

Rules of the game

The game is designed for a maximum of 8 players or more if playing in teams.
The Teachers/ moderator will be the one who reads the questions to the players.

The game follows a geometric path that forms a **spiral** (the theme of the logo).
The players place their tokens on the *Start point* and, after drawing lots who is the first player, the game will start and it will continue clockwise (player on the left).
The first who arrive in the middle, where there is the GEM IN logo *Win!*

So, Let's go!!

All you need:

- The Board game with its two packs of cards (Questions and Jump's cards) and its dice
- Papers
- Pens
- Clock (timer)
- Curiosity and creativity

The triangles (boxes) that make up the spiral have different colours and each colour represents a topic:

Orange	Humanities
Brown	Music and Art
Red	Logic
Green	Science
Light Blue	Europe
Purple	Social Values
Grey	Media and Technologies
Blue	Sport and Hobbie

You will find 2 packs of cards: the Questions Pack and the Jump pack

Questions Pack:

Each card is double-sided, numbered and contains 8 multiple-choice questions, one for each topic.
When the players roll the dice, they move their tokens by a number of boxes equal to the number of the dice. When they will stop on the various boxes, the teacher/ moderator will take a card from the Questions pack and reads the question with the colour of the box reached by the players.

- If the player answers correctly, he/she may re-roll the dice and continue his/her turn;
- If the player gets the wrong answer, he/she will remain in the box where he/she is and the game will continue with another player; when his/her turn comes again, however, before rolling the dice, he/she has to answer another question on the topic on which he/she got the previous wrong answer.

So that in this case the teacher/moderator will take a card and will read the question with the same colour of the box in which the player is. If the player answers right he/she throws the dice and continues following the rules, otherwise the player stops again, and so on until he/she gives the right answer of the topic in which he/she is.

- **Time:**

From when the moderator reads the question the players have only **1 minute** to answer. For all those Logic and/or Science questions that require complex reasoning or mathematical calculations the moderator will provide papers and pens for their transcription (if necessary) and the players will have **2 minutes** to answer.

Jump Pack:

There are also some white triangles with an arrow indicating another box: when the players reach a white box, the teacher will not take any card from the questions pack.

The players who reach the white box will draw a card from the "jump" pack that give them the opportunity to make a jump forward without following the classic path.

The Jump cards are intended to stimulate a collaborative method.

The player who draws a jump card has the possibility to choose a partner (if the game is played in teams, he/she must choose a partner from the other team) and play together, this means that they will win or lose together.

Each card in the Jump pack contains a single word and the players who draw the card from it will have to be creative to allow their chosen partner to guess the word.

- **How:**

After drawing the Jump card, without showing it to anybody, the player has to roll the dice and, depending on the number that comes out, he/she has to mime, draw or sing the word of the card.

- If the numbers 1 or 2 come out, the player have to draw the object/action/name on the card.
- If the numbers 3 or 4 come out, he/she have to mime the object/action/name written on the card.
- If the numbers 5 or 6 come out, he/she must invent and sing a verse of a song talking about the word wrote in the jump card BUT without mentioning the word itself.

- If the partner guesses the word, the player who took the Jump card jumps to the box indicates by the arrow and continues his/her turn by rolling the dice again.

The partner who guesses the word, instead, moves forward to the nearest Jump box and when his/her turn comes he/she will draw a card from the Jump pack following the Jump's rules.

(If the partner who guesses correctly is in a position where there aren't more Jump boxes, he/she will advance 3 positions).

- If the partner fails and doesn't guess the word, both players will remain in the boxes where they are on and the game continues normally with another player.

The Jump option can only be used once!!

- **Time:**

The player playing the Jump card will have a maximum of 2 minutes to let his/her partner guess the word.

Are you Ready?

Let's Start!!