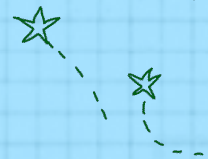
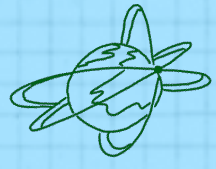


Werpen to win



3 à 6



6+



5 - 10 min



Game created by students of
Lycée Classique d'Echternach (Luxembourg),
Gymnasium Carolinum de Neustrelitz (Allemagne),
Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).



Werpen to win

A race with permanent contract (CDI) is organised by the ONEM. As you are looking for a job, you find it a good opportunity which you will not fail to take. You decide to compete with the others. Watch out! Your reflex and your concentration are the most useful skills to get that job. Good luck. May the most determined obtain this permanent contract !





Game contents

- ONE DICE



- ONE DICE (ANNEX 1)

- A PLASTIC BOTTLE (CDI)



- A PAGE OF PAPER AND A PENCIL TO WRITE THE SCORES ON

- 4 «FREEZE» CARDS (ANNEX 2)





Goal of the game


The goal is to be the first player to get 15 points by completing the most challenges possible. The challenges are determined by the « action » dice. The amount of points is determined by the number on the second dice.

Game process




Start placing the plastic bottle in the center of the table with the 4 « pause » cards needed for the « freeze ». The youngest starts, he throws the two dices at the same time. The « action » dice will indicate which challenge will need to be completed and the other dice will indicate how many points the person can get by completing the challenge.





1. Werpen to win  If the dice indicates this, all the other players must throw the « points » dice. The goal is to get a higher score than the original player who threw the dice (for example: if the player got 3 points, the player who gets the highest score above 3 gets the 3 points of the original player) In case of a tie, the concerned players must throw the dice again until there is a winner.



2. The « action » dice shows CDI  Be the first to get the CDI placed in the centre of the table. If a player messes up and takes the CDI when he shouldn't, he loses the number of points induced by the dice.
3. Skip your turn X  nothing happens for the player. He must pass the dice to the next player.
4. The « action » dice indicate an F  Freeze: the player who threw the dice chooses one of the positions from the cards that are in the centre of the board. The other players will have to pay attention. The first player to tap on the card corresponding to the position gets the points indicated on the second dice.

1.



Variants

1. It is possible to leap then at the duration of the game by increasing the amount of points to reach. Example: Try to reach 30 points instead of 15.
2. You can also add FREEZE cards to diversify the chose and increase the difficulty.

How to play

1. The youngest player starts. He throws the two dices at the same time or he first throws the dice "SCORE" and then the dice "ACTION" separately.
2. The players achieve the challenge.
3. The following player throws the dices.



