

ANTI-DOPING – BOARD GAME

GAME RULES



How to prepare

Before starting the game, spread out the board consisting of two sheets and place question cards, information cards, duel cards and cards with tasks next to the board.

One cube is required to play, having from 1 to 6 points. Each player should also have cards and pens, which will be useful.

How to play

The game is designed for three players. The game starts with the player who first throws the "six" on the dice. Each player chooses the piece he wants to play and sets it on the START square.

The first player rolls a dice and moves the piece according to indicated number of points.

If the player meets an empty green field, he stays on it and passes the cube clockwise to the next player, who can make move. If the player meets the square with:



he takes one **TASK** card with the same logo and must accomplish it. After completing the task, the player passes the cube to the next player (clockwise), who can make his move. The used card is placed underneath.



he takes one **DUEL** card with the same logo and chooses player on his left or right side, according to instructions on the card. Players fight the duel. If the player, who stood on the DUEL box, wins again, he throws the dice and can move further according to the number of points. The game continues clockwise.



he asks any other player to take one **QUESTION** card and to read the question. After the correct answer, the player can throw the dice again and move according to the number of points he had thrown. The game continues clockwise. Attention! The player who stood in the QUESTION square cannot read the question by himself, as the answers are marked!



the **STOP** card: the player is frozen and cannot make any move. The game continues clockwise.



the player takes one **INFORMATION** CARD and reads the information, which can help in answering questions from the QUESTIONS cards.

How to finish the game

The game ends when one of the players reaches the FINISH square.