

## The Kirkkonummi Adventures – Board Game Instructions

The nature in Kirkkonummi is full of unique destinations. The board game offers an opportunity to explore the destinations from home, a day care centre or school. The adventure starts in your own yard. Therefore, it is not necessary to travel to the destinations. Play the game indoors or in the yard. You can apply the rules below or invent your own rules.

### Equipment

- A die
- One team token
- One team token of the same size as the red target square
- 19 tokens (anything that can cover the red target squares)
- A printed adventure diploma or a homemade list of destinations
- An adventurous mind, joy of movement and joy of social activities
- A computer or a mobile device

### Game rules

#### 1. Start/Preparation

Play together using one token. Ponder where in Kirkkonummi you are (home, day care centre, school and so on). Choose a spot and place your shared token there. If you are not in Kirkkonummi, choose whether you want to start from the road to Siuntio (the left edge of the game) or the road to Espoo (the right edge of the game).

#### 2. Moving on the board

You advance on the board by rolling the die and moving the number of steps indicated by the die in a way you have decided together.

Example. The die shows a four, we move doing squat jumps, the players do four squat jumps.

The most important thing is to move in a way suitable for all the participants. Choose suitable ways to move or invent more.



Some examples of ways to move:

- Jumps (x jump, ski jump, squat jump, one-leg jump)
- Spins (jump spin, somersault, helicopter: an adult rotates a child – grip under the armpits)
- Positions (horizontal, standing on one foot, standing on your head, partner acrobatics, bridge)
- Other “trends” (floss, shoot, dab)

You can advance with one roll of the die directly to the closest destination you’ve chosen (the red circles) despite the number of white points. Objects with crowns are an exception.

### *Objects with crowns*

Squares on the King’s Road are marked with crowns. To get to these destinations, you must roll the dice twice and do your chosen movement the number of times corresponding to the multiplication of the sum on the die. In the destination descriptions there are fun facts about the King’s Road.

### *3. Arrival at the destination (the red circles)*

Open the information about the destination on your computer or your mobile device. Read the description of the object and the basic information about the object. Look at the pictures, discuss them and play the game of that destination. When you have explored the destination, cover the destination square with a token. Roll the die again, move according to the die and go to the next destination. You can skip the covered destinations.

### **Finishing**

You can explore one or more destinations during one adventure session. When you stop playing, check the destinations that you’ve already explored on your adventure diploma. If you’re using a home-made list of destinations, cross out the destinations that you’ve already explored. That way, you remember to cover those places when you start the next game session.

**Have a great adventure!**