

START!

THE fabula GAME

RULES OF THE GAME

PLAY ONLINE ON: FABULA.CONFORM.IT

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The game takes place along a series of boxes that correspond to places you find in a city like the shopping centre, the bank, the park, a school.

The aim of the game is to move as quickly as possible along the board correctly answering the questions to assess knowledge of entrepreneurship and financial literacy concepts.

Each correct answer earns the player money. A wrong answer involves losing money.

The player who manages to save the most and best manages his/her savings wins and at the end of the game can organize a birthday party and buy stationery for the school year.

The board game consists of 40 numbered boxes.

STARTING BOX:

each player receives the money needed to undertake the tasks required in the boxes (shopping, paying for a bus ticket, buying a snack, etc ...) and paying any penalties.

BOXES ?:

questions that repropose the concepts learned during the course on entrepreneurship and finance: for each correct answer, the player earns a cash bonus which is added to what he/she already has; for each wrong answer, however, he/she loses money.

The questions are of increasing difficulty:

- ? £ 1.00
- ?? £ 2.00
- ??? £ 3.00

OTHER BOXES:

there are also "special" boxes which require the player to invest the money he/she has available to buy things; to pay penalties because he/she has not properly handled his/her savings; other boxes in which the player has to skip a turn; others in which the player receives a cash prize that is added to the money he/she already has and that will be very useful in achieving the final goal.

MATERIALS

BOARD
DICE

GAME CARDS:

each box has a corresponding card with a question. The correct answers for each question are highlighted in bold on the card.



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HOW YOU PLAY

Each player or team has a token which is placed on the "START" box. Each player is given coins and banknotes.

Each player or team rolls the dice. The player or team who has the highest score goes first. They roll the dice again and move the number of squares indicated by the dice.

Once on the box, the player or team takes the card from the deck with the corresponding number. The opponent, or a member of the opposing team, asks the question, indicating the available options.

If the answer given is correct (shown in bold on the card), the player or the team earns a cash bonus which is added to what they already have; for each wrong answer, however, they lose money.

Both in the case of a correct or incorrect answer, it is then the other team's turn to roll the dice proceeding as described above.

The player or the team that reaches the end of the course with the most money and has best managed his/her savings, wins.

