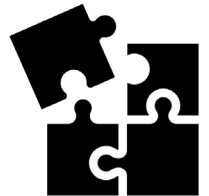
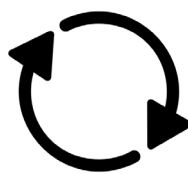
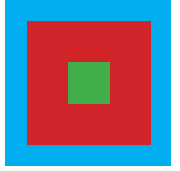
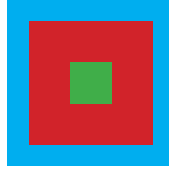




Funded by the  
Erasmus+ Programme  
of the European Union



**NET NET**  
New Tools for NEw Targets:  
a challenge for youth workers



# NET NET board game rules





Fun and playful tools are an effective way to promote personal fulfilment, active citizenship, social cohesion, building critical thinking, creativity, initiative, problem-solving, risk assessment, decision-taking and an increased knowledge about society.

Starting from these ideas we - a partnership of four countries: Sweden, Turkey, Italy and Spain- designed and realised the NETNET game, within the Erasmus + program.

Playing it, you will explore some of the crucial topics of Europe today: EU Citizenship, EU awareness and Democracy. You will come across 4 different groups of questions and discover history, geography and different curiosities.

Each question has a QR code so you can search deeper. Maybe you will debate on some questions and look for more information.

You will play, sing, mime, and draw as well!

The game-board is available in a printed and printable version. It has a connected app and an instruction video tutorial and it is equipped with a mini-guide, for possible customizations; so you can decide the topics and questions you want to play with!

All the items are on the project website:

[www.netnet-project.eu](http://www.netnet-project.eu)

Throw the die and start playing: you will enjoy playing your future!

*The NET NET project team*

# NET NET instructions

## Equipment

- 1 gameboard
- 315 question-and-answer cards
- 80 challenging cards
- 18 scoring cards
- 144 scoring points
- 10 game pieces (to choose from)
- 1 die

## Numbers of players

You can play both as single player and as a team.

The suggested number of single players is 4; the suggested number of teams is 4; the ideal number of players for each team is 3.

## Before playing

At the start of the game, players, all together, decide how many scoring cards must be completed to win; decide whether to set a maximum time for answering; decide who will read the questions (players in turn or an external reader) and how to evaluate challenging cards.




## How to play

- Place the game board on a flat surface.
- Take your own game piece - one for each player or team - and place it on the centre of the game board, on the EU flag.
- Place question-answer cards divided into three stacks - according to the category- and challenging cards next to the board.
- Distribute the scoring cards. The scoring cards cannot be chosen, but they are distributed randomly. You get a scoring point whenever you answer a question correctly or you win a challenge.
- Pull the die to decide who will start. Who gets the highest score starts the game, moving the game piece from the central EU flag in any direction for as many square/icons as are the points obtained by rolling the die, moving in a single direction. Never retrace your steps on the same roll of the die. For example, if you roll a "6" you cannot move five spaces clockwise, then one space anti clockwise. However, next time you roll the die, you can decide to change direction and go the opposite way from the last move.
- In case of parity, proceed to another roll of die.
- Each time you place the game piece on a colored square, you have to answer a question of the corresponding category. The exact answer is indicated on the question-answer card.
- Each time you place the game piece on an icon, you have to perform the corresponding action as described in the legend "Icons".

## End of the game

As soon as you complete your scoring cards with the right number and colour of scoring points shout out “NET NET!” and return to the EU flag. To win you have to reach the EU flag with the exact number indicated on the die. For example, if the you are just one square away from the flag you have to roll a 1 on the die, if you get a higher number you have to carry on! Of course the game can continue as long as other players or other teams have not completed their scoring cards and reached the EU flag.

## Game categories

-  Blue: European awareness and citizenship  
*A selection of questions to reflect and debate on being part of the EU belonging and the future of EU citizens.*
-  Red: Cultural diversity  
*A selection of questions to reflect and debate on cultural diversity and a selection of “loose-leisured” questions.*
-  Green: Discrimination  
*A selection of questions to reflect and debate on discriminations factors as age, disability, sexual orientation, religion...*

NET NET  
Let's play your future



## Icone



### EU Flag

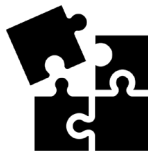
The European Union flag marks the beginning and the end of the game and it is not considered a game box: when you move the game piece on the board, always skip the flag.

EU Flag: this is the starting point and you can't land on it again until you have completed your scoring card and said NETNET!



### Skip

When you land here, you must skip your turn.



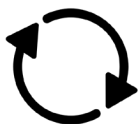
### Help

When you land here, you have to be helped by another player/team to answer a question. If you give the correct answer both of you will gain a scoring point. You can choose the player/team you prefer.



### Jump

When you land here, you have to jump on the colored square you prefer and answer the question.



### Exchange

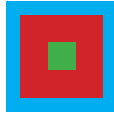
When you land here, you have to swap one of your scoring points with another player. Choose the player or team with whom to exchange the scoring point according to the exchange proposals by other players or teams. If you land on this icon and you have no points to swap, you skip the turn.

**Suggestion:** always answer questions even for the categories you do not need any more points. Example: if your scoring card is complete for the blue category and the question you have to answer refers to that category, answer it anyway because the blue scoring point might be exchanged with the point you need: green or red.



### Challenge

Now it's time to challenge yourself/your team. This card will ask for a special answer where you need to mime, sing, draw etc. Once the requested activity is performed, the other players decide whether to give you the point according to the evaluation methods defined at the beginning of the game. If all other players decide to attribute you the point, you can decide the color of the scoring point.



### Double

When you land here, You can choose the category of the question but you have to answer the question without the multiple-choice options. Only the question is read out. If the answer is correct you will get two scoring points of the category chosen, instead of one.



### Chance

When you land here, you have to be helped by the player/team with the least number of scoring points. The player/team with the least number of scoring point has to choose the category. Both of you will get a scoring point if the answer is correct.



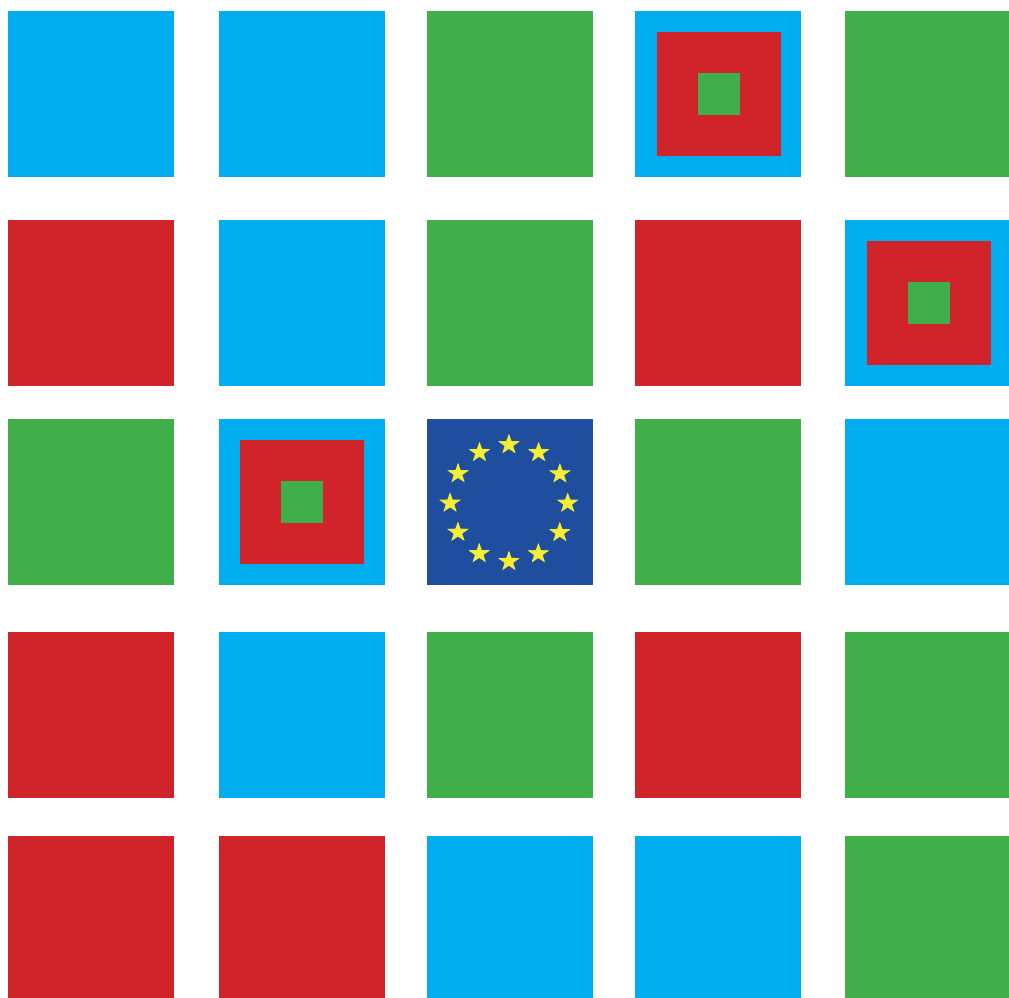
### Cup

When you place your game piece on this icon you suggest a break. If also the other players follow you, positioning their game pieces on the icon, you can have a coffee or a tea!

The links proposed have been verified at the time of publication. Some of them may be removed in the future. If you find a missing or incorrect link, we suggest you to surf using the keywords contained in the question/answer.

*We will be happy to hear your questions or comments about this game. Please send your comment to [netnet@ifall.se](mailto:netnet@ifall.se) and visit our website [www.netnet-project.eu](http://www.netnet-project.eu)*

This project has been funded with support from the European Commission. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.



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