

RULES OF THE GAME

INTRODUCTION

We are thrilled you will join us on this digital adventure. This game was created during an Erasmus+ project aiming at sharing knowledge about the digital world in a fun and interactive way. When you play, you will explore 4 key topics, such as Digital Skills, Digital Sobriety, and Digital Literacy which are essential to navigate in the digital age. Those 4 topics enabled us to create our game entitled «Digital Citizenship: rights & limits».

This game is the result of a collaborative Erasmus+ project that brought students from four different European countries together: Norway, France, Italy, and North Macedonia. Over the course of two years from 2024 to 2026, we travelled across Europe, visiting each country and staying with host students. These exchanges gave us the chance to experience different cultures firsthand, build long-lasting friendships, and deepen our understanding of how digital challenges and opportunities vary across borders.

Each visit was more than just a trip; it was a cultural experience. We shared meals, traditions, school life, and perspectives, all of which helped everyone shape the ideas and values behind this game. The knowledge you will gain is not just theoretical; it is built on real experiences and meaningful conversations.

So, dive in, explore, and learn. We hope this game will inspire you to think critically, act in a responsible way, and embrace the digital world with confidence and curiosity.

Participants : 2-8

Age : 10-99

Time : 45-60 min

Objective : Be the first player to complete two laps and reach the starting point twice by answering questions correctly.

Contents :

- 1 dice
- 1 board
- 1 rule sheet
- 4 categories of cards divided into 4 subjects (blue, red, yellow, green)
- 8 tokens

SET UP

Place the board in the center

Place the question cards face down in separate files (one pile for each subject)

Each player chooses a token and places it on the START space

Decide who goes first (you can roll the dice, and the starter will be the one who has the highest score)

HOW TO PLAY

1. Roll the dice and move your token forward according to the score on the dice
2. Look at the color of the space where you land (It corresponds to a subject)
3. Another player takes one card and reads the question on the card
4. If your answer is correct, you can stay on the space you have landed
5. If your answer is wrong, you come back to the previous space
6. Keep moving around the board until one player completes two laps.
7. If you roll the dice and the number shown on the dice is higher than the number of cases you need to win, you can:
8. Either answer all the questions according to the number on the dice and you can try to give as many answers as possible to reach the arrival case, so you have won.
9. Or you will stay where you are.
10. To win the game: the first player to complete two full laps of the board wins the game.