

# “Eco-Active”

This game is one of the results of the project year 2 (2017-2018) of the Erasmus plus project “Eco-Active” in Primary school “De Weijerwereld” Boxmeer The Netherlands ([www.deweijerwereld.nl](http://www.deweijerwereld.nl))

The content of the game, the rules how to play, the positive and negative ?!-cards were made by pupils of form 7 of the school.

For playing the game you need:

- \*the game board
- \*the card with the buildings (print or copy and cut it)
- \*the ?!-cards (print or copy and cut it)
- \*some paper clips
- \*dice and pawns
- \*the financial view (copy)
- \*this booklet.

Realization of this game was also possible with the support of Nuffic

## nuffic

De Nederlandse organisatie voor internationalisering in onderwijs

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[www.deweijerwereld.nl](http://www.deweijerwereld.nl)

## HOW TO PLAY THE GAME?

1. You start from “the start”.
2. You can choose yourself in which direction you start.
3. After that, you always go left on every corner.
4. If you walk on a diagonal road, you walk all the way down to the next corner.
5. There again first road left and so on.
6. If you visit a building you can buy it if it is still for sale.  
You pay the price that comes with it.
7. If you own a building, you can install a windmill or a house with a solarpanel for the energy supply.
8. A solar panel costs €100, a windmill €500.
9. When you have built a windmill or bought a solar panel, then fix it on the card of the building by using a paperclip
10. In a box with a house only one windmill or a solar panel can stand.
11. If you come on a square with a building , you pay the owner of the property the prescribed rent.
12. You come to a box with a solar panel, see point 11
13. you come to a box a windmill, see point 11.
14. If you reach a box with a nature reserve, pay the amount stated on the box for conservation of the area.
15. If you come to a box with an energy-devoured object, pay the environmental tax on the box.
16. You always pay tax to the bank.
17. If you come on a box with a “?!”, take the top card from the pile and then do what you are told.
18. If you get the money you get it from the bank or from a fellow player.
19. Write the amount of money you receive credited to your bank account.
20. If you have to pay money, then add it to the amount of the receiver or the bank. Of course you write minus in your own financial overview.
21. So you can of course describe and write off the financial overview
22. Each player has 5000 euros on his account at the beginning of the
23. game.
24. The bank owns 1000,000 euros.
25. The game ends when the players decide to quit or if the bank is bankrupt.
26. The winner of the game is the one who has the most money on the bank after ending the game.

