



Game Mechanics: Stats and Ladders

Game Description: Sharing the same concept as the board game classic "Snakes and Ladders", Stats and Ladders is a "life-size" board game comprised of two or more players all sharing the same objective of reaching the last board tile. All players can navigate the board through die rolls.

Viable Contestants:

Preliminary Round: minimum of 10 participants (1 student-participant per school)

In case the number of participants is 10 or below, the game will immediately proceed to the final round.

Final Round: 10 participants

Game Mechanics:

i. Equipments:

- **One (1) life-size traditional die** which is a cube consisting of 6 faces. Each face shows a different number of dots ranging from 1 to 6.
- **One (1) ten by ten (10 x 10) board** which consists of 100 tiles. The board that will be used is as follows:

100	99	98	97	96	95	94	93	92	91
	μ		?	α			μ	α	
81	?	82	83	84	85	86	87	88	89
		μ	α	α			α	μ	μ
80	79	78	77	76	75	74	73	72	71
	α	μ	μ	?		α		μ	
61	62	63	64	65	66	67	68	69	70
	μ	α	?		α	?	μ		
60	59	58	57	56	55	54	53	52	51
	?	α		μ			α	μ	μ
41	42	43	44	45	46	47	48	49	50
	?	μ	α	α	μ			α	μ
40	39	38	37	36	35	34	33	32	31
		α		μ		?	α	μ	μ
21	22	23	24	25	26	27	28	29	30
							?		
20	19	18	17	16	15	14	13	12	11
1	2	3	4	5	6	7	8	9	10

- **A set of questions relating to official statistics and statistics in general**, which will be prepared by the PSA Technical Staff.
- **Placards** containing the letters A, B, C, and D
- **Sheets of paper and markers** which will be used by players for doing computations and answering the questions.

ii. Game Proper

The main objective of the game is to be the first person to reach the last tile (100).

The game is divided into two rounds: **Preliminary** and **Final** Round.

The **Preliminary** Round:

1. Only the first 25 tiles of the 10x10 board will be used. There will be 10 questions for this round.
2. All the players will be asked multiple-choice questions at the same time (following the format of a quiz bee). Questions will be read twice. Players will raise the placard corresponding to the letter of their answer.
3. Players with the correct answer will roll the die to move forward.

Note: There are no special tiles or ladders for the first 25 tiles.

4. The first 10 players to reach the 25th tile after the **Preliminary** round will move to the **Final** round. If there are no players able to reach the 25th tile or there are < 10 players who reached the 25th tile at the end of the round, the 10 players on or nearest the 25th tile will be chosen. If the number of players would exceed 10 (e.g. only 3 slots are available, and 5 players are tied at the same spot), a do-or-die tiebreaker question will be administered.

In case the number of participants is 10 or below, the game will immediately proceed to the final round.

The **Final** Round:

1. The allotted time for the **Final** Round is 60 minutes.
2. The starting point for the **Final** Round is the 25th tile. (If there are 10 or less players, the starting point is at the 1st tile).
3. All the players will be asked multiple-choice questions at the same time (following the format of a quiz bee). Questions will be read twice. Players will raise the placard corresponding to the letter of their answer.
4. Players with the correct answer will roll the die to move forward.
5. There are special feature tiles with the following effects:
 - a. Ladders – these will allow the players standing on a certain tile to move to a higher number tile depending on the position of the other end of the ladder.
 - b. Alpha Tiles – these tiles will cause the player to move forward (number of steps to be taken are specified on the tiles).
 - c. Mu Tiles – these tiles will cause the players to move back (number of steps to be taken are specified on the tiles).
 - d. Uncertainty Tiles – these tiles have no initial effect upon arrival to the said tile. The effect will only take place after answering the next question. Regardless if the answer is right or wrong, the player on an uncertainty tile will roll the die. If the answer is wrong, the player will have to move back depending on the number revealed by the die. Otherwise, the player will move forward depending on the number revealed by the die.

6. The first player to reach the 100th tile after the **Final** round wins the game. If no player reaches the 100th tile after the time allotted for the session expires, the player closest to the 100th tile will be declared as winner. If two or more players reach the 100th tile during the same turn, a tiebreaker question/s will be asked to them and player who get the correct answer will be declared as the winner.

Proctors will be assigned to check the answers of the players and provide the emcee and technical team the names of the school who got the correct answers.

Scope: All questions will be in relation to the theme of the Philippine Data Festival, Official Statistics, and statistics in general.