



Co-funded by the
Erasmus+ Programme
of the European Union



Erasmus+
Teach me how to play

GAMIFICATION FOR BETTER RESULTS - "TEACH ME HOW TO PLAY"

ERASMUS+ Ka2 PROJECT 2018/2020-2021

CEIP Bernardino Pérez, Valencia de Don Juan, León, SPAIN



“the 3 Voyagers & the bohemian”



This Game of the 3 Voyagers & the Bohemian is one of several race games, outlined with folklore character based counters to represent each national player from Spain, Slovenia & Croatia that move along a track according to the throw of virtual dices, striving to reach the winning space.

It is inspired in the classic "Royal Game of the Goose". This new version and its updated printable rules has been cleverly combined to produce an exciting and lively task, which students can enjoy meanwhile they learn about Leòn, the province and its rich and everlasting cultural and social heritage.

It is played with the following flagged tokens represented by three traditional images of Leon and its folklore.



a) Pilgrim.- This character shows the man or women who travels along "Camino de Santiago, known in english as "The Way of Saint James", leading to the cathedral of Santiago de Compostela town in Galicia in northwestern Spain, where

tradition holds that the remains of the saint are buried. Many follow its routes as a form of spiritual path or retreat.



b) Girrios.- A curious and remarkable character in León Carnival celebrations. This unknown, lost in time origin figures are dressed in white clothes, and a face mask topped with colourful fans and flowers as well.

They are in charge of pursuing and gently beating the public, while dancing, as a way of fun and joy, during Carnival street parades. Many cowbells are also hanging from belts.



c) Papón .- This is one of the most spectacular and emotional role during Easter. Hooded men, and recently women, dressed with distinctive robes and clothes enrolled in lay brotherhoods of fraternities marching in Holy Week parades through the streets.

They carry, on their shoulders, commemorating sculptures devoted to the death of Christ, accompanied by drums and music, creating striking scenes of deep religious feeling.



d) Genarín, the local & drunken Bohemian who was run over to death by León's first dustcart. A very popular figure who is tributed every Easter Thursday in a pagan night parade, just before the end of the city roman walls. It,s a Spainwide tradition well known as "The Burial of Genarín"... a perfect excuse to meet friends a have a drink.

"This friendly and harmless character has turned into an evil villain who keeps the three pilgrims under lock,in a remote northwestern hamlet".

RULES for the Game of "The 3 Voyagers & the Bohemian"

PRINTABLE VERSION

In its printable board, the track has 63 spaces, all of which are active in playing terms: a character landing on such a space remains there, unless it is already occupied by another, in which case they change places. Some spaces however are hazards, each with its own characteristic penalty. Of these, the most feared is 'death', showing a skull, demanding that the player begin a fresh.

The majority of spaces bear a great variety of different images of socio-cultural heritage traditions. These pictured spaces are linked to cards focused on related questions about culture matters. Those with a jigsaw, get ready for a challenge to afford since the player landing on.

However, an important part of the playing interest of the game is that, if the winning space 63 is overthrown, the player must count of the excess points by moving backwards from the winning space - only an exact throw wins the game..."and save the pilgrims". If, after counting backwards in this way, the player is unfortunate enough to land on a lion, the player must move further back by the amount of the original throw; and of course landing eventually on a hazard space will exact the prescribed penalty. There are also two 'dice' spaces, which come into play when a particular initial throw is made.

- An injet printer should be required because of high quality.
- Cut them out, following dotted line.
 - Trim your cards set with a corner cutter, just in case



- Sleeve or laminate cards, so they can be shuffled easier.
- To increase the durability of the board, please print it in halves as it is showed below, then laminate and fold.



.- * get ready to roll the virtual random dice at <https://www.online-stopwatch.com/chance-games/roll-a-dice/>, so tablet, mobile device or lap top is asked.

.- a QR code is provided back the pictured cards, so be free to scan it in order to get detailed information about.



...to bear in mind !!!

1. The players must agree these rules
2. Each player must have a distinctive character and place it at the start.
3. Each player could place one stake in the centre of the board, making the 'pool.'
4. The players each throw the online dice*. Once the player with the highest total starts.
5. Each player in turn moves its character forward by the score of the virtual dice thrown.
6. If your first throw is six, throw again.
7. If a player's character lands on a space occupied by someone else, it is a 'hit' - then the character that was hit moves back to the space just vacated by the thrower's character. The character then change places.
8. If a character lands on:
 - .-The Bridge at space 6, then go to space 12.
 - .-The Fighting ring at space 19, lose one turn.
 - .-The Well at space 31, wait until someone comes to pull you out; if so, the character takes the place of yours and you move yours back to the space just vacated, as for a hit.

- The Maze at space 42, you go back to space 39.

- The Prison at space 52, waiting time required until someone comes to let you out; character then takes the place of yours, and you, move yours back to the space just vacated, as for a hit.

- Death at space 58, move backwards and start the game again.

9. To win the game, and free the hidden pilgrims, you must land exactly on space 63.

10. If you are near the winning space, and throw too many, you must count the extra points backwards from the winning space.

11. If you land on a lion picture, you must continue moving backwards by the amount of your throw until you land on a space with no lion picture.

12. If your counter lands on an Erasmus logo, move forward by the amount of the throw, in the event of landing on another logo, go ahead in the same way.

Erasmus space is generally favourable, since the player landing on one, must move further on by the number of points thrown.



PLOT

In a far, far away land, a Pilgrim is chosen for service, along with his fellows Girrio and Papón, to the magical northwestern province of León in Spain through the Saint

James Way. They are pulled into a fantastic trip they must take in order to help 3 pilgrims in peril.



Swallowed up by the challenging oriented pictured board rules, the three characters find themselves falling across León priceless cultural and varied traditions, for the purpose of searching & finding three missing pilgrims exiled by the evil "Genarin" who, according to a prophecy, are hidden in the end of Game at a 63 spot, represented by a traditional straw made house called "Palloza", on the edge of "El Camino".

The first landing there, will release captive pilgrims. Once mission accomplished, slovenian, croatian and spanish comrades could return to their countries.

.....Play, & play to learn !!!

