



# 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

- Game Board (Basketball court of some sort)
- Challenge Cards (Trivia questions and physical challenge)
- Player Tokens (basketball themed players)
- Dice (six sided)

- Score sheet/ Pencils
- Timer (optional)

## II. Set up

1. **Place the Game Board:** Lay out the game board in the center of the playing area.
2. **Distribute Player Tokens:** 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. **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 4 half courts or can be stated as two 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:

- **Trivia Whiz:** This character has an extensive knowledge of basketball history, rules, and statistics. They can answer trivia questions faster and more accurately, earning bonus points for quick responses.
- **Agile Athlete:** Equipped with exceptional physical skills, this character excels in all physical challenges. They can navigate the court with ease, dodge obstacles, and complete challenges more quickly than others, maximizing their point potential.
- **Team Player:** This character can assist teammates during challenges. They can provide hints for trivia questions and strategize effectively, allowing the team to earn more points collectively.
- **Strategic Thinker:** With a knack for planning and foresight, this character can analyze the game situation and decide the best routes and methods for completing challenges. Their strategic choices can lead to higher scoring opportunities.
- **Historical Expert:** Specializing in basketball legends and pivotal games, this character earns extra points when answering questions about iconic players and moments. Their deep understanding of the sport's legacy gives them a unique edge during trivia rounds.
  - **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.

- There are also points for wrong answers as indicated on each of the cards.

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”

- Another player will pick up the card and read out the question.
  - Each question is multiple choice, so the players have 4 answers to choose from.
    - Answers to each of the questions are provided under the flap (The person reading the question may look at the answer once the player has answered the question.
  - Player is awarded the correct number of points for right or 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.

#### 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 Challenge Card, and another player will read the trivia question aloud.
  - The answer is provided under the tab, the player who read the question may say the answer once the player said their answer.
  - If they answer correctly, they earn points (e.g., 1 point for basic questions, 2 points for advanced questions).
  - There are points awarded for wrong answers as indicated on the card.
  
- **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.
  - **There may be challenge cards that require a team, the player who drew that card may pick the teams.**
    - **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:** 1-2 points (varying difficulty)

- **Completed Physical Challenge:** 2 points (or as stated on the card)
- **There are also points for wrong each (which will be indicated on each 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 Challenge Cards have been drawn 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!



