



Gameplay

Objective: The objective of the game is for the teams to gain as many points, while racing to the flower on the board and filling their competence board with all the sub-competences of their area.

Teams: The game is played in 3 teams of at least 2 people, with each team having a competence board and a peon (a bee) of the colour afferent to one of the areas of competences of Entrecomp (blue, orange or green).

Instructions: Set up the flower roulette and the board on the table. Shuffle the cards and place them face-down on the board. Each team selects a peon (bee) and places it at the starting point on the board. The team with the youngest player goes first. On each team's turn, they spin the arrow to determine the modality for that round (yes/no, mime, drawing, taboo).

The team then spins the arrow again to determine the area of competence. One of the people on the team draws a card from the deck and will find a word related to Entrecomp. Depending on the modality, the player will need to make the other people from the team guess the word in maximum a minute (use the hourglass for that). If they guess they will throw the dice and advance on the board the correspondent number and if the arrow was on their area of competences they will also take one of the sub-competences square to put on their competences board.

Teams continue taking turns, spinning the arrow, drawing competence cards, and guessing the competences and/or performing challenges until one team reaches the flower on the board. When the first team reaches the flower, the game stops and the counting of points starts. Each team will sum the number they reached on the board with their bee and the number of sub-competencies squares they have on their competence board.

Ex.: Your team's "bee" is on the square number 20 at the end of the game and you have 7 sub-competences squares on your competences board. Your final score will be 27.

The Entrecomp Roulette Rules & Instructions

Components



The Entrecomp roulette: In the shape of the flower, each petal containing a competence and in the middle the 4 modalities of playing (yes/no, drawing, mime and taboo).



Arrow: A spinning arrow that determines the modality for each round and the area of competences of which you can complete your competence board.



Board: A board representing the pedicel of a flower, with 3x13 squares. Some squares will have spikes (to go up), leaves (to go down), and honey jars (to get stuck and not play the next round).



Competence board: Each team will have a competence board, corresponding with one of the areas of the competences of EntreComp (Ideas & Opportunities, Resources and Into Action).



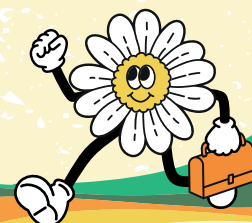
Cards: The card will indicate a word connected with the Entrecomp, which the team will need to guess.



Hourglass: The hourglass will be used to control the time that each team has to guess the word from the card.



Dice: The dice will determine the number of squares your team advances on the board towards the flower.



Modalities explanation:



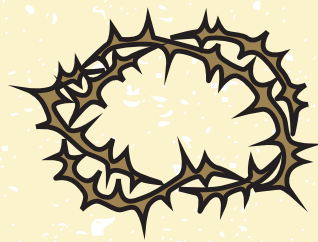
Yes/No: In this modality, the player that drew the card can only answer "yes" or "no" to the questions asked by team mate(s) in order to guess the word. They cannot use any other words or gestures.

Mime: In this modality, the player that drew the card must act out or mime the word without using any words or sounds, while the other team mate(s) try to guess the word based on their actions.

Drawing: In this modality, the player that drew the card must draw or sketch the word on a piece of paper or a whiteboard, while the other team mate(s) try to guess the word based on the drawing.

Taboo: In this modality, the team that drew the card must describe the word without using the "taboo" words that are listed on the card nor the plural/singular/ negative of the words that need to be guessed, while the other team mate(s) try to guess the word based on the description without using the taboo words.

Special Squares:



Spikes

If a team lands on a square with spikes, they move up the board by the number of squares indicated.



Leaves

If a team lands on a square with leaves, they move down the board by the number of squares indicated.



Honey jars

If a team lands on a square with a honey jar, they get stuck and do not play the next round.

Note: The specific number of squares to advance on the board will be indicated by throwing the dice.

That's it!
**Have fun playing "The
Entrecomp Roulette" board
game with your friends and...
may the best bee win!**

