



# EUROPE QUIZ



## Introduction

It is a QUIZ game

For 2 to 5 players + a Quiz master

## Components

- A gameboard
- A bag of 13 cubes of each color (green, blue, red, yellow, black)
- 5 meeples
- 5 player boards with 4 main themes (science, security, sport and arts)
- A deck of 27 cards per country
- A book of answers per country
- 5 country flag cards per country

## Set Up

Place the gameboard on the table and each country flag card close to it.

Each country deck of cards is placed close to each matching country flag card.

## How to start

Each player chooses a player board and places it in front of him/her.

Each player chooses a meeple and places it on the European flag at the center of the gameboard.

The Quiz master shuffles each country deck of cards and places them close to each country. S/he will take all 5 books of answers and checks that the answers given are right or wrong.

The last person who has been on a plane goes first. Then, we play in clockwise turn.

## How to play

1. The 1<sup>st</sup> player chooses which country s/he wants to go to and moves his/her meeple on the 1<sup>st</sup> circle of that country lane.
2. The player draws a country card from that country deck and tries to answer the question.
3. **If the answer is correct**, draw randomly a cube from the bag and place it on your player gameboard.
  - a. If you pick up a **green** cube, place it on the 1<sup>st</sup> empty box from your green line.
  - b. If you pick up a **blue** cube, place it on the 1<sup>st</sup> empty box from your blue line.
  - c. If you pick up a **red** cube, place it on the 1<sup>st</sup> empty box from your red line.
  - d. If you pick up a **yellow** cube, place it on the 1<sup>st</sup> empty box from your yellow line.
  - e. If you pick up a **black** cube, place it on one of the empty roots of the tree on the gameboard.
  - f. If you pick up a cube and **have no empty box** to place it, you can offer it to a player of your choice or put it back into the bag.
4. **If the answer is incorrect**, move your meeple 1 step backwards.
5. Then, it is the next player's turn.
6. If a meeple **reaches a junction between 2 countries**, the player must draw a card from the other country.
7. When a player **reaches a country flag and answers correctly the question**, s/he wins the country flag, a cube and returns HOME. At his/her next turn, s/he will choose another destination to obtain his/her 2<sup>nd</sup> flag. It is obviously forbidden to choose the same country twice.

## The game ends

When a player has won **at least one country flag and has fully completed 2 job lines** on his/her player board. When **all the roots of the tree are covered with black cubes**, the game is then over. All players lost.

## Thanks to

All 5 high schools involved in MathBuster Erasmus+: Druga gimnazija Varaždin, (Croatia), LEGTA Xavier Bernard (France), Isis Oscar Romero (Italy), Jelgavas Novada Pašvaldība Kalnciema Vidusskolā, (Latvia), and Zespół Szkół Elektronicznych i Licealnych, (Poland) and especially a great thanks to the following students : Marta, Florent, Marine, Alisson, Arthur, Jonathan, Jad, Pierre, Gaia B, Gaia N, Carlotta, Rebecca, Alisia, Gabriela, Filip.



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