





GAME RULES

THE AIM OF THE GAME:
REVISING THE MATERIAL (FLAT FIGURES UNIT)

- 1. THE GAME IS FOR 3-6 PLAYERS, AGE 9+.
 TIME OF THE GAME IS DETERMINED BY PLAYERS.
- 2. PLAYERS NEED PRINTED AND FOLDED DICE.
- 3. AT THE BEGINNING CHOOSE A 'BANKER'. THIS PERSON WILL GIVE ERASMUSKI TO THE OTHER PLAYERS AND CHECK IF ANSWERS ARE CORRECT. THE 'BANKER' GIVES 10 ERASMUSKI FOR EACH PLAYER.
- 4. PUT THE COLOURED CARDS ON THE TABLE.
 BLUE CARDS CONTAIN THE EASIEST QUESTIONS
 A CORRECT ANSWER IS WORTH 1 ERASMUSEK.
 GREEN CARDS CONTAIN MEDIUM LEVEL QUESTIONS,
 A CORRECT ANSWER IS WORTH 2 ERASMUSKI.
 RED CARDS CONTAIN THE HARDEST QUESTIONS,
 A CORRECT ANSWER IS WORTH 3 ERASMUSKI.
 5. THERE ARE TWO ENVELOPES WITH SPECIAL
 CARDS.
- 6. PLAYERS ROLL THE DICE, TAKE THE CARD WITH THE SAME COLOUR AS THE COLOUR ON THE DICE AND FOLLOW THE INSTRUCTIONS.
- 7. WHEN TIME IS UP PLAYERS COUNT ERASMUSKI. A PLAYER WHO'S GOT THE MOST IS THE WINNER.

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