

Do we know each other?

RULES OF PLAY

Contents

playing board, question cards, scoring tokens, Rules of Play

You also need

player pieces, dice

Number of Players: Two to six players or teams.

Object of the Game

Players collect scoring tokens by correctly answering questions or naming the pets/activities in the pictures. The tokens are of three colours corresponding to three card categories:

Yellow..... Questions about Spanish students

Blue Questions about Spanish students

Green Pictures of pets and activities

The first player to collect two tokens of each colour is the winner.

Before Starting Play

Before starting play, the cards are shuffled and placed face-down in a pile in the middle of the board. Each player chooses a player piece.

How to Start Play

To decide who plays first, players roll the dice, with the player rolling the highest number playing first. If two or more players tie, they roll again. The first player then places his or her piece on the 'Bonus' square, rolls the dice again, and then moves his or her piece that number of squares towards the 'Stop' square. (Players always move their pieces in a clock-wise direction, like this.)

How to Continue Play

What happens next depends on which type of square the player's piece lands on:

Question Squares

If the player's piece lands on a 'Question' or 'Picture' square (yellow, blue or green), the player sitting to his or her right takes a card of the corresponding colour from the pile and reads the question on the card. If the first player answers correctly, he or she earns a scoring token of the appropriate colour. If the player does not answer correctly, no token is taken. Each card is then returned to the bottom of the pile. Then the next player to the left places his or her piece on the 'Bonus' square and rolls the dice to begin his or her turn.

Other squares players may land on are:

Option Squares (ORANGE)

Players landing on an 'Option' square may answer a question from either of the categories represented by the two colours (yellow or blue). If they answer correctly, they earn a scoring token of the appropriate colour and another roll of the dice. Otherwise, they stop.

Exchange Square (RED)

Players exchange one of their tokens for another belonging to any other player, and continue. The player picking up the card decides the colour of each token exchanged and with whom he or she exchanges tokens. If a player prefers not to exchange tokens, he or she simply rolls the dice again to continue.

Bad Luck Square (VIOLET)

Players lose one token and stop. They may choose which token to lose.

Stop Square

Players must stop and wait until their next turn to continue, or, if they prefer, they may lose one token of any colour and continue.

Big Chance Square

Players have the chance to earn two tokens by correctly answering a question from whichever category they choose.

Bonus Square

Players take two free tokens and continue. The tokens they choose must be of different colours.

Good Luck Square (with a CLOVER)

Players take one free token and continue.

How to Win

The first player to collect two scoring tokens of each colour is the winner.

Asking Questions

All the questions should be read aloud. (*If the player reading a question is not sure how to pronounce one or more words, he or she may ask another player, or the teacher, to help out with the pronunciation.*)

The player answering a question may ask for it to be repeated. The player answering may not, however, be allowed to look at the question.

After an answer has been given, the player reading the question states whether it is correct or not. If it is not correct, this player then reads the correct answer(s). (The answers are found on the back of each question card.)

Note: The rules do not stipulate how long a player may take to answer a question. Players should decide among themselves what constitutes a reasonable length of time.

The Question Categories

Questions about the Spanish students

Questions about the Czech students

These two are **Multiple Choice Questions**. The player asking the question reads the question plus the three alternative answers. The player answering repeats the correct alternative to earn a token.

Naming the pets and activities in the pictures

These are NOT **Multiple Choice Questions**. The player asking the question reads ONLY the question. The player must answer repeats it correctly to earn a token.

Variations on Play

For longer games

Longer games may be played by increasing the number of tokens required to win to three of each colour. There should be enough questions and enough scoring tokens to make this variation quite workable.

For shorter games

Shorter games may be played by either limiting the amount of time allowed in which to answer the questions, or by reducing the number of tokens required to win to just one of each colour.

For games lasting a fixed period of time

If the game is being played in a class, it may be necessary to play for a fixed period of time. In this case, players are told how long the game will last and, at the end of this time, the player with the most tokens is the winner. If two or more players have the same number of tokens, they become joint-winners.