

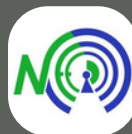
## PLAYING IN TEAMS – BLUE VERSUS WHITE

The board is divided into two halves: white and blue, with each half containing 33 points. The game can be played in teams, blue team versus white team.

Teams move around the board by rolling a dice, regardless of whether they answered correctly or incorrectly, and advance their game piece by the number of fields rolled. Only when a team answers correctly do they collect points. If a team answers incorrectly and lands on an opponent's colored field, they lose points equal to the value of that field. If a team does not answer correctly and is on their own half of the board, they do not lose points.

## THE GAME CONTAINS

- 1 board
- 1 dice
- 4 player figures
- 4 decks x 30 same question cards
- 4 x 4 answer cards (A, B, C, D)
- 3 decks of point cards with 1, 3 and 5 points
- 1 Horseshoe deck cards

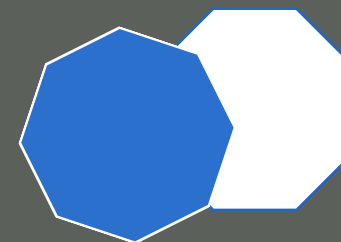


## WINNING THE GAME

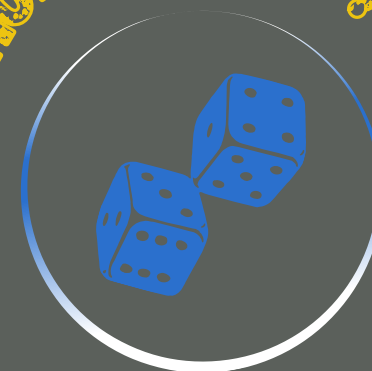
THE GAME ENDS WHEN ALL QUESTIONS HAVE BEEN ANSWERED

PLAYERS COUNT THE TOTAL VALUE OF THEIR COLLECTED POINT CARDS

THE PLAYER WITH THE HIGHEST TOTAL POINTS WINS!



## HOW TO PLAY?



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## HOW TO PLAY?

### Objective

The goal of the game is to earn as many points as possible by answering questions correctly and utilizing lucky elements strategically. Scanning the QR code on the question cards helps finding the correct answer.

### SETUP

#### PLAYERS AND FIGURES

- 2-4 players
- Each player selects a figure of a different color

#### STARTING POSITION

- All players place their figures at the starting point on the board - ZERO field

#### QUESTION DECK

- The game has a set of 30 question cards selected from the deck of question cards
- Each card contains: A question, four answer choice (A, B, C, D) and QR code

#### PLAYER DECKS

- Each player gets a personal deck of 30 question cards exactly in the same order
- Each player gets a personal deck of answer cards (A, B, C, D)

## BOARD SETUP

- The board consists of fields with assigned point values (0, 1, 3, or 5)



- Special fields include
  - double points - the player receives double points for their current move
  - stop field - the player skips the next round
  - horseshoe field - player draw a card from a Horseshoe deck and have two options/ cards:
    1. to double their points in the next round
    2. to stop one of the players (of their choice) from playing in the next round

## GAME PLAY

### Turn Order

- All players roll the dice
- The one that has the biggest score starts first
- Players take turns moving clockwise

## ANSWERING QUESTIONS

- At the start of each turn, all players answer the same question
- Players read the question. If they are not sure about the answer they scan the QR code which provides a link to the information which helps answering the question correctly
- Players secretly select an answer card (A, B, C, or D) and place it face down in front of them
- Players wait to show their answers till the penultimate player places its answer in front of itself
- Once the penultimate player places their answer card, all players reveal their answers simultaneously

After that, and when they finish moving around the board, all players simultaneously proceed to the next question.

## SCORING AND MOVEMENT

### Players with the correct answer

- Roll the dice and move their figure forward according to the number rolled
- When they land on a field with a specific value, they take the point card according to the field value (1, 3, or 5 points)

**Players with an incorrect answer do not roll the dice, they remain where they are.**