



## MEW GAME

Promoting Mental and Emotional Wellbeing

2 to 5 players or teams | +14 years old

### PREPARE

- Shuffle the cards in each category;
- Place the cards of each category in the gameboard, with text facing down;
- Find a dice from any game you might have at home or construct yours;
- Find 1 pawn/pin from any game you might have at home or any small object (penny, earring, stone, ...);
- Prepare a stopwatch in your mobile phone or any other device for when its needed.

### START

Each player (or team) throws the dice, the one with highest score starts.

Then it should follow clock direction.

### OBJECTIVE

Players decide, in the beginning of the game if they choose to play option A or B.

- Collect 1 card from each category by completing 1 question/challenge correctly of each category.
- Collect 3 cards from each category by completing 3 questions/challenges correctly of each category.

### PLAYING

- The first player in the first round starts from the black dot;
- The next rounds, each player moves from the dot where the previous player stopped;
- At the beginning of your turn roll the dice - move the full amount shown on the dice;
- You may move in any direction where you have a connection (black line between 2 dots), but you can't go back to the dot you were immediately previously;
- When you reach the dot (by exact count indicated on you dice roll), the player on your left draws the top card of the correspondent deck/color and reads the question/challenge;
- If you reach a white dot, you can choose which category you wish to reply;
- If you complete correctly the question/answer, you keep the card for you, if not, the card goes back to the bottom of the corresponding deck/color;
- Each player/team has the right to change the card once;
- Either the player wins the round or not, the turn should always pass to the next player (on the left).

### WINNING

Players decide, in the beginning of the game if they choose to play option A or B.

A) Once your scoring is complete (3 cards from each category) you win the game.

B) Once your scoring is complete (3 cards from each category) you must try to land on the black dot where the game started, by exact count of the dice roll. If you overshoot it, you will need to wait for your turn again and keep trying until you land on it; Once you land on the black dot, your opponents decide the category card of your last play (not reading the cards previously). If you complete it successfully then you win the game.