

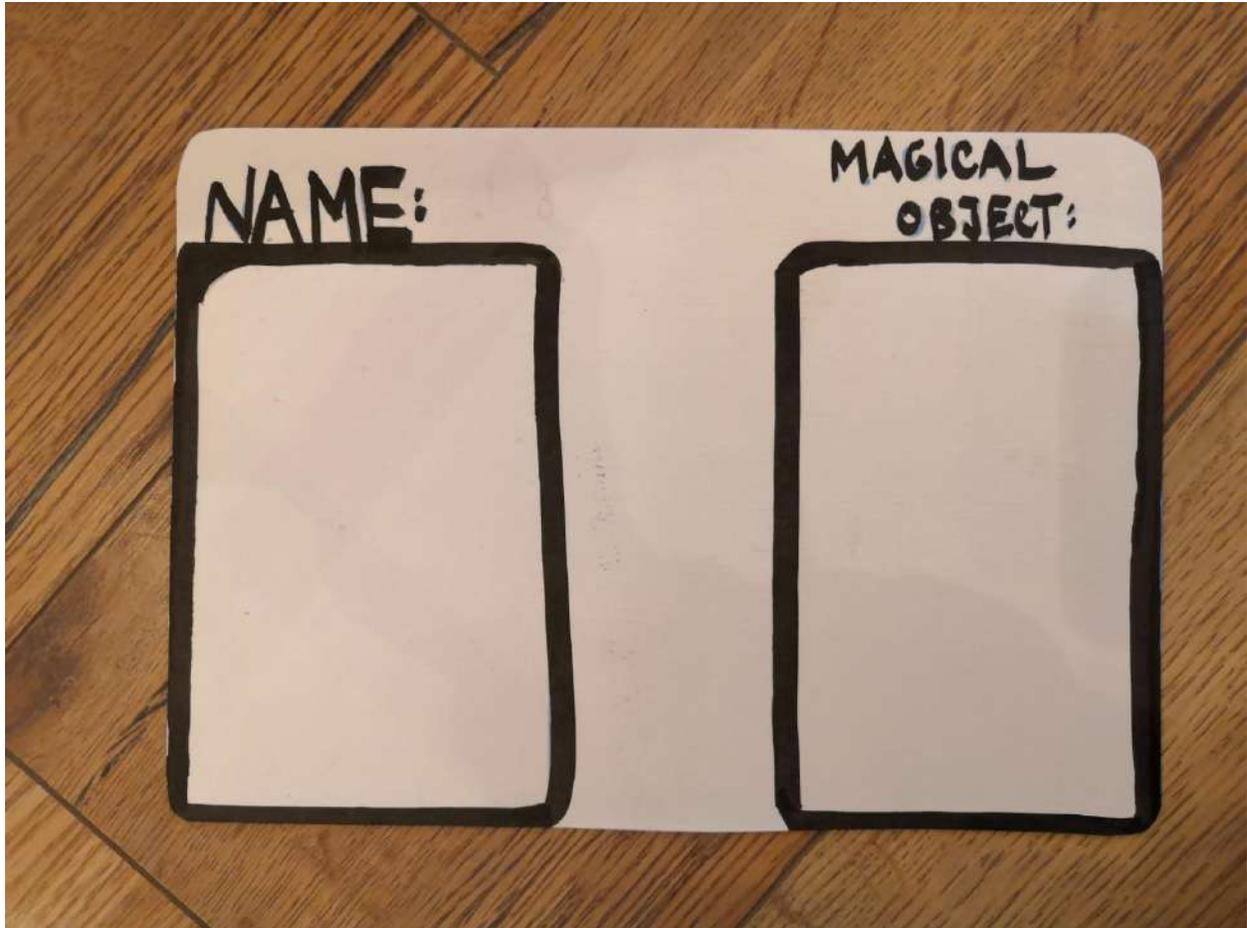
*Journey to the UNKNOWN board
The size of this board is A2*



4 Profile sheets

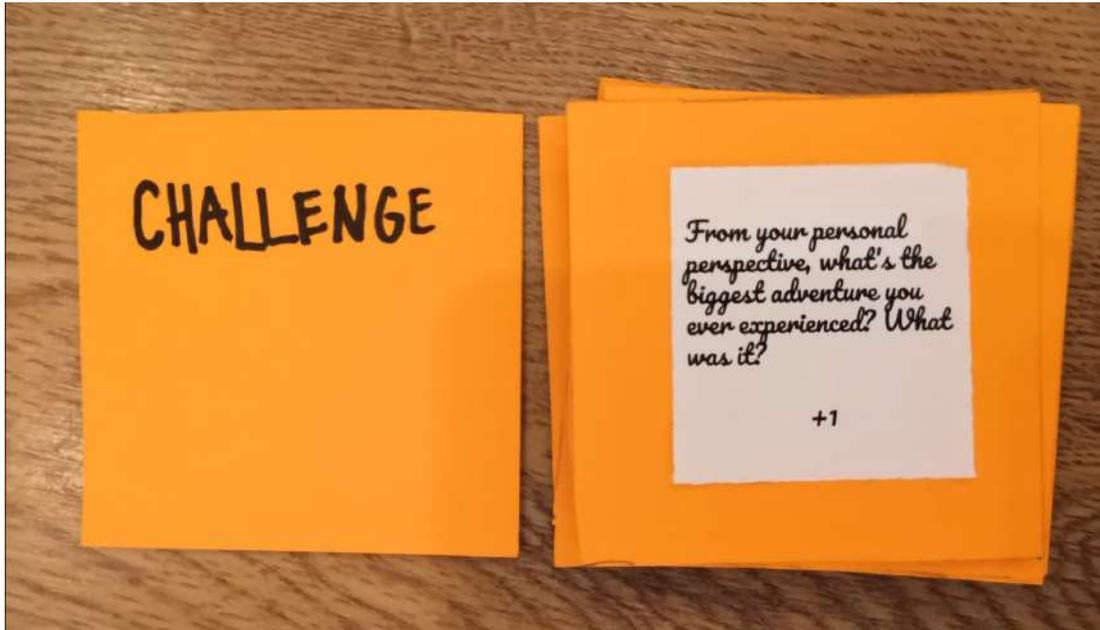
containing your character's name, visual representation and your personal magical object.

The size of this profile sheet is A5



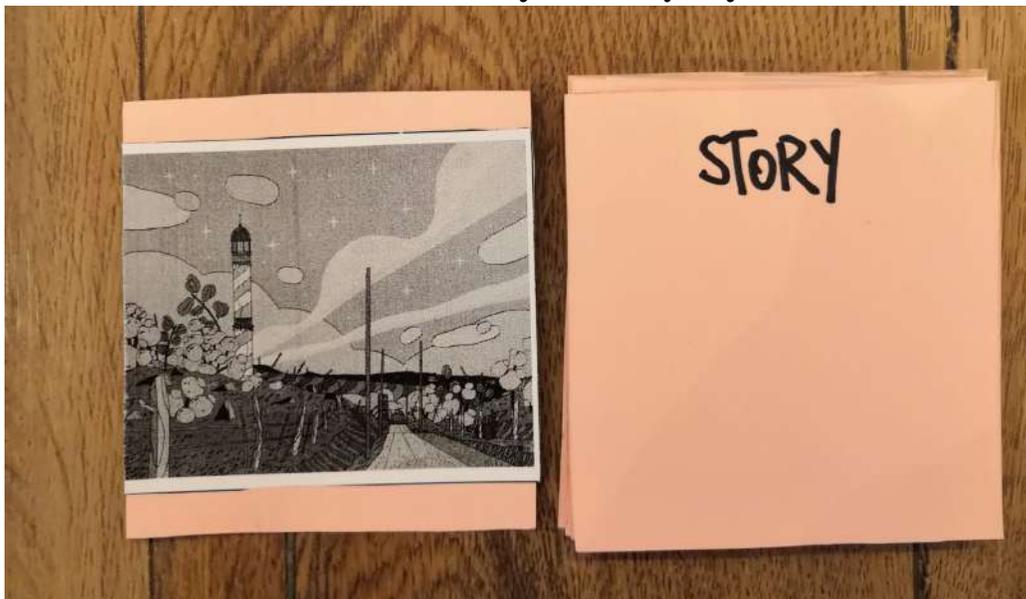
Challenge cards

The size of the story cards is up to you



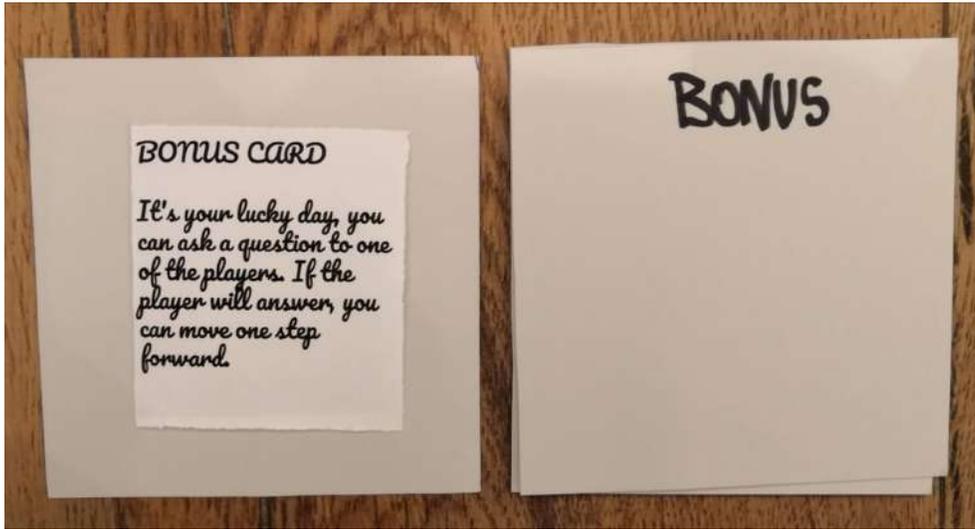
Story cards

The size of the story cards is up to you



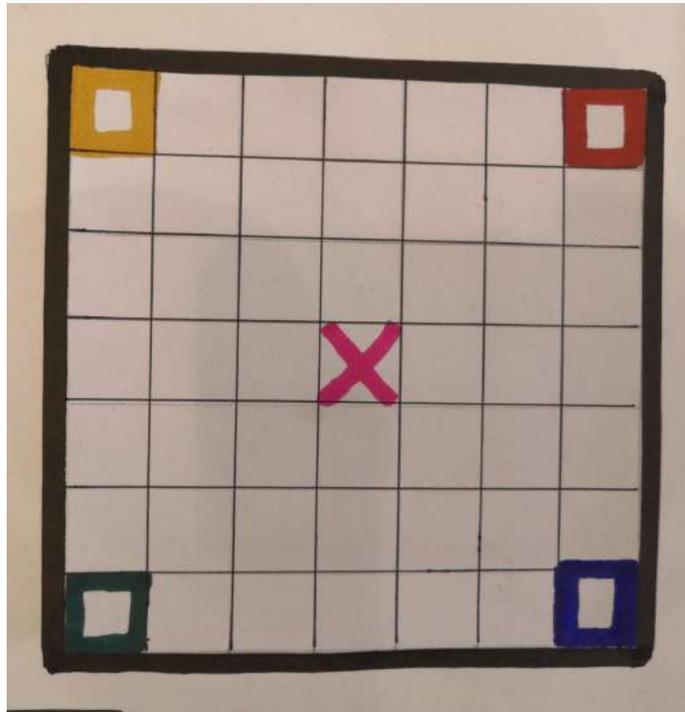
Bonus cards

The size of the bonus cards is up to you



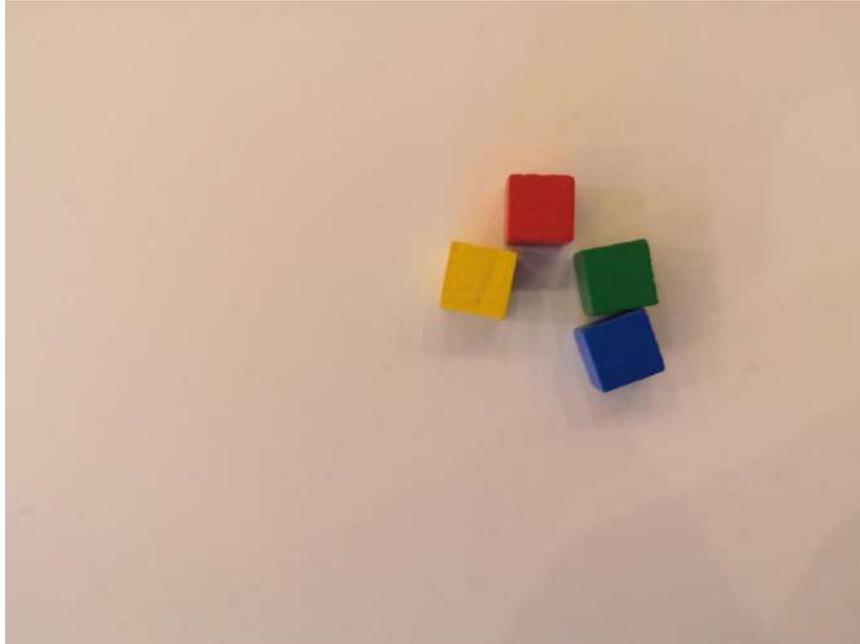
Grid 7*7

This grid represents your journey. The goal is to complete the grid with step cards. Each player's avatar color represents their starting point.



Avatar

On the grid, place your avatar according the moves you make.



Step cards

You move forward on the grid using the step cards.



Bonus points

You receive a bonus point after the story round or with the Bonus Cards



Rounds

Each color represents either the challenge or the story card. The numbers represent the order of performing one of the actions.



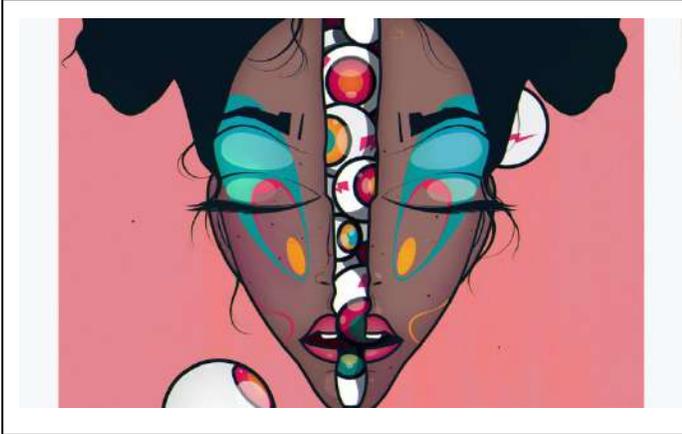
Die

To be used only twice in the game:

- 1) To determine who will start the journey*
- 2) To determine the round in which you receive your magical subject*



Character cards





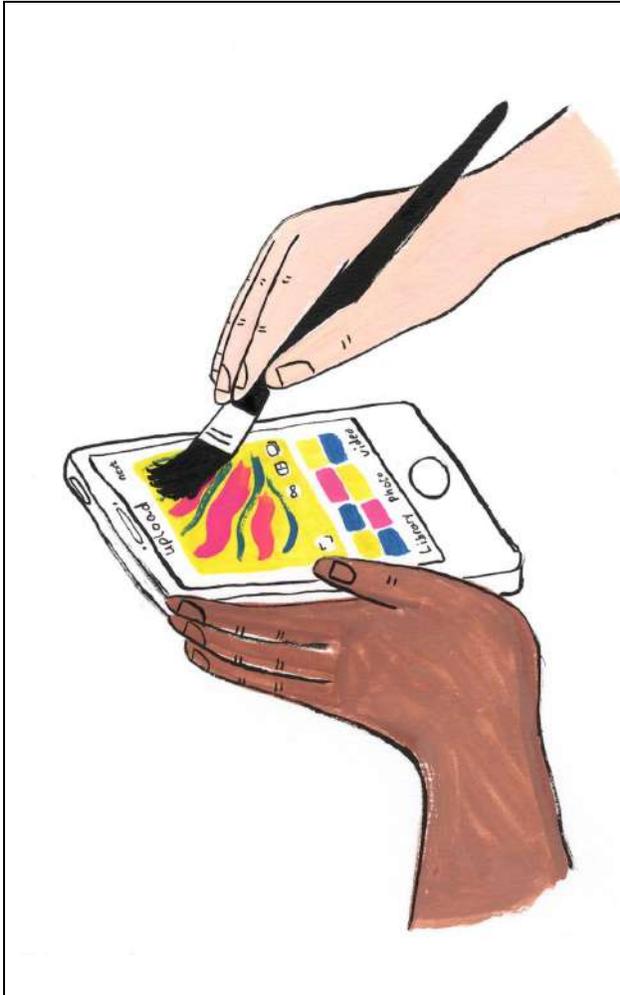
Environment cards

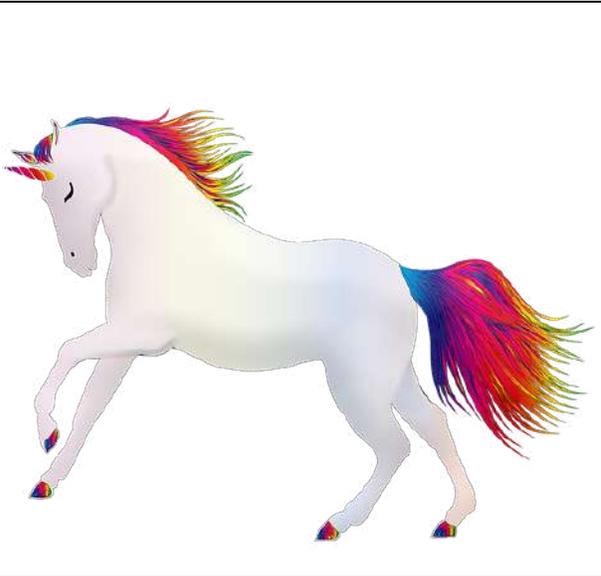
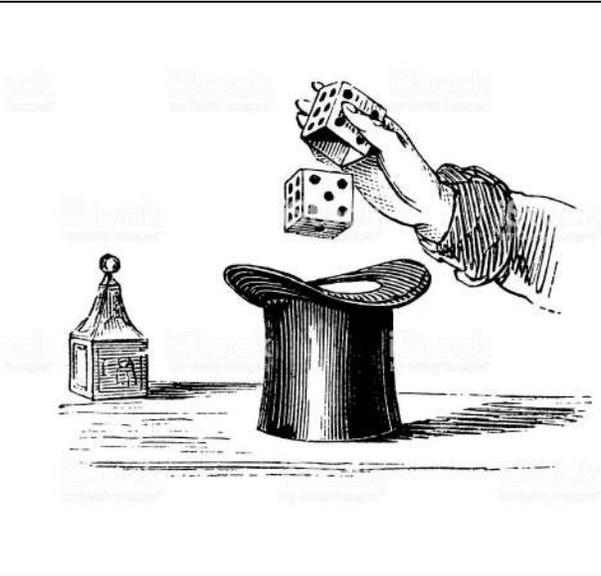


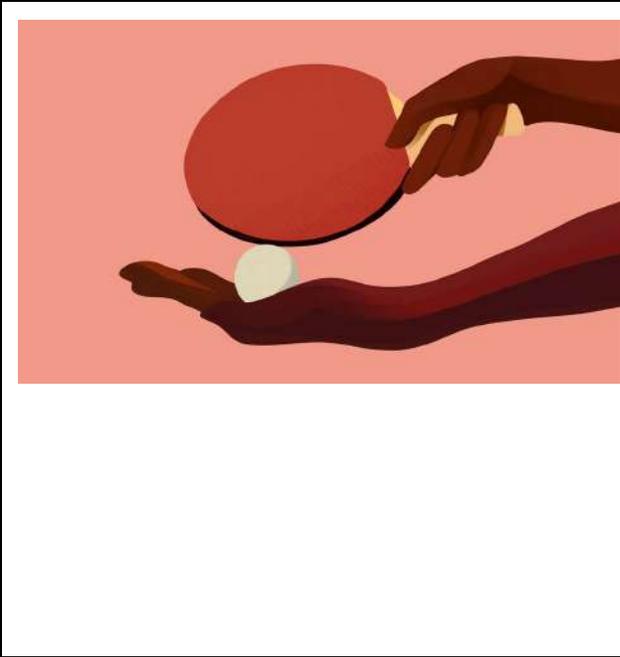




Object cards







Each of the characters picks a card and together you should come up with a story. If you all agree to this story take a stepcard.

Choose a topic:

- a) night out
- b) public transport
- c) magic

Describe a person who had a huge impact on your life?

+1

When was the last time you tried something new? What was it?

+1

Make a rhymed story. Each player says up to 3 words. If you complete the task each player gets to move one step forward.

Once upon a time...

+1

From your personal perspective, what's the biggest adventure you ever experienced? What was it?

+1

You were too focused on the final destination so you missed a huge pit in the ground and you fell into it. You have to take one step back.

Pick a player and dare him to play Rock Paper Scissors. Whoever wins gets to move forward by taking a stepcard.

+1

Share something personal about your character.

+2

You encountered an old lady along the way. She asked for you to help her carry some groceries. Will you help her or keep walking?

If you help her you will go back one step and receive the BONUS CARD. If you don't help her, you will move one step forward.

You found a gold fish in the pond. What's one wish you're going to have, act it out. Show it in charades, If the other characters guess, you can both move forward.

Time to reflect. Share one thing you learned about each of the playmates. If you manage, you can move forward by taking 2 stepcards.

You found a companion! But he's way slower than you, so in order to keep this friendship, you have to wait for him for one round. Please describe it!

+1

BONUS CARD

If at any time of the game you wish to skip the effect of one card you might use this card. You may use it only once.

BONUS CARD

It's your lucky day, you can ask a question to one of the players. If the player will answer, you can move one step forward.

BONUS CARD

You earned a special magic talisman which allows you to fill an empty space on the grid.

BONUS CARD

If at any time of the game you wish to stay silent, you might use this card. You may use it only once.

GAME ON! TRAINING COURSE

TITLE: Journey to the Unknown

NUMBER OF PLAYERS: From 2 to 4 players. If you want to play with less or more players, you will need to adapt the game accordingly.

EXPECTED GAME TIME: 45-60 min, or maximum 7 rounds.

TOPICS: Storytelling, Self discovery and Getting to know each others

SHORT SUMMARY: The players wake up in an Unknown world with a map marked with a cross. They have to build up their way by creating the story of their journey to the *Unknown*, during which they may have some encounters and face some challenges.

SET UP:

- Place the board so that all the player can reach the cards.
- Place the challenge cards in the challenge box.
- Place the Story cards (environment pictures) in the Story box
- Place the Step cards in the step box
- Place the Experience points in the Experience box.
- Place the bonus cards in the bonus cards box.
- The facilitator keeps the Story cards - characters, and objects

MATERIALS: one die, challenge cards, bonus cards, 1 board, step cards, profile sheets, story cards (environment cards, character cards, object cards), experience points, 4 pawns (red, green, yellow, blue) for the grid, a Round marker, pencils or pens

For this educational game we need 1 facilitator.

At the beginning, the facilitator invites the players to choose the color they like the most as pawn .

STEP BY STEP

- 1) Separate each card type into its own pile:
 - a) Challenge cards
 - b) Bonus cards
 - c) Story cards, which are at the beginning divided into 3 piles:
 - i) environment cards, in the Story Cards box

- ii) characters cards pile, that the facilitator will keep at the beginning.
 - iii) objects cards pile, that the facilitator will keep at the beginning.
- 2) The players roll a die to determine the order of play among the players. The one who obtains the highest number starts. Then players play clockwise.
- 3) The Facilitator read the introduction of the Game Story.
- 4) Players characters: The facilitator shuffle the Deck of Characters cards and turn 5 cards face up.

Starting:

- 1) To start its turn, the player choose one card from the set of the 5 cards face up, and put it on its personal board on the left side. By getting inspiration from the image, the player creates the story of who this character is to all players, give some information about its skills, and give a name to the character. It can write down its name on the board. Once the player has chosen its card, a new card is turned face up to replace it so every player can choose among five cards.
- 2) Once all players have their character, put the remaining cards with the other Story cards, shuffle them then put them on the Story card box.

Magical objects deck:

- 1) After all player have introduced their character, every player roll a die to determine at which turn it will get a magical object which can be used once during its quest. The player write it down on its profile sheet as reminder. At the end of that turn, the player will obtain this magical object. When it will receive it, the player will put it on its profile sheet on the right side and choose among the 4 possible actions that the object can do. The Facilitator will remind the players about the 4 types of actions possible:
 - Moving (by getting an additional Step card)
 - Overcoming a challenge (when getting a challenge card, the player can accomplish directly the mission and earn the Experience points related)
 - Calling for help to another person
 - Having an additional turn in the game.
- 2) Once chosen, the player has to tell the story and the magical effect of this object based on the action chosen, and share about how and/or from whom they might have received this object. The object can be used only one time during the whole game, either for the player itself or for helping someone else.

- 3) Once all the magical objects have been given, add the remaining cards to the Story cards and shuffle them.

Playing :

The players place their pawn in the corner of the corresponding color. It is their starting point in the *Unknown world*.

Round meter (on the main board): place the round marker on the meter to show at which Round the game is and move it according to the round played.

Round 1 - By turn, each player pick the top card from the Challenge cards box and has to solve it. If it succeeds, it can earn an Experience point. The amount of experience point is written on the card and some cards can also make the player win extra step cards for moving forward.

Round 2 - Each player, when it's their turn, pick the top card from the Story cards box and create a story about its journey in the *Unknown world*. If it succeeds, it can select a Step cards that can be put on the grid to move forward in its adventure.

Discard: After the use of a card, place the card face-up on a discard pile. If all cards of a pile are used, shuffle the used card and place them again in the game in the corresponding pile.

Round 3 to 7: alternate between Challenge cards (Round with a odd number: 1, 3, 5, 7) and Story Cards (Round: 2, 4, 6).

Mission:

The players have to reach the final destination indicated in the map that they found shortly after they woke up in the *Unknown world*. The location is marked with a cross on the main board grid. The players have to travel around the entire world of the Unknown to unlock the access, which means to acquire Step cards to build their way on the grid.

They will get Step cards while picking up Story cards and create a story of their adventure inspired by the images on the Story card. They also have to gain Experience points in order to accomplish successfully their mission, by overcoming Challenges that they will encounter on their way, represented by the Challenge cards.

Special event in the game:

Meeting another player: In the game, a player meets another player when their Step cards meet, the player pick a Story Card and have to tell the story of their encounter based on the picture they have picked.

End of the game:

The players have to reach the final destination marked by a cross on their map/grid. They will find there a secret door which is unlocked. They have to complete the entire grid in order to unlock the secret door.

There are actually 3 possible ways to reach this secret door:

1. When the grid will be fully completed with the Step cards, the secret door will be automatically unlocked. But in order to pass it, all the players have to face a Final Challenge that the Facilitator will read.
2. When the 7 rounds are over.
3. When the time is over (in case a limited time has been defined from the beginning of the game).

When one of this case happens, the facilitator reads the section about the Final Challenge in the Facilitator's guideline.

In all cases the facilitator will invite the players to use their experience in order to reach and unlock the secret door. The amount asked will represent the total of all the players' Experience points put together. But they have to discover by themselves that they have to combine their Experience points.

Final Challenge:

The facilitator will ask the players a question about how they do relate to their characters and their adventure, and/or what it says about themselves.

By answering all this final question, they will unlock the secret door which will allow them to better know themselves and their playmates, and come back to the Real World.

THE FACILITATOR:

The facilitator starts to create the atmosphere and to read the story:

You wake up in a place you don't recognize at all!

You feel lost in the Unknown!

Each one of your steps will lead you to something beyond your normal reality –

Your words are giving it colors and life.

You see a light in front of you, you spot a person you have never met before – What a surprise!

PLEASE LET THE PLAYER ROLL THE DIE (d4) to see who is the one starting first.

That is a mirror! And you see faces on it! One is yours.

And the others seem to be somewhere else...

Choose one of the cards that are face up to select your character.

Please, in your own words, describe who you are.

After that put the character cards together with the story cards!!

You find also something on the floor... it's a map... which shows you a location to reach.

That is how your Journey begins...

3) The third step is to emphasize that the players are not together at the beginning.

You are now alone.

Now that you feel more familiar with yourself, you will start following an unknown path that will bring you to create your own story in this new world.

Maybe you will meet other people on the way...

Through the cards you will get, you will tell the story of your journey in this world.

You might get some help on your way by obtaining a special object that will help you only one time to overcome a challenge! Think who will give it to you and/or how you will get it.

Special items effects:

You can choose either the effect is only for yourself or for others:

- For moving (extra move)
- Overcoming a challenge (like experience points)
- Call for help to another person
- For having an extra turn.

PLEASE ROLL THE DIE (d4) TO DISCOVER WHEN YOU WILL OBTAIN the special item and write it down in which turn on your personal board.

In order to reach the final destination you have to travel around the entire world which is represented by the grid to unlock the access.

How to build your way? By acquiring step cards while picking up story cards and share about the story of your adventure.

Show the players the story and the step cards.

You must fulfill some challenges to earn experience (green coins), that you will need to accomplish your mission...

Show to the players the challenge cards.

Why do we need them? (secret: For the final challenge)

Now put your colorful piece, that are your avatars in the corner with your color.

CLARIFY HOW TO MOVE – TURNS

Now it is the time to jump into action, are you ready?

FINAL CHALLENGE:

When to do it? Either when the map will be filled completely with the step cards or when the 7 turns are over -

In both cases the facilitator will tell the player to give the total amount of their green experience points.

After a long traveled journey together with your companions you finally reach your destination...

and the final challenge awaits you here!

Will you be able to face it?

In your final challenge you have to share in which way the card you have chosen at the beginning and your journey is related with you.

(Secret: The card is related with you)