



RULES



The players roll the die in turns and move their tokens forward by the number of squares indicated by the die. If the move ends on a square with a symbol, the respective actions must be carried out. The player who reaches the finishing square first, wins. The finishing square must be reached with a precise roll. If the rolled number is too high, the player's token remains on the current square and the next player takes their turn.

If the token lands on the shaft of an arrow, it must be moved to the tip.



If the token lands on this square, a card must be drawn, and the question answered. The answer will be checked by your teacher. If the answer is not correct, your token must be moved back by 6 squares.



The traffic light shows red. This means, you have to skip your next turn.



If the token lands on this square, you are allowed to roll again.



On this square, you receive a joker. This means, you can, but don't have to, ask one of your fellow students for help to answer the next question. If the answer is correct, your helper may move forward by 5 squares.

Print template for special cards

