



RULES

- You have Adventure Cards and Lucky Cards in the game.
- Put the cards with the back page up on the table.
- You go one by one, and each of you pick a card.
- You read the question, and try to guess the correct answer.
- You check the number of the correct answer
 - if you guessed it correctly, you can step forward,
 - if your answer is wrong, you stay.
- You have to double the number of the correct answer, and that's the number of your steps. (Example: the correct answer is 2) --> so, you can step forward 4 fields.)
- If you step on a LUCKY FIELD, you pick a Lucky Card and read the instructions.
- If you step on a BIG JUMP, you can jump on the field where the person jumps (the number on these fields are blue).
- If you step on a LUCKY FIELD with +1, you can step forward 1 field.
- If you step on a LUCKY FIELD with -1, you should step back 1 field.
- The winner is the player who reaches the field number 50 at first time.



BOTTLE CAP FOR YOUR CHARACTER :)



THANKS

...FOR THE EUROPEAN COMMISSION'S ERASMUS+ PROGRAMME THAT WE COULD ORGANISE OUR PROJECT ON SEMINAR TO REALISE THIS ADVENTURE BOOKLET AND BOARDGAME,
 ...FOR ALL THE ORGANISATIONS AND YOUTH WORKERS WHO PUT A LOT OF CREATIVITY AND ENERGY IN THE REALISATION OF THIS BOOKLET AND BOARDGAME,
 ...FOR EVERYONE WHO USED, PROMOTED, SHARED THIS ADVENTURE BOOKLET! WE HOPE YOU RECEIVED NEW IDEAS EACH TIME YOU GO THROUGH THE QUESTIONS.



ENJOY YOUR CHOICES :)

FREE TIME IN PROGRESS :)