

# Comenius

THE FINAL PRODUCT

# Game purpose:

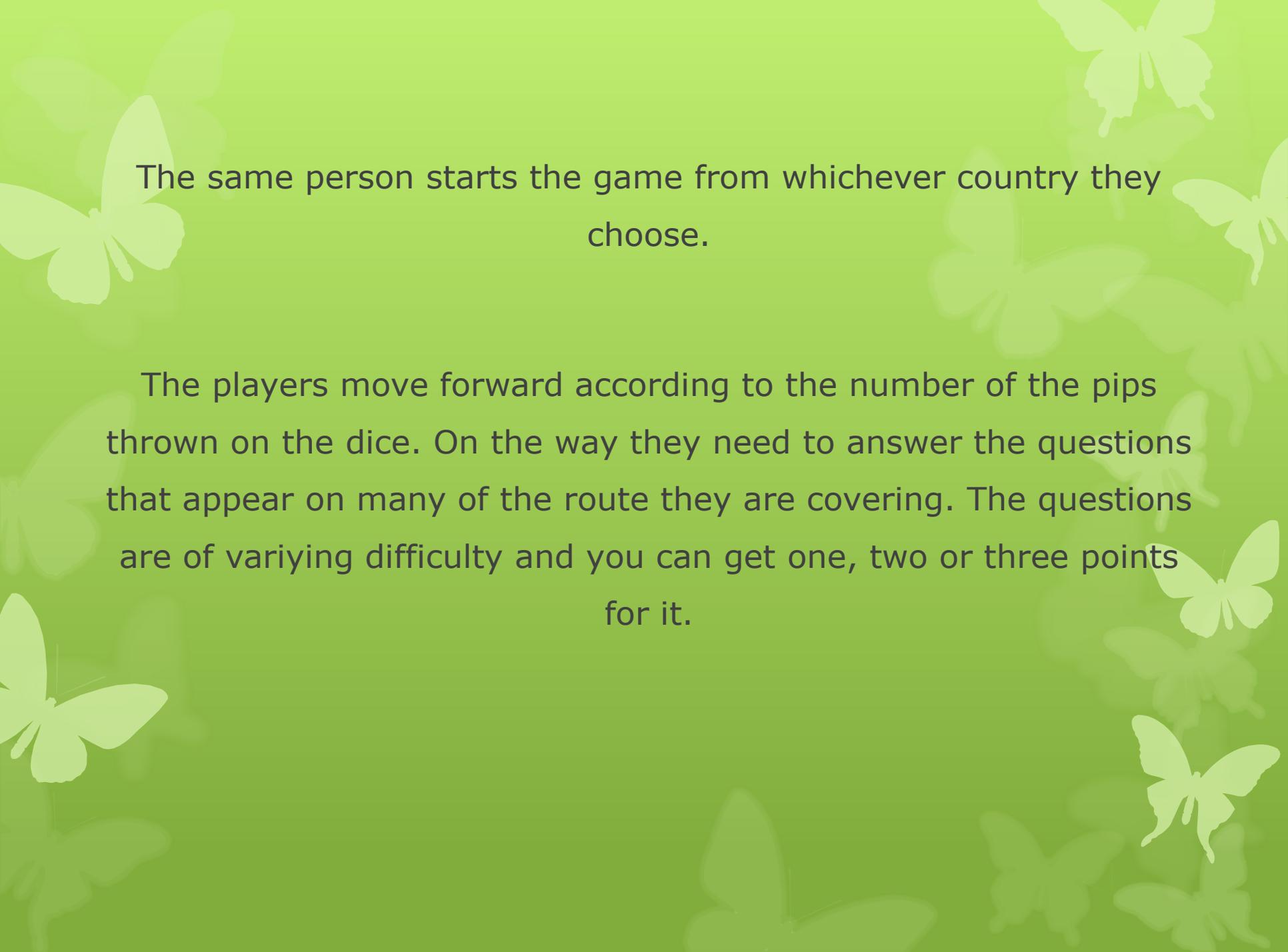
The main purpose of the game is promoting ecological conduct within the students

It is also intended for the people who want to find out about geography and history of the countries taking part in the Comenius project and particularly the school regions.

# Rules:

The board shows the map of Europe with the outlines of the countries, their capitals and the towns taking part in the project. It is six people who may take part in the game at the same time.

On the board there is a route around Europe which connects all the 'Comenius' towns. The game starts with throwing a dice and the player who gets the biggest number of pips picks the first of the cards out of all the ones presenting the means of transport in the game.

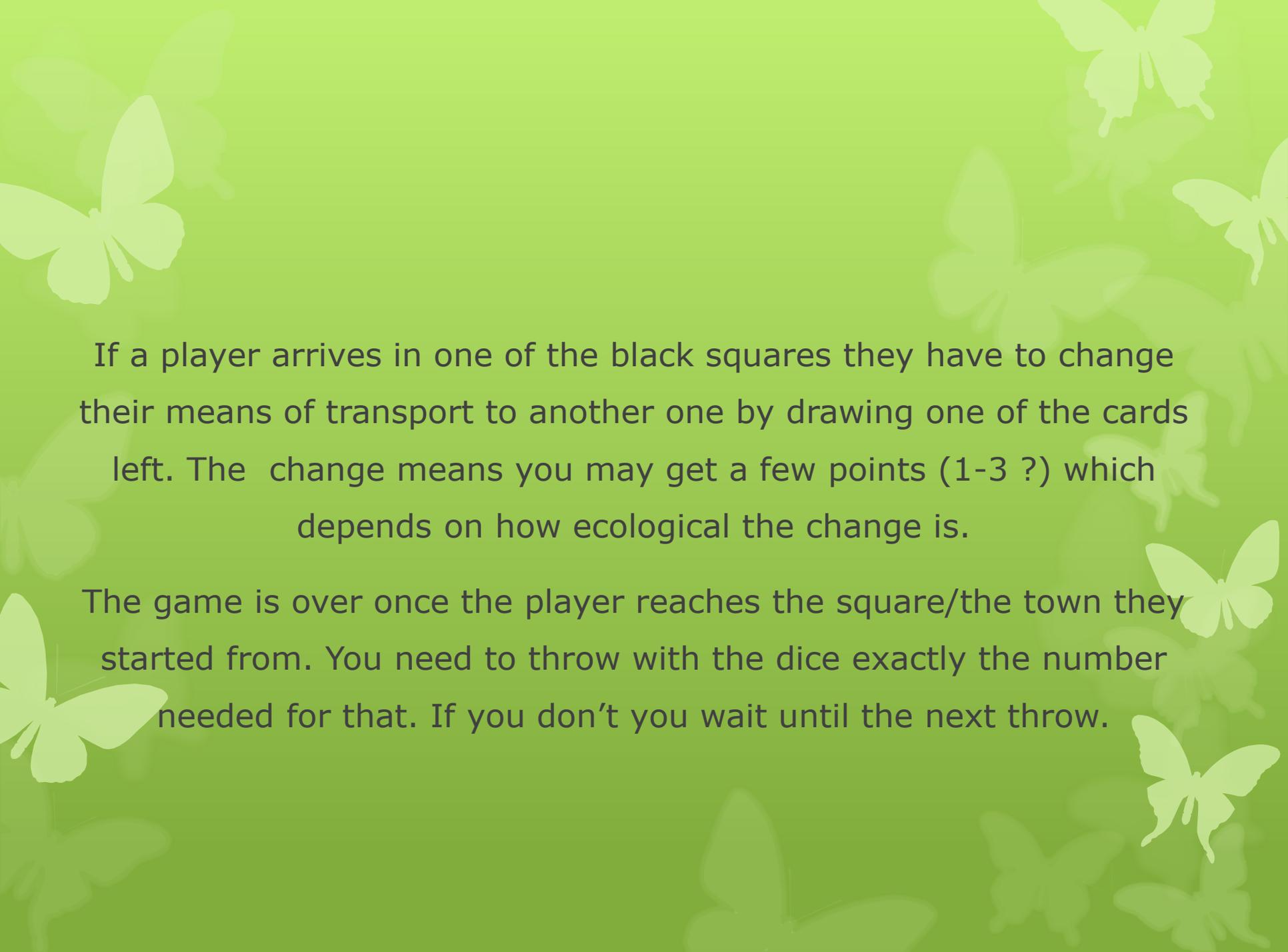


The same person starts the game from whichever country they choose.

The players move forward according to the number of the pips thrown on the dice. On the way they need to answer the questions that appear on many of the route they are covering. The questions are of varying difficulty and you can get one, two or three points for it.

The route consists of squares in four colours. The black ones mean the partnership towns, the yellow ones mean a question needs to be answered, the red ones mean something special, like waiting one turn, or for example getting back a few squares on the route and finally the brown ones are the regular squares of the game with no meaning

If two students get on the same square at the same time they have a 'duel' which means one of the other players reads out a question and they need to answer it. The winner is the person who answers the question first and the one who loses the duel gets back to the square the winner has come from.



If a player arrives in one of the black squares they have to change their means of transport to another one by drawing one of the cards left. The change means you may get a few points (1-3 ?) which depends on how ecological the change is.

The game is over once the player reaches the square/the town they started from. You need to throw with the dice exactly the number needed for that. If you don't you wait until the next throw.

# Questions:

There should be 30 questions about each of the country/region.

1 2 3

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Legend:

- cities
- road
- questions
- trap