



EU Challenge Cards - Game Rules

Game Setup

At the beginning of the game, each player chooses a pawn. All players roll the dice once, and the player who obtains the highest number starts the game.

If two or more players obtain the same result, they roll the dice again until the playing order is established.

Gameplay

The game is played in turns, in a clockwise direction. During each turn, the player rolls the dice and moves their pawn forward according to the number shown on the dice.

The game board includes two types of spaces:

- spaces marked with the flag of a European Union Member State;
- spaces marked with a star.

Spaces Marked with EU Member State Flags

When a player lands on a space marked with the flag of one of the 27 European Union Member States, they must correctly:

- name the country;
- state its capital city;
- mention two specific characteristics of that country.

These characteristics may include, but are not limited to, aspects related to culture, traditions, gastronomy, history, geography or economy.

If the player fails to correctly identify the country or provides an incorrect name, they must move back to the space from which they started before rolling the dice.

If the player correctly identifies the country but does not know the capital and/or cannot mention one or two specific characteristics, they remain on the space but lose the right to roll the dice for 1, 2 or 3 turns, depending on the amount of missing information.

Star Spaces

If a player lands on a space marked with a star, they must roll the dice again. Based on the number obtained, the player must state the same number of values, principles, rules or other characteristics related to the European Union.

It is important to note that values, principles or information already mentioned during the game cannot be repeated in subsequent rounds.

If the player fails to mention the required number of values, principles or characteristics of the European Union, they remain on that space and lose the right to roll the dice for 1, 2 or a maximum of 3 turns, depending on the number of missing elements.

Evaluation of Answers

The correctness of the answers is evaluated by the other players.

Optionally, the game may include a designated leader, responsible for verifying the information provided by participants and ensuring that the rules are respected.

End of the Game

The game ends when the first player reaches the FINISH space.

That player is declared the winner of the game.

