



Game On for Europe - Game Rules

General Description

Game On for Europe is an educational and interactive game designed to develop knowledge about democracy, the rule of law, the European Union and the characteristics of its Member States. The game combines competition with learning through questions of varying difficulty levels.

The game also integrates elements of reflection, argumentation and decision-making, facilitating the understanding and application of European values in practical contexts.

Objective of the Game

The objective of the game is to move across the entire board and reach the Finish line first, by accumulating points through correct answers.

Also, the game aims to develop critical thinking, argumentation skills and active participation.

Game Components

- Game board with 67 spaces
- Pawns (one for each player/team)
- Set of cards:
 - 2-point cards – True/False questions
 - 3-point cards – multiple-choice questions (3 options)
 - 4-point cards – EU Country Cards (open-ended questions)
- Special spaces marked with the European Union flag (27 in total)

Optional: a game leader who supports answer validation.

Game Setup

Each player or team chooses a pawn.

All pawns are placed on the Start space.

Players agree among themselves who begins first.

The order of play continues clockwise.

A game leader may be selected by drawing lots, who facilitates the game and may support the validation of answers. This role can later be taken over by the player who is leading.



Gameplay

Choosing Cards

During each turn, the active player/team:

- Chooses a 2-point or 3-point card
- The card is read by the opposing team

Answering and Moving

- If the answer is correct → the player moves forward the corresponding number of spaces (2 spaces for 2-point card or 3 spaces for 3-point card)
- If the answer is incorrect → the player remains in place

For open-ended questions (4 points), players are encouraged to justify their answers.

Special Spaces – EU Flag

If a player lands on a space marked with the European Union flag:

- They must draw a 4-point card (EU Country Card)
- They receive an open-ended question about an EU Member State

Result

- Correct answer → move forward 4 spaces
- Incorrect answer → remain in place

These questions may address both general knowledge and the application of European values (such as democracy, inclusion, rights and participation).

Additional Rules

- Players may choose their strategy: easier questions (2 points) or more difficult ones (3 points)
- Cards must be read clearly and in full by the opposing team
- Answers must be given without external assistance

If two players / teams land on the same space, the player / team arriving later may:

- respect the already occupied position (the previously gained right) and move back one space;
- or contest the position through a “challenge”.

In the case of a challenge, both players / teams receive a 4-point card (EU Country Card), which contains an open-ended question, and must justify their answers.

The winner is determined by a vote of the other players, based on the correctness and quality of the argumentation. The winning player / team remains in the position, while the other moves back one space.

End of the Game

The game ends when the first player reaches the FINISH space.
That player is declared the winner of the game.

Recommendations for Play

- Playing in teams is recommended for a more interactive experience
- Encourage discussion and explanation after each answer to maximise learning
- The game can be adapted for educational contexts, training sessions or youth activities

It is recommended to facilitate group discussion and reflection in order to transform the game into an active and participatory learning experience.

Learning Objectives

The game is designed not only as a recreational activity, but also as an educational tool that facilitates learning through participation, interaction and reflection, contributing to the development of the following competences and knowledge:

- understanding and applying European values such as democracy, equality, inclusion and human rights;
- improving knowledge about the European Union and its Member States;
- developing critical thinking and argumentation skills;
- enhancing communication and teamwork;
- encouraging active participation and civic engagement;
- developing decision-making skills and responsibility.

