“CARBGAME 2”: HEME METABOLISM INSTRUCTIONS

1. Each team should consist of 6 players.
2. Players take turns to roll the dice. The dice should be thrown only once for every turn. Same player shall not roll the dice more than once in a row. To start the game, players should throw 1 on dice.

1. This CARBGAME game consists of 100 boxes; 70 boxes pose questions to the players on HEME METABOLISM and the remaining 30 are extras which includes 1 winning card. Instructions will be provided on every extra box, players should adhere to the same as they proceed forward.

1. Among the 70 boxes, 60 questions are printed on the game board and remaining 10 as cards.
2. A deck of 10 cards will be shuffled and kept aside. When players land on “PICK A CARD” box, they shall draw from the deck of card faced down. Players will have to provide right answer to the question on the card. In case the players are unable to find the answer or provide incorrect answers, they go back by 5 moves. Each time they land on “PICK A CARD” box, players can choose any card. If they have answered all ten cards, players can roll the dice and proceed further upon landing on these boxes again.
3. Players should answer to the question printed on each block which they land on.

1. It is mandatory to provide complete answer to the questions given in order to start the next dice roll.

1. Team members are allowed to discuss the answer among them.

1. Certain blocks mandate the answer to be given only by the player who rolled the dice or has been nominated, upon such condition discussion with the team shall not be entertained.

1. Solo-Answer Blocks are represented with RED DOT. Upon landing on these blocks, answer is to be given only by the player who rolled the dice or has been nominated.

1. The answers will be cross-checked by the Faculty in charge of the team with the key provided.
2. In case of any discrepancy or multiple correct answers, the same shall be brought to the notice of chief organiser
3. Hints or prompts of any kind shall not be entertained.

1. The answer given in the first attempt will be considered final. Additional chances will not be provided. Hence it is important that the team members discuss before answering.

1. In case the Players are unable to find the answer to the Question, the players shall go back by 3 moves then continue the game. If the players are in the first 3 blocks of the game and didn't find the answer, they invariable go to the starting point.

1. All the teams shall be provided with 3 Skipping Stars. These can be used to skip the questions that they couldn't find answer to, without going back by 5 moves. But it can be used only three times throughout the game. Note that Skipping Stars cannot be used to skip questions on CARDS.

1. In case the players land on the same block which they didn’t answer, in the next turn, they may try again to find the right answer, use a skipping star or continue going back by 3 moves.

1. Players shall not discuss with other team members or have reference material of any sort during the game.

1. The players will be provided with glucose to boost their energy during the game. If the players land on Energy Boxes, the game shall proceed as follows:

1 glucose - 1 Bonus move forward

2 glucose - 2 Bonus moves forward

3 glucose - 3 Bonus moves forward

1. There are “PEACE BRO !” in the games that are devoid of any questions. Players landing on these blocks can roll the dice again and shall proceed further without answering any questions.

1. The final step is the 100th block. Players are allowed to move as per the number on Dice only up to 99th block. It is mandatory to throw 1 on the dice to reach 100 and answer the question on 100th block in order to finish the game. To this regard, from 94th block only dice numbers 1-5 will be valid, similarly on 95: 1-4, 96: 1-3, 97: 1-2: 98: 1.

1. The team that first reaches the final step shall collect the winning card from the faculty in charge and provide the correct answer to the final 100th case-based question to be deemed winner of “CARBGAME 2” – HEME METABOLISM