



FIELDS MARKED WITH ONE OF THE THREE COLORS (BLUE, YELLOW, GREEN): Each color represents one of the competence areas and by stepping on one of those fields you choose a question from the deck of cards marked with that color. In these three decks of question cards, you have True or False as the answer options. A correct answer wins you a token.

When a player wins 4 tokens from one area, when he steps on the field that marks that area in the continuation of the game, he has the right to roll the die one more time. The same applies when the player steps the Challenge field and the question is from an area from which the player has already collected 4 tokens.

CHALLENGE: By stepping on this field, you choose a question from a special deck of cards related to this field, and those questions are more difficult than the other fields, and in those questions you choose the correct answer. A correct answer wins you a token for the area indicated by color on the back of the card.

CHOOSE AREA FIELD: When you enter this field, you have the option to choose a question from one of the three color-coded areas: blue, yellow, and green.

DOUBLE DICE: When you step on this field, you roll the die twice in a row.

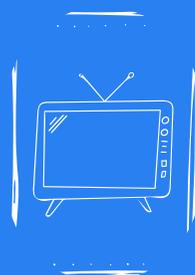
PADLOCK FIELD: When you step on this field in the round you do not have the possibility to roll die, i.e. you skip the round.

LUCKY FIELD: Once a player sets in this field, he gets one Lucky Card. This card has four possible options shown with different icons:

- Double dice: roll the die twice.
- Padlock: skip the round.
- Challenge: answer on question from Challenge deck.
- Choose area: choose and answer question from one of the three areas.

Assessment in the game

Each player has to save each question answered, the right answered and the wrong answered. So, at the end of the game, each player has a one deck with right and wrong answered questions.



HOW TO PLAY?



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Target

The winner is the player who first collects twelve correct answers, that is, who collects four correct answers from each of the three areas (blue, yellow, green).

Elements in the game

The board consists of a rectangle containing 34 squares and players move clockwise on it:

21 fields, seven for each area:



4 Challenge fields:



3 Choose area fields:



2 Lucky fields:



2 Double dice fields:



2 Padlock fields:



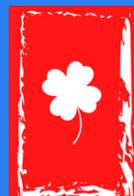
Three decks of cards, one for each area with 50 questions each. The correct answer is marked on the front.



30 challenge cards with questions. The correct answer is marked on the front. And next to the question, on the back, there is a color that refers to one of the three areas.



Lucky card with four options, i.e. four fields. Whichever card you draw with a marked field you go to that field and play the next move according to that field.



Questions

The questions are related to news literacy concepts divided into three competences, each of them with its own color.

The questions can be classified in two types and levels depending on the type of answers:

- True / False questions
- Multiple Choice: The user has to choose the right one (Challenge card)

Preparing the game

Each player has 12 tokens (4 for each color) and 1 figure to move on the board.

In the board there will be five card decks:

- 3 decks for each competence area
- Challenge Card Deck
- Lucky Card Deck

Starting the game

All the players start with their figure game in the corner of the board, which is marked by their color.

The players start rolling the die to see who gets the higher points. The higher points start the game and then turn clockwise.

Regardless of whether you answered the question correctly or incorrectly, in the next round you roll the die and continue to move around the board. The figure will be moved once rolling the die. Once a player rolls the die, moves to the new field and could happen the following scenarios: