



Hey and welcome to the first Thundermother Board Game!

What it is not

Its not a new stylish well-designed and -tested game from a worldwide known game company. Its intention is not earning the next *game of the year* award or earning money for it...

What it is

Its a self-developed, rather simple, hopefully funny board game with many relations to Thundermother - in my opinion the greatest hardrock band ever. The game's intention is having fun while adoring Thundermother!

Who can play

Any person who knows at least the name of the greatest band worldwide and likes board games. I think from 8 years upwards is ok. Suitable for 1..4 players. But -honestly- it makes more fun at least with 2 players...

Note: This is not published by the greatest band ever, Thundermother, but from a fan whos life has been influenced and changed in the most positive way by Thundermother's music. Nevertheless enjoy!

All Logos and some pictures are „stolen“ from Thundermother, but with their agreement. The original map of Europe was kindly provided by <https://Vorla.ch>

Initial game printing and assembly instructions

This game is designed to be delivered online, printed out and put together by anyone who wants, without any costs except for printing. The playing field is A2 size and can be printed out on an A4 color printer receiving 4x A4 parts that can be glued together.

You need to print following PDF files in color, A4:

Board_A4.pdf

FiguresDoomSelector.pdf

Cardsheet1.pdf (doublesided)

Cardsheet2.pdf (doublesided)

Cardsheet3.pdf (doublesided)

Cardsheet4.pdf (doublesided)

Cardsheet5.pdf (doublesided)

optional, color

Size A4: Instructions.pdf (this file)

Size A3: Box_Front_A4.pdf

Size A3: Box_Back_A4.pdf

Plan B: go to a copy shop and let them print it out for you

Initial assembly

Cut out all Thundermother Action cards of the card sheets.

Cut out the Doom Selector and playing figures and put it together with some glue

Stick the four parts of the playfield together



Optional: cut out box background and box front and stick together.

If you have serious issues with the game assembly or the game itself please let me know:

thunderdad@outlook.cz (Smart questions are free of charge; otherwise, it'll cost you Thundermother concert tickets or original signed CDs or a private Thundermother show in my living room ;-))

Game components

Playing field

4 Thundermother Figures

Doom Selector (dice)

45 Thundermother Action cards



Game preparation

Shuffle the Thundermother Action cards and place the deck on the playing field.

Every player selects a figure of the band mates and places it on start space.



How to play



The ultimate target is finishing the Thundermother European Tour as first one on the red finish space.



Place one figure per Player on the green start field, either the youngest or the player who gets first a 4 on the Doom Selector (the unknowing call it dice...) may begin. One after the other plays in anti-clockwise direction.



Roll the Doom Selector and move the figure according to its number on the common spaces - blue circles.

After rolling a six, you can't roll again and the next players' turn begins. There can more figures co-exist on one space!



If your figure comes to a Thundermother Action field with orange circle, take one Action Card on top of the deck. The Thundermother Action cards instruct the player to either go forward, go back or skip a turn. In most cases.

If a Thundermother Action field sends you to another Thundermother Action field, you must take a second card of the deck and follow its instructions.



If you come directly onto this space you wait for your next turn, then roll the Doom Selector and turn accordingly to the numbers shown on the corresponding arrows on the play field. In the case you have some moves left from the current turn and come to this space, turn accordingly to the numbers you just rolled with Doom Selector - showed on the corresponding arrows on the play field.



You have to roll the exact number on Doom Selector to land on the Finish space. If its too high, you may try a second time at every turn. If the number you roll does not fit you must wait for your next turn and try again twice.