

RULES OF THE GAME:

1. Players are sitting in the circle with a board printed in the middle of them as well as the cards (mixed and shuffled before the game).
2. To start the game, players need a dice, timer and figures to move on the board.
3. The game is started by the one who rolled the highest number with the dice. (S)he throws the dice again and moves the number the dice indicates.
4. The person takes a card from the top of the pile that lays in the middle and answers the question that is written on the card.
5. If the question is answered correctly, the player moves his/her figure accordingly:

 DEFINE - 1 move


 DESCRIBE - 2 moves


 CONSIDER YOU - 2 moves


 CONVINCING - 3 moves

6. If the question is considered not to be answered correctly, the player has to move back as many times as the card is worth (if the player picks a card CONVINCING, (s)he has to move back 3 times).

7. On the board there will be different steps with different functions that will make the game more competitive and intriguing:

 CLOCK. If the person steps on the clock, that means that (s)he would need to answer the question during the limited time (DEFINE = 1 min; DESCRIBE/CONVINCE/CONSIDER YOU = 2 min). If the person fails to do so, (s)he moves back as many times as the card was worth. If the person succeeds, (s)he moves as many times as the card was worth, and gets an additional +1 bonus (meaning, one step further).

 PASS. If the person steps on the pass, that means (s)he is allowed to skip the question by passing it on to a selected player. If the person fails to do so, (s)he moves back as many times as the card was worth. If the person succeeds, (s)he moves as many times as the card was worth, and gets additionally +1 bonus. Afterwards, the circle continues from the last person that was answering the question.

 THINK. Stepping on THINK, means that a person has to skip taking a card and has to think of any question to ask him/herself to a chosen player. If managed to do so, one gets an extra point, if the person who got the question manages to answer (decided by the one asking), (s)he gets an extra point. If not answered correctly: -1. If not managed to ask a question: - 2.

- If you step on -1 that means that you have to answer less than it is asked (instead of 2 arguments, give one). Oppositely with +1. Just you have to answer extra. NOT VALID for CONSIDER YOU & CONVINCING type of cards.

How to know whether the question was answered correctly or not?

First of all, to be able to answer the questions players would need to go through the publication with good practises in it.

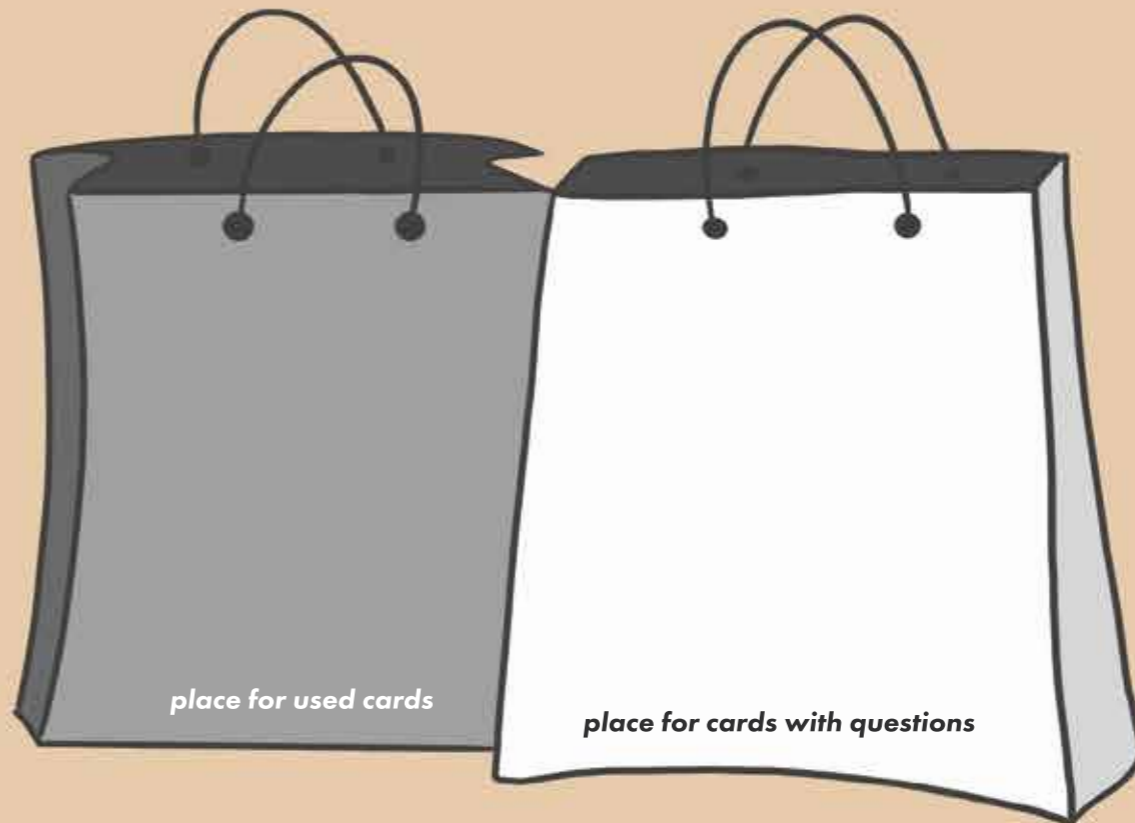
Secondly, in the rules of the game, the possible answers will be indicated. The moderator will approve the answer or not.

Thirdly, the answer of the CONVINCING cards should be approved or dismissed by the player that was being convinced ("I am (not) convinced", one might say).

Co-funded by the
Erasmus+ Programme
of the European Union

Wear(e)table

WEAR A CHANGE



GO!