



# NOBEL PRIZE

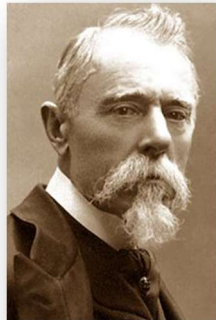
## Introduction

A funny challenging quiz game to play with your family and friends. During the game, you live different moments of life. And at the end you will take your final exam and hopefully win a Nobel Prize! For 2 to 5 groups of 2 players.



## A bit of History

Each meeple represents a Nobel Prize laureate who has been rewarded for his/her outstanding contributions for humanity (in the areas of peace, literature, and science for instance).



**Ernesto Teodoro Moneta** was an Italian journalist, nationalist, revolutionary soldier and later a pacifist. He won the Peace Nobel Prize in 1907.



**Albert Camus**, a French writer, philosopher, and journalist won the Literature Nobel Prize in 1957.



**Marie Curie**, a native Polish, naturalized French scientist, won two Nobel Prizes, in **Chemistry** in 1911 and in **Physics** in 1903.



**Vladimir Prelog**, a Croatian -Swiss organic chemist, received the 1975 Nobel Prize in **Chemistry** for his research into the stereochemistry of organic molecules and reactions.



**Sir Aaron Klug**, Lithuanian-born and British biophysicist, was awarded in 1982 the Nobel Prize in **Chemistry** for his development of crystallographic electron microscopy.

## Components

- A gameboard
- A die
- 5 colour meeples
- 20 silver cubes
- A scale
- 9 yellow tiles (easy level), 9 blue tiles (difficult level)
- 8 grey tiles (ambushes)
- 2 Remember tiles
- A 30 seconds timer
- 9 **REMEMBER** cards
- 3 decks of **ACTION** cards: QUESTION (18), PANTOMIME (18), DRAW (27)
- A deck of 14 **CURSE** cards
- A deck of 14 **JOKER** cards
- Paper and pencils

## Set Up

Place the gameboard on the table. Take all yellow, blue, grey and remember tiles and place them face down on the table to mix them. Then randomly place them face up on the board.

Position on the board the scale between tile 2 and tile 18.

Place on the side of the gameboard: the several decks of cards, the silver cubes, the die and the timer.

Give to each team a REMEMBER card. Look at it and try to remember all 6 words in the same order as on the card. Use the timer. You have 30 seconds and then turn the card over and keep it beside you.

## How to start

Form a maximum of 5 teams of 2 people.

Each team chooses a meeple.

The last person who climbed on a ladder, his/her team goes first. Then, you play in clockwise turn.

## How to play

1. The 1<sup>st</sup> team rolls the dice and moves its meeple accordingly on the gameboard track.
2. The team reaches a **grey tile**: apply the action mentioned on the gameboard.
3. The team reaches a:
  - i) **yellow** or **blue tile**. Both tiles indicate 3 pieces of information:
    - a) **the ACTION card to play**: QUESTION WHO'S WHO, PANTOMIME or DRAW.
    - b) whether **the ACTION card is to be played by "the team"** (you make your partner guess) **or by "all"** (your partner and all other players can guess the answer).
    - c) **If a yellow tile**, the player will **perform the action with a yellow smiley** on the card.  
**If a blue tile**, the player will **perform the action with a blue smiley** on the card.
  - ii) **REMEMBER tile**: one of the team players or both must say out loud the 6 words in the same order as written on the card.

### 4a. Descriptions of the ACTION cards ...

- ... **QUESTION WHO'S WHO**: one of the team players have his/her pair (or everybody) guess who the celebrity is.
- ... **DRAW**: one of the team players reads the words (from the color section of the tile they reached) and have his/her pair (or everybody) guess it by drawing it.

For both ACTION cards, you are not allowed to speak at any time. Just "yes" or "no" are allowed.

- ... **PANTOMIME**: one of the team players have his/her pair (or everybody) guess the answer by imitating the word. You are not allowed to speak at any time.

### 4b. The team has 30 seconds to give the right answer.

**5a. If the answer is correct** and given with the 30 seconds allowed, **for the ACTION cards QUESTION WHO'S WHO, PANTOMIME and DRAW** : your meeple stays on the tile and you win a silver cube if you were on a yellow tile or 2 silver cubes if you were on a blue tile.

**5b. If the answer is incorrect, for the ACTION cards QUESTION WHO'S WHO, PANTOMIME and DRAW**: your meeple returns to the tile you came from.

**6a. If the answer is correct, for the REMEMBER card**: your meeple stays on the tile and you win a silver cube per word correctly remembered.

**6b. If the answer is incorrect, for the REMEMBER card**: your meeple moves backward as many tiles as you have wrong answers.

### 7. How to use the silver cubes?

- i) for 2 cubes, you can buy a **JOKER card** to get help.
- ii) for 3 cubes, you can buy a **CURSE card** to attack one of your opponents.
- iii) You can buy or play both of those cards whenever you wish during your turn. The opponent who receives the CURSE card, must play it immediately.

---

## The game ends

When one of the team reaches first the FINISH tile. You have to stop precisely on the FINISH line to win. If you need a 2 to land on the FINISH tile, but you roll a 3, then you move 2 tiles up to reach the FINISH tile and move 1 step backward. You will next need to roll a 1 to win.

---

## Thanks to

All 5 high schools students 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 a great thanks to our teachers who helped us developed this game.