

# LET'S PLAY “.....The name of the game”

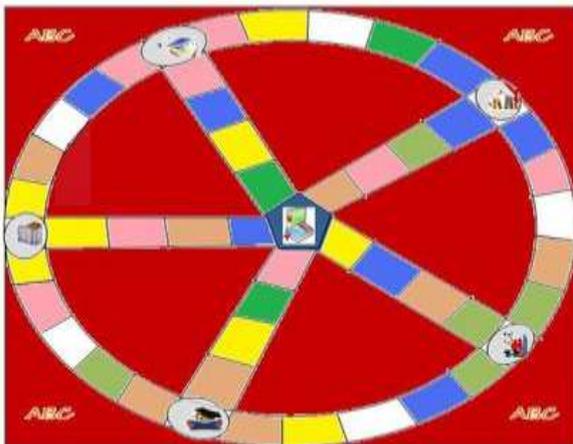
The “.....” is our NEW Card Game that follows the logic of the game known to all as “*Trivial*”. The theme of the game is related to the book

*“Alan Turing: The Enigma” by Andrew Hodges*

which is the reference point of the eTwinning project A.B.C.: Active Book Club. The questions have been made by the students themselves, as well as the whole structure of the game.

## The construction of the game

- The game includes a board,



- pawns,
- a card which seems the categories of questions
- 50 question cards
- The other side of each 50 card has the answers
- The box that will include the questions.

- five triangles to fit the color of the correctly answers,
- one dice.



The surface of ..... is round and divided into five pieces – corridors.

- On each piece-corridor enters a triangle when correctly answered a question from a category.

## User manual

The purpose of the game is for players to correctly answer some questions of.....

**The winner is the one of the players, who will collect the most cards in front of him but ... his correctly answers are from different categories.**

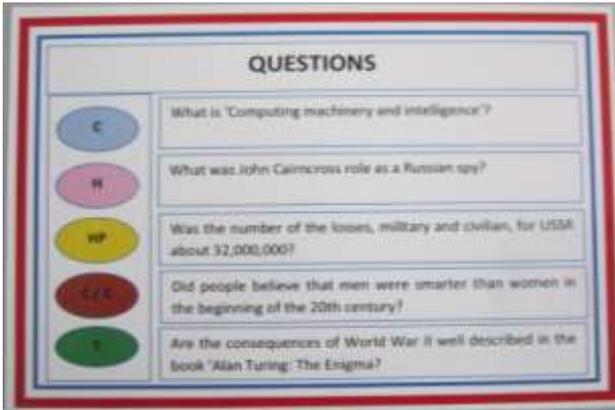
- The questions are divided into five categories. Each one has its own color.
- The colors are:
  - ✓ Blue for the Case of the story
  - ✓ Pink for the Heroes of the of the story
  - ✓ Yellow for the Historical Period in which the story takes place

- ✓ **Brown** for the **Culture / Civilization** (society, politics etc. ) of the historical period
- ✓ **Green** for **Techniques** used in the book / film (shots, scenes with narration / description,...)
- During the game the players move their pawns in a path which looks like wheel with five spokes. This route is divided into sections of different colors and the center of the board is a pentagon.
- At the end of each ray is the "seat of each category." When a player's game piece "falls" on a block responds to a question from the category in accordance with the color of the square, which corresponds to the five categories.
- If the player answers correctly, continues to play.
- If the player's pawn is located in a square where the «seat of category» is then gets a triangle of the same color. A few blocks say "shoot again", giving the opportunity to the player to make one more try-effort.
- When the player collects a triangle of each color (thus completing his pawn) then is directed towards to the center of the dashboard (in pentagon) and answers a question of which category is chosen by the other players. If the player answers correctly, wins, otherwise leaves from the center of the dashboard and then resumes again when it is his/ her turn again.

## **RULES OF THE GAME**

1. We put the cards which seem the categories of questions in front of all the players.
2. The youngest player (the player who will first play can be determined by various criteria) throws the dice to determine the category of the color of the question.

3. Another player takes the first card with questions and reads the question of the category, depending on the color of the section of the path that the dice drove him.



If the player answers correctly, we put the card at the end of the row and he throws again the dice for another question.

4. This time, if a player answers the question correctly, he/ she keeps the card and puts it in front of him/ her.

5. To win the player another card, must correctly answer a question from another card. If a player answers it correctly, then we put the card in the end. The same player throws the dice again and he/ she should answer the question of the category, depending on the color that will score. If she/ he answers correctly, she/ he hold the card in front of her/ him.