



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.