

# GAME MANUAL

# GAME ELEMENTS:

- Game board
- Four game figures (please take from another game)
- 2x 100 question cards (analoge & digital)

#### Game board

The game board can be printed out yourself (A3 is recommended, but A4 is also possible).

# **Digital Cards**

The "digital" cards are an optional game element. To use them, you need a QR code reader app.

However, most current mobile phones already natively support the reading of QR codes. Simply open the camera app on your phone and hold the phone over the QR code!

# Players:

Two, three or four players - note the different rules depending on the number of players.

# Game Goal:

Become a real marine professional and reach the finish line first!



#### Game Start:

All players place their piece on top of the first square (dark grey) to start.

**Game End:** The player who reaches the goal (yellow field) first wins.

#### Game Rounds:

- 2 *Players* The older player starts as. After that, the game is played alternately.

The respondent moves one space for each correct answer.

If the respondent hits a special field (QR code), a digital card/question is drawn. For "digital" questions, the questioner TAKES control of the PC/MAC/Smartphone/Tablet PC. As with "offline" questions, whoever calls out the name first gets to answer the question.

After answering the question correctly, the player can ADVANCE one space and the respondent becomes the questioner.

#### - 3 Players

If there are three players, the oldest starts as the questioner. After that, the game continues in a clockwise direction.

The question is to be read out in full, after which the interviewees say their first names. The player who says the name first is allowed to answer the question. If the answer is correct, the player moves one space forward. The next player takes over the role of the questioner.

If a respondent calls out the name while the question is still being read out, he/she may answer the question, but if he/she answers incorrectly, he/she must move one box BACK..

If a player reaches the special field "QR Code", he/she is asked an extra question. If the answer is correct, he/she may move one extra space.

In contrast to the "offline" question, if the question is answered incorrectly, the second respondent has the opportunity to answer. If there is no correct answer here either, the questioner may answer the question as a third option.

#### - 4 Players

This mode is analogous to the three-player mode, except that one player is the questioner and three players have the chance to give the correct answer.

#### **Correct Answer:**

Single Choice: Only one answer is correct.

Age: Recommended from 8 years

#### **Credits:**

The idea and implementation came from Picapipe GmbH.

The project is funded by Erasmus+.



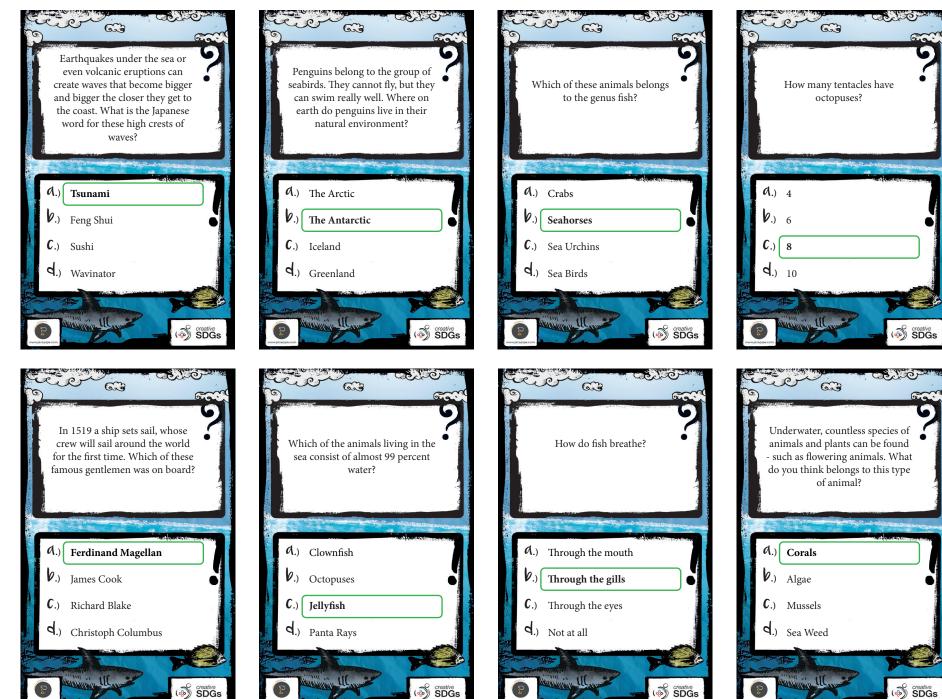


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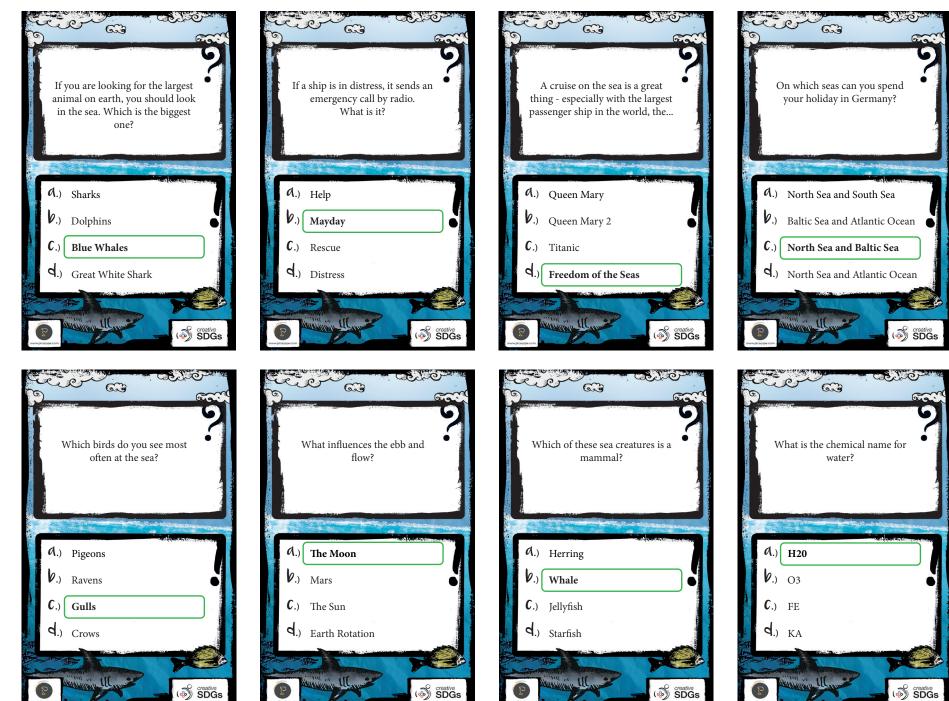
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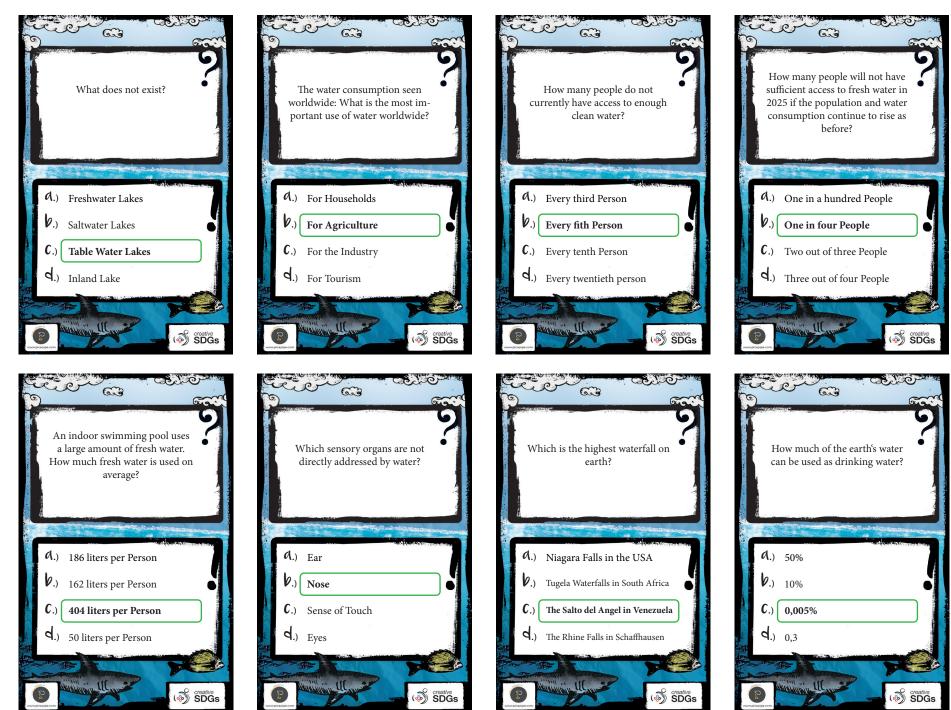
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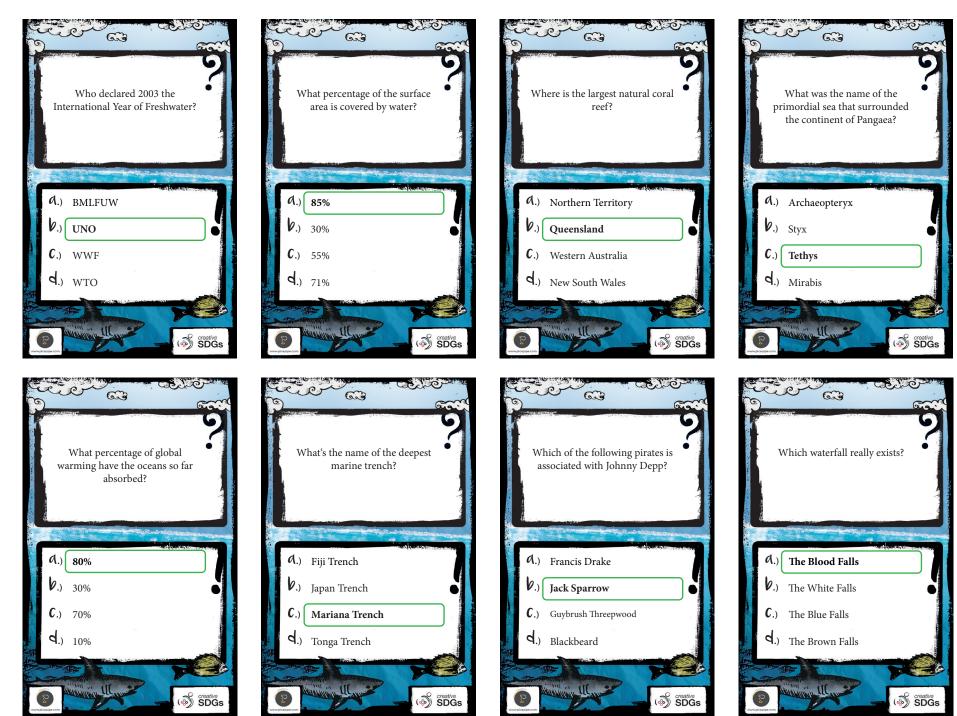






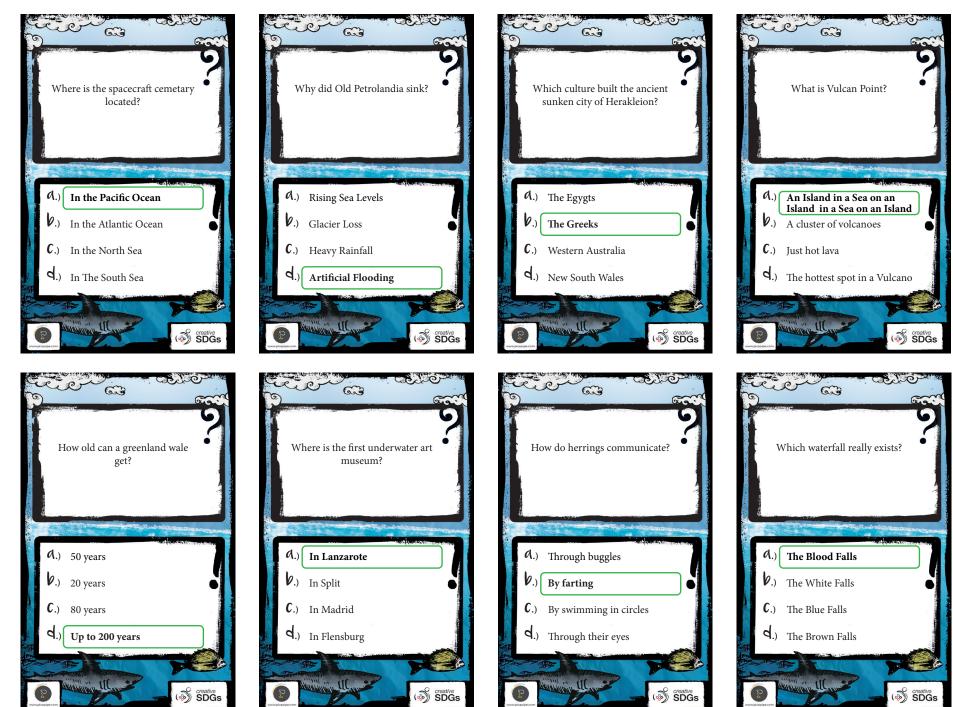






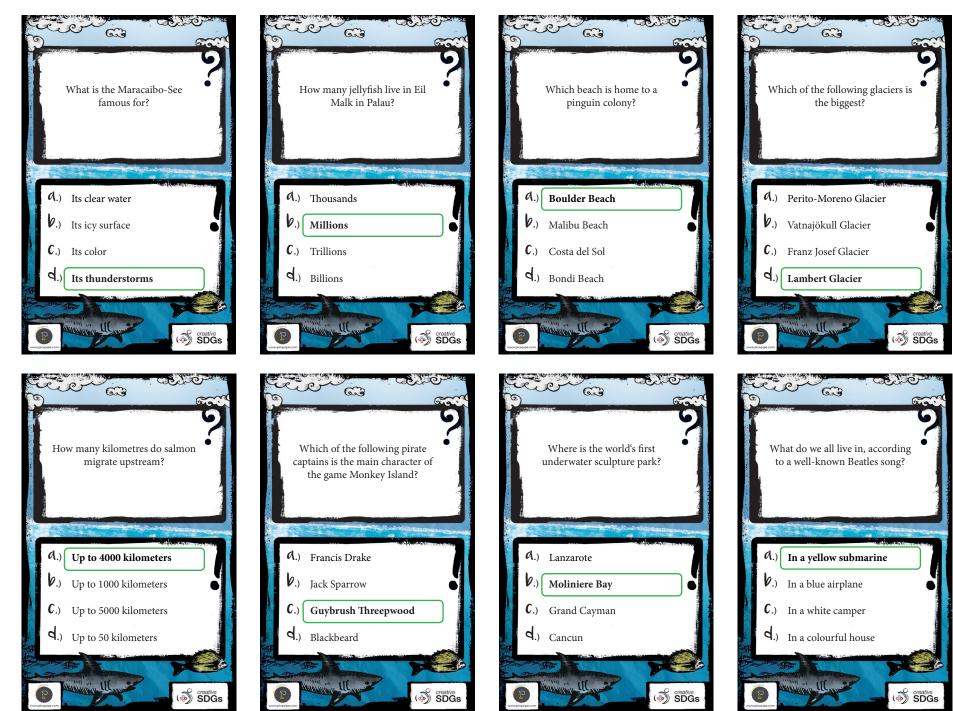






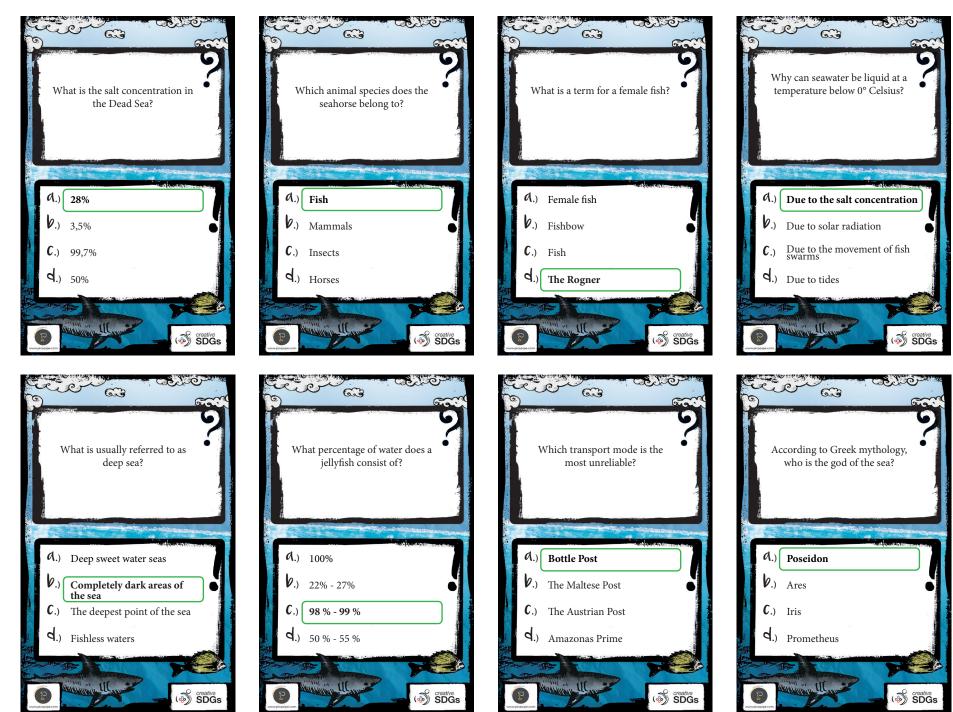






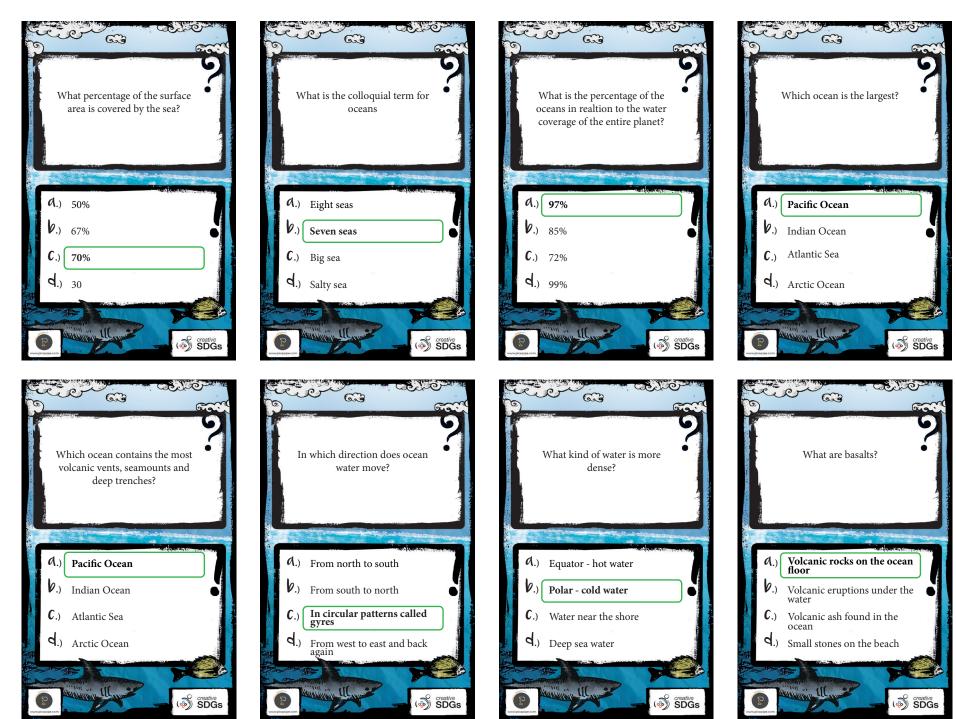






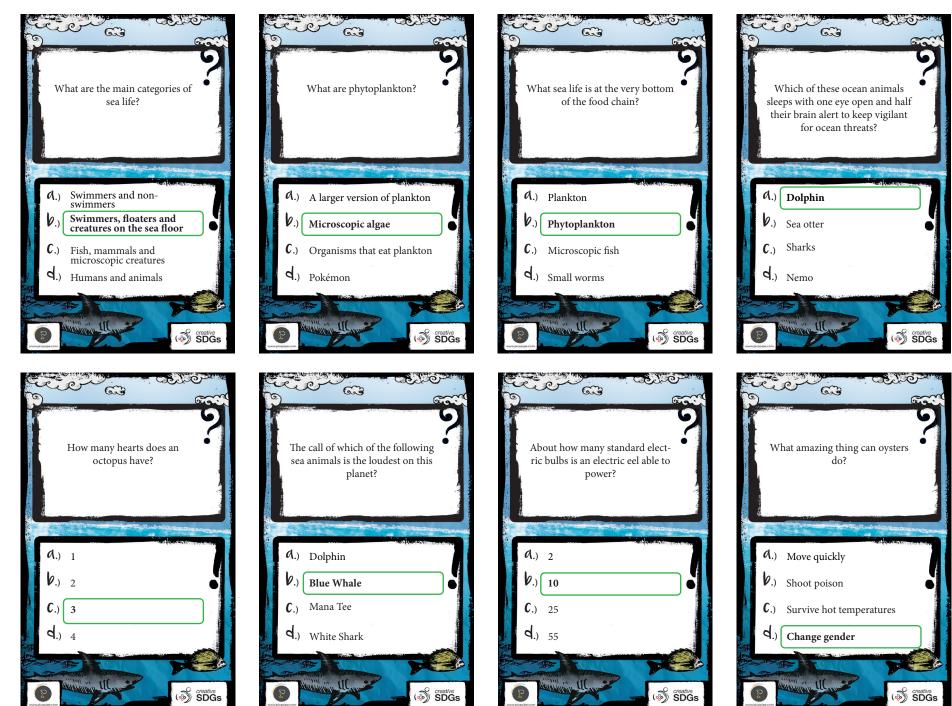




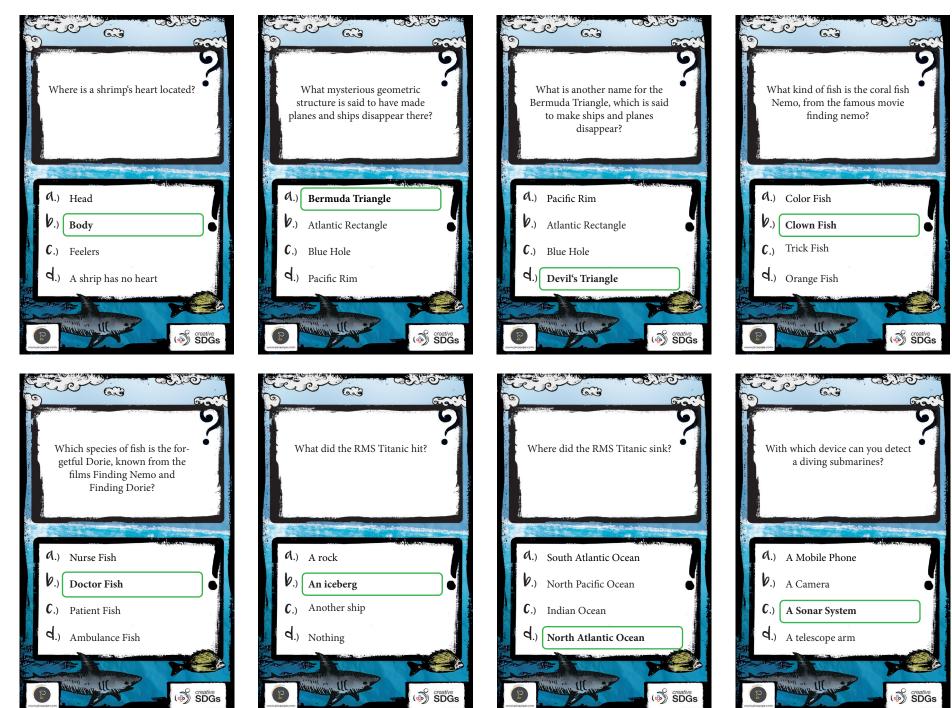












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