: At the start of the game players needed to designate a player as the score keeper.

- This player will oversee keeping track of all points awarded to each player per turn.

The score sheet has 3 Spaces for Names players on the Home Team and 3 Space for Names of Players on The Away Team.

- The teams may be assigned at the beginning of the game
  - Players may roll the dice to pick team captains (Ex. 2 players with the highest roll are the team captains)
    - Each team will have 2 or 3 players depending on whether there is a total of 4 or 6 players
  - Each player will be awarded points individually for Trivia spaces and individually for Challenges (Instructions for team challenges points are listed on card.



The scoresheet has 4 sections. One is for the players name, one is for Challenge points earned by each player, one is for trivia points awarded by each player and the other is for the total number of points earned by each player.

- Please place the correct number of points per player in the right column per player at the end of each turn

At the end of the game (when each player has completed their journey through their game board) the score keeper may tally up everyone's points.

- The person who has the most points wins (So not necessarily who finishes first)

#### IV. Game Play:

- **Turn Order:** Players decide the turn order by rolling a dice (Highest roll goes first)

#### V. Rolling the Dice:

- On their turn, a player rolls the die and moves their token forward the number of spaces rolled.
- If a player lands on a special space (indicated on the board), they must perform the associated action.

#### VI. Challenge Spaces:

- **Trivia Space:**
  - If a player lands on a Trivia Space, they draw a Trivia Card, and the player will read the trivia question aloud.

- The answer is provided under the black slidable tab, once the player answers the question, they may pull the basketball hoop in order to reveal the answer.
  - If they answer correctly, they earn points ( 2 points for correct answers).
  - There are points awarded for wrong answers as indicated on the card (1 point each)
- **Challenge Space:**
    - If a player lands on a Challenge Space, they draw a Challenge Card that may require them to perform a physical task (e.g., "Make a paper ball into a trash can" or "Dribble a ball five times"). If successful, they earn points as specified on the card.
    - Some challenges may require a time (timer instructions are listed on the card)
    - All materials for challenges are provided in the box (Ex. Collapsible basketball hoop, balloons, colored pens)

**There may be challenge cards that require a team, in this case players would get with teams that were selected at the beginning of the game**

- **Each player/ on the winning team will each win the points listed on the card.**

## **VII. Points System:**

- Designate a player to be the scorekeeper- The scorekeeper will keep track of each of the players points per turn using the score sheet.
  - Players earn points based on the type of challenge:
  - **Correct Trivia Answer:** 2 points (varying difficulty) 1 point for wrong answers

- **Completed Physical Challenge:** points as stated on the card
- Keep track of points on the Score Sheet after each turn.

## VIII. Team Challenges (optional)

- **Team Challenges (Optional):** If players land on a designated "Team Challenge" space, they can collaborate as a team to answer a trivia question or complete a physical challenge, with shared points awarded for success.

## IX: Winning The Game:

- The game ends when all players have reached the end of their game board or when players agree to finish (after a set number of rounds).
- The player with the most points at the end of the game is declared the "**Champion of the Court.**"

## X. Additional Rules:

- **Timer for Challenges:**
  - For added excitement, players can use a timer (e.g., 30 seconds) for physical challenges and trivia answers.
- **Disputed Answers:**
  - If players disagree on an answer, they can consult a basketball rulebook or trusted source to resolve disputes.
- **Penalty for Skipping:**

- Players may choose to skip a challenge but will lose 1 point if they do so.

## XI. Tips for Players:

- Stay engaged and supportive during challenges and trivia.
- Use teamwork during Team Challenges to maximize points.
- Have fun and enjoy the mix of knowledge and skill!

Get ready to show off your basketball knowledge and skills in the Court of Champions!



