

URTIS ŠULINSKAS



# WAY 2 GO



**TRUST YOUR TEAM!**

For 2 - 7 players of 8 years and up



## COMPONENTS

- 4 Erasable boards, each with 2 trails (2x A/B and 2x C/D)



Trail A

Trail B

Trail C

Trail D

- 18 Ability cards



- 2 Masks



- 2 Pens



- 3 Team cards with difficulty levels 1 - 7

(Front/Back)



2/3 Players

4/5 Players

6/7 Players

- 4 Cards with code language



Front

Back

- 1 Rules booklet

## GOAL OF THE GAME



"Way2Go" is a cooperative party game – together, players set out on a mission of sensory deprivation. Players will form a team which will all play simultaneously. One player, the pathfinder, will hold the pen in their hand and cover their eyes with a mask. Their task is to draw a path along the trail with their pen from start to finish.

The rest of the players are instructors, who must lead the pathfinder to draw the path correctly and reach the end of the trail.

However, each instructor is limited in the senses they may use, depending on their role and the difficulty level chose. For example, one player may be able to use their sight, but may only communicate through touch; another player cannot see anything, but is allows to speak, while another may speak only in a code language.

Only if the players manage to coordinate their senses well will they lead their pathfinder to the trail's end and win the game together.

## VARIOUS DIFFICULTY LEVELS

"Way2Go" may be played in a number of different difficulty levels. If you succeed, you may proceed to the next level, and since games do not take long, you may play several consecutive rounds.

On the team cards you will find the player number (2 - 7 players) with difficulty levels ranging from 1 to 7 (only five levels for 2 players). As the level increases, they not only become more difficult, but more diverse in their challenges. The numbers in the chart designate which ability cards will be used. In addition, each trail from A to D offers a different challenge.

## SETUP

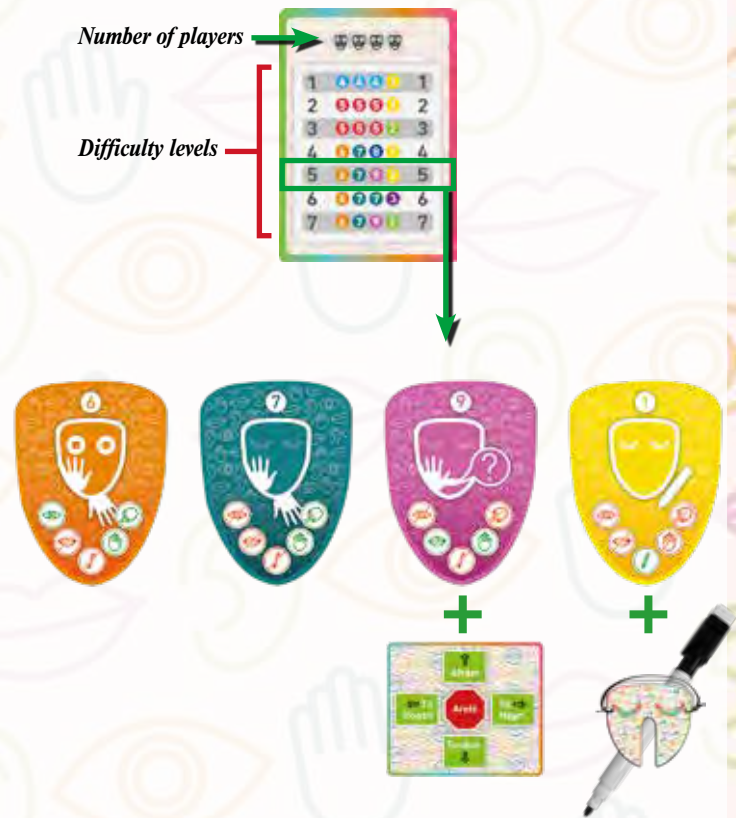
First, take the team card that matches the number of players.

The game includes 9 different ability cards. If, for example, you want to use the **difficulty level 5** with 4 players, you will need the following cards: **Nr. 6, 7, 9, and 1**. Players may randomly assign cards, or they may decide which card to give to each player.

After one ability card is assigned to each player, further components have to be distributed. The pathfinder (ability card 1, 2 or 3) takes a pen and a mask (you will use the second pen and second mask for the game variant "Chasing scenario").

If the ability cards No. 5 or No. 9 are used in the game, that instructor takes one card with a code language.

Then, the players take their seats around the table according to the order given on the team card. Pass the instructions to each player so it is clear what their role in the game is. Before you start playing, place the four trail boards within easy reach.



## THE ABILITY CARDS



### **You are the pathfinder**

You take a pen in order to draw the path. Put on the mask, and make sure that you cannot see anything when drawing. You are not allowed to speak, may not touch anybody, and nobody may touch you.



### **You are the pathfinder**

You take a pen in order to draw the path, using your path, **using your non-dominant hand**. Put on the mask, and make sure that you cannot see anything when drawing. You are not allowed to speak, may not touch anybody, and nobody may touch you.



### **You are the pathfinder**

You take a pen in order to draw the path. Put on the mask, and make sure that you cannot see anything when drawing. You are not allowed to speak. You may touch your left neighbor, and your left neighbor may touch you.



### **You are an instructor**

You may use your sight and speech. You are not allowed to touch anybody, but your left neighbor may touch you.



### **You are an instructor**

Take a card with a code language. Before the game starts, let your left neighbor know the meaning of the code words. During the game, you are allowed to speak in the code language only. You may use your sight, but are not allowed to touch anybody, but your left neighbor may touch you.



### **You are an instructor**

You may use your sight, but are not allowed to speak. You may touch your right neighbor, and your left neighbor may touch you.



### **You are an instructor**

You must keep your eyes shut, and are not allowed to speak. You may touch your right neighbor, and your left neighbor may touch you.



### **You are an instructor**

You must keep your eyes shut, but you are allowed to speak. You may not touch anybody, but your left neighbor may touch you.



### **You are an instructor**

Take a card with a code language. Before the game starts, let the pathfinder know the meaning of the code words. During the game, you are allowed to speak in the code language only, and you must keep your eyes shut. You are not allowed to touch anybody, but the pathfinder may touch you.

# FLOW OF THE GAME

## Come to an agreement with each other!

Starting with the first player, an instruction is passed to the next player in a counter-clockwise direction until it gets to the pathfinder. Depending on the difficulty level, the instruction may be passed on by speaking or touching the other player. Only the last instructor is allowed to speak to the pathfinder or touch them. Before the game starts, you must reach an agreement to make sure that the pathfinder will understand the words or the touches of the last instructor to enable them to draw the path correctly.

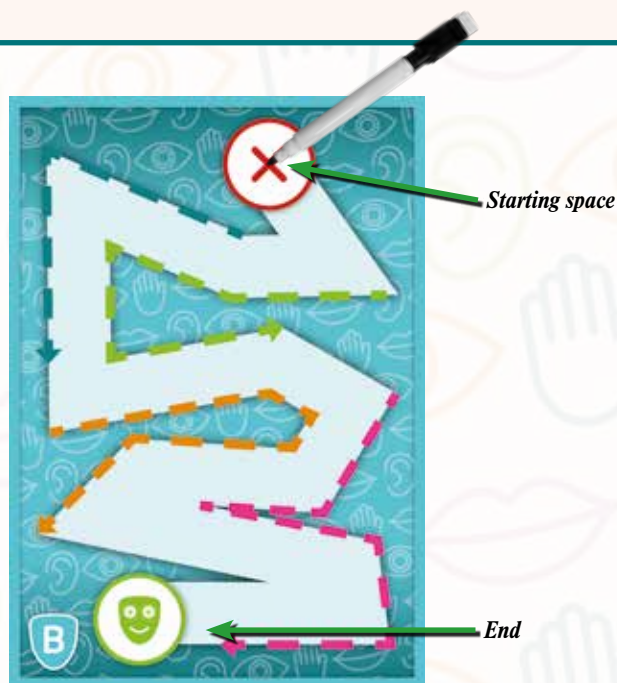
The instructions „left,“ right,“ „up,“ or „down,“ or „stop,“ or the corresponding words of the code language are given from instructor to instructor in a very low voice so the pathfinder cannot hear them. Players should agree how to best pass these instructions through touch, but you are only allowed to touch another player's hand, back, or head.

## Let's start!

Once all agreements have been reached, the pathfinder puts on their mask. Then, the instructors choose a trail board, for example trail B, and place it in front of the pathfinder (*without giving them any information*). To help them get started, the instructor to the right of the pathfinder leads their hand holding the pen to the center of the starting space. Starting from this point, the pathfinder must move the pen and draw a line along the trail up to the end. Finally, all instructors who are not allowed to use their sight close their eyes.

The round starts as soon as the pathfinder says "Ready," and one after the other the instructors pass the first instruction to the pathfinder.

The first instructor should react as fast as possible to the movements of the pathfinder's pen so they can draw a line up to the end without going astray. If the pen moves off the trail, the first instructor must stop the round by saying aloud "gone off the trail". Then, they must lead the pen in the pathfinder's hand back to the spot where it left the trail, and the round continues in the usual way.



*Example: An instructor who is allowed to see but not to speak (6) passes the instruction "up" to their right neighbor (7), who cannot use sight, by touching them. This instructor passes the instruction "up" to their right neighbor (8) by touching them as well. This player is allowed to speak and tells the instruction "up" loud and clearly to the pathfinder (1). The pathfinder slowly moves the pen up on the trail.*



Back to the spot where the pen left the trail



## ENDING THE GAME

A round ends after the pathfinder has reached the end of the trail or if they have gone astray too often.

If the pathfinder goes astray as many times as the number of players (for example 4 times in a game with 4 players) the players have lost that round. They should try again immediately with the same trail or an easier difficulty level.

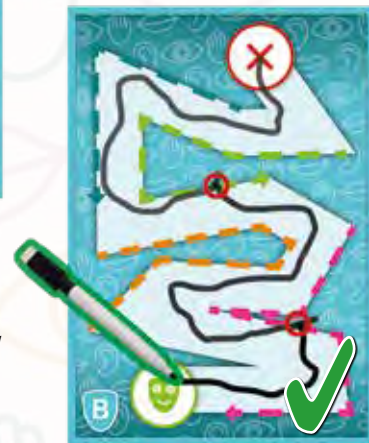
If the pathfinder has reached the end with the help of the instructors (the line ends in the mask) the players have won that round – congratulations! Then, they count how often the pathfinder has lost their way—the fewer times this happened, the better the players worked together.

After each round the drawn line can be wiped off the trail board by using the other end of the pen. The players can decide to repeat the same trail, or try a harder combination of trail and difficulty level.

Can you manage to reach the end of trail D with difficulty level 7?



*Example: There are 4 players. The pathfinder has gone astray for the fourth time. The game ends immediately.*



*Example: There are 4 players. The pathfinder has reached the end and has gone astray only two times. All players have won the game!*

## GAME VARIANTS

In case there are more than 7 players or the players want to play competitively, you may try one of the following variants:

### Team vs. team

Form two teams of equal size, if possible. Both teams will play on the same trail with the same difficulty level at the same time. Now both pens and masks will be used. If there is one team with one more player than the other, give that player the ability card no. 7.

The teams play simultaneously against each other, sitting on opposite sides of the table. The two pathfinders draw along the same trail, but on separate boards. The ability cards are placed between the boards and are used by both teams.



With a start commando both teams start the race. Rules are unchanged for both teams. The team that manages to complete the trail first is the winning team. One team loses instantly, if it goes astray too often. Then the other team is declared winner, regardless to where they drew on the trail.

### Chasing scenario

This is the expert variant, where a timer (mobile phone) is needed. Contrary to the previous variant only team 1 starts drawing, while team 2 starts the timer. After 20 seconds team 2 also starts drawing chasing team 1.

It is the goal of team 1 not to be outpaced by team 2. If team 1 has reached the end of the trail without being outpaced by team 2, it is the winner. If team 2 manages to catch up with team 1, even before reaching the end, that team is the winner. Both teams may go astray as many times as the number of team members plus 1. If a team's pathfinder goes astray one more time than that, that team loses immediately. So play fast, but still carefully!