



## Winning the Game

*To win the game you must reach the end space first. If you are not first, don't worry! Carry on playing, you might be second! To finish the game, you must roll the right number on the dice to land on your final square.*

*However, if you only have a short amount of time you can finish the game if you land on the final square or go past it.*



# Game Of Medieval Life



## Instructions



**Struggle through medieval life to reach your destiny.**

Suitable for  
2 - 6 players



## Credits

*The following people made this game possible:*

**Game Concept:** *Emily Greig*

**Play Testers:** *St Michael's Primary School History Club, Oxford*

## Objective

The aim of the game is to be the first to reach your life's goal at the end of the path. Make your way along the path of life facing all the challenges and victories that medieval times can bring.

## Components

- 1 *x* board
- 6 *x* counters
- 6 *x* character cards
- 1 *x* deck of 31 Quite Tricky Cards
- 1 *x* deck of 32 Really Tricky Question cards
- 1 *x* dice

## Set up

1. Place the board in the middle of the table.
2. Shuffle each deck of question cards separately and place face down beside the board.
3. Shuffle the character cards and deal one to each player.
4. Each player should read aloud the background information about their character.
5. Each person should select a counter and place it at the start of their character's life path.
6. Decide who will go first by rolling the dice – the person who rolls the highest number will go first. Players will then take turns in a clockwise direction.



## Playing the Game

The first person rolls the dice and moves their counter forward.



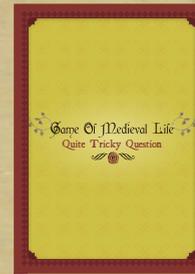
**Land on a blank square:** Stay there until their next turn.



**Land on a medieval event square:** Read out the instruction and move their counter according to the instructions.



**Land on a Tricky Question square:** Choose whether to answer a “Quite Tricky” or “Really Tricky” question. The player to their right should take a question from the appropriate pile, read it out, and check their answer.



**“Quite Tricky” questions:**

Correct answers receive one move forward. If they answer incorrectly, they stay on that square until their next turn.



**“Really Tricky” questions:**

Correct answers receive 3 moves forward. If they answer incorrectly, they must move back 2 spaces.

After the first player has moved their counter, the player to their left rolls the dice and play continues in a clockwise direction.

