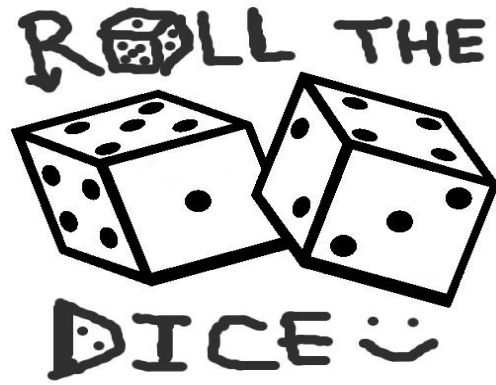




Erasmus+



The aim of this board game is both fun and learning. **THE DISCOVER POLAND** game is designed to help students broaden their knowledge of Polish culture, cities, famous people, geography, history, and cuisine. The game is a kind of a trip across Poland which starts in the mountains and finishes at the Polish seaside.

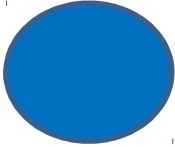
### THE RULES OF THE GAME *DISCOVER POLAND*

Each player rolls the dice, the highest roller begins the game.

To enter a token into play from its staging area to its starting circle, a player must roll a 6. If the player does not roll a 6, the turn passes to the next player. Players must always move a token according to the dice value rolled, and if no move is possible, pass their turn to the next player. If the advance of a token ends on a circle occupied by an opponent's token, the opponent token is returned to its owner's yard. The returned token may only be reentered into play when the owner again rolls a 6.

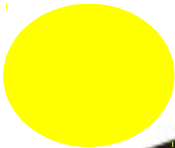
## THE MEANING OF THE CIRCLES

1.



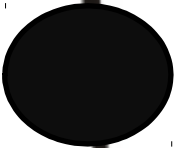
**The blue circle-** answer the question and move one circle forward

2.



**The yellow circle-** answer the question and move one circle forward

3.



**The black circle-** you lose your turn

4.



**The red circle-** name the city you are visiting, if your answer is correct, roll the dice and move forward along the track according to the number of dots indicated by the dice roll.

