

AFLA

G A M E



Dear Trainers, Teachers, Educators, Parents, Activists,

We are pleased to present to you an extraordinary document called the AflaSet Manual. This is the result of several years of work by six partner organizations collaborating on the project titled "AflaGame: Innovative tool for quality work with young on enhancing financial skills," funded under the Erasmus+ KA220-YOU - Cooperation partnerships in youth program during the period 2022-2024.

Who:

The document you are currently reading was created as a result of the collaboration of six non-governmental organizations:



IG Students Srl Impresa Sociale,
Italy, Milano



Stichting Aflatoun International,
Netherlands, Amsterdam, www.aflatoun.org



Csoport-téka Egyesület,
Hungary, Budaörs, www.csoportteka.com



Lietuvos Vaiku Fondas,
Lithuania, Vilnius, www.lv.f.lt



Nadacia Otvorenej Spolocnosti,
Bratislava/Open Society Foundation/NOS-OSF,
Slovakia, Bratislava, www.osf.sk



**Science for Environment Foundation/
Fundacja Nauka dla Środowiska,**
Poland, Koszalin, www.ndsfund.org

In addition to many values, we are united by the common social and financial education program, AFLATOUN www.aflatoun.org. Together with over 100 countries, we form a network of partner organisations, teachers, supporters and staff, delivering high-quality life skills education through a social franchise model. We offer social and financial education to millions of children and young people worldwide, empowering them to make a positive change for a more equitable world.



Why:

Our project focuses on the gamification of financial literacy, mainly through creating board games which increase life skills and improve financial behaviour for youth.

We agree and acknowledge that games are the most inspiring and engaging driving forces of creativity, learning and development. Johan Huizinga in his book „Homo ludens” proves that play is an indispensable part not only of culture and society, but also of human nature. Games are complex, structured and „programmed” form of play that has got enormous educational potential.

According to a study of the University of Edinburgh published on November 2019, “People who play games - such as cards and board games - are more likely to stay mentally sharp in later life”, the study found that “Those who regularly played nondigital games scored better on memory and thinking tests in their 70s”.

Financial literacy and ability to make healthy financial decisions is now globally recognized as an essential life skill. Despite that, current research shows low rates of financial literacy among young people. For example, OECD comparison analysis shows very low level of basic knowledge of financial literacy and low level of financial behaviour score in Italy. Also PISA results on financial literacy show that 20% of Polish students perform below the baseline level. The same is true for 32% of Slovak students and 35% of Lithuanian students. The Dutch Agency of Credit Registration reports that the amount of young people with paying problems, like credits, rent, mobile increased up to 70% during 5 years.

Often, young people consider financial literacy as very complicated topic. Games, in this case, act as some of the most brilliant and viable tools as participants are able to better grasp the given subject through an interactive and enjoyable process. Games do not have any grade, they enable people to evaluate their performance during the game and thus their own knowledge in their everyday lives. This provides participants with the opportunity to learn how to perceive and resolve troubles or problems they might experience in real-life.



Games are the most elevated form of investigation
ALBERT EINSTEIN

The project idea AFLAGAME was born as a synergy of those pillars. Aims to equip youth workers and educators with the skills of using games as a tool for increasing financial & entrepreneurship skills of youth, and to raise the quality of youth work and foster efficient and engaging non formal education approach.

We believe one of the strongest impacts of learning is when you fail. Usually failing brings negative results and discouragement. In real life, learning from failure may be risky and you can't always improve or change the results.

Games are a safe place to fail. Losing in a game does not cause negative consequences. Losing in a game is not a final result, you can always restart the game. After losing you can start a new round and succeed, find/learn the right answers and solutions.

So delivery of knowledge through the game process will be a new, experimental, and innovative way to be equipped with social and financial skills.

What:

In this document, you will find a set of 6 board games created during international game development workshops. Each of them is unique and distinctive. Every game serves as a tool that can be applied in your everyday work with children and youth. The document provides a detailed description of each game. Using the QR code, you can independently download production files to print individual game components. Once printed, feel free to use them confidently during your sessions with children and youth.

Read, print, cut, use, and LEARN!

And enjoy the process

May the educational power of games be with you.

With warm regards,

AFLAGAME PROJECT PARTNERS

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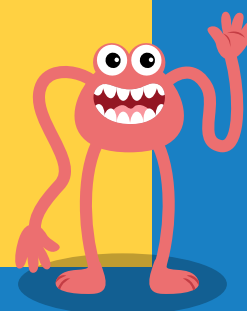


SMARTSPENDER!



Game description

<p>Game name SmartSpender!</p>	<p>Learning objectives: (what do you expect participants to learn?)</p> <p>To familiarize young adolescents with key elements related to financial literacy, such as money inflow and outflow registration, spending, and decision-making</p>	<p>Games objective: (what is the objective of the game? What needs to be achieved to win?)</p> <p>To accomplish your assigned financial mission before the rest of the players.</p>
<p>Target group (age): 13-15</p>		
<p>Duration: 35-40 min</p>		
<p>Number of players: 2-4</p>		



SMARTSPENDER!

Instruction – rulebook

Game's name:

SmartSpender!

Goal of the game

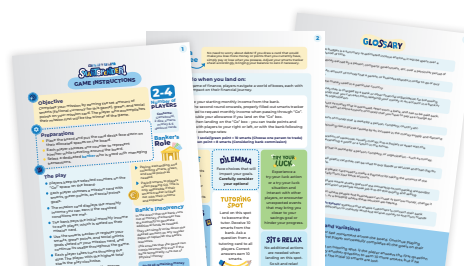
To accomplish your assigned financial mission before the rest of the players.

Components

- Board game
- Instructions
- Set of:
 - Missions
 - Dilemma cards
 - Try your cards
 - Routine cards
 - Tutoring cards
- 1 dice (2 optional)
- 4 counters
- Set of:
 - Social points
 - Green points
- Game money bills (values of 5, 10, 20, 50, 100)
- Transaction tracking sheets



Board game



Instructions



Missions



Dilemma cards



Try your cards



Routine cards



Set of

Tutoring cards



Game money bills

(values of 5, 10, 20, 50, 100)

SMARTSPENDER!

Set up:

- Place the board and put the card decks face down on their allocated spaces on the board.
- Each player chooses one counter to represent him/her while travelling around the board.
- Select a dedicated banker who is good with managing transactions.
- Bank's responsibilities:
 - Paying, exchanging, and collecting smarts, green, and social points as needed.
 - Paying smarts to players when passing START. This is only applicable if their smarts tracker is filled out with their income and expenses.

- **Bank's insolvency:**

In the event that the bank runs out of money, the banker has the authority to generate additional funds as needed. They can simply write down the desired amount on any regular paper to replenish the bank's resources. This ensures that the game can continue smoothly even if the bank temporarily runs out of physical money.

- **Remaining money and equipment:**

Place all remaining money and equipment into the bank. Consolidate resources and maintain organization for smooth gameplay.



SMARTSPENDER!

How to play:

Debt-free game: No need to worry about debts! If you draw a card that would make you lose more money or points than you currently have, simply pay or lose what you possess. Adjust your smarts tracker sheet accordingly, bringing your balance to zero if necessary.

What you do when you land on: In this exciting game of finance, players navigate a world of boxes, each with its own unique impact on their financial journey.

1. Start:

- Receive your starting monthly income from the bank. From the second round onwards, a filled smarts tracker is needed to request monthly income when passing through START. Earn double your allowance if you land on the start box.

- Trade when landing on the start box. You can trade points and smarts with players to your right or left, or with the bank following the following exchange rates: Player-to-player: 1 social/green point = 10 smarts (Choose one person to trade with).

Bank: 1 social/green point = 8 smarts (Considering bank commission).

2. Routine: Experience day-to-day events that can affect (positively or negatively) your smarts, green, and/or social points.

3. Dilemma: Face choices that will impact your goals. Carefully consider your options.

4. Try your luck: Experience a try-your-luck action or a try-your-luck situation and interact with other players, or encounter unexpected events that may bring you closer to your savings goal or hinder your progress.

5. Tutoring Spot: Land on this spot to become the tutor. Receive 10 smarts from the bank. Ask a question from a tutoring card to all players. Correct answers earn 10 smarts.

6. Expenses (Phone Bill and Transportation): Encounter these bill-related boxes, requiring you to pay the specified amount to the bank when landing on or passing through them.

7. Sit and relax: No additional actions are needed when landing on this spot. So sit and relax!

Players keep the selected counters on the START box. Each player chooses a mission card with smarts, green points, and social points goals. The mission card displays the monthly income you can earn if the required conditions are met.

The bank pays the initial monthly income to each player, which is stated on their mission card.

Use the smarts tracker to register your smarts, green points, and social points goals stated on your mission card, and continue its usage throughout the game.

Each player takes turns throwing the dice. The player with the highest total starts the play clockwise.

The counters remain in the spaces occupied and proceed from that point when it's the player's next turn.

Two or more counters may rest in the same box during the gameplay.

End of the game:

The person that completes all the objectives in the mission first, is the winner.





DOWNLOAD
THE GAME



IMPORTANT DECISIONS

Game description

Game name:

Important decisions

Number of players:

4-8

Duration:

60 – 90 min

Target group (age):

13+

Learning objectives:

(what do you expect participants to learn?)

1. Learn how to spend and save money, but also how to earn it.
2. Face positive and negative situations that have an impact on finances.
3. Face different life situations and learn to understand different starting lines and their impact on people's destinies.
4. Learn how to make decisions according to personal needs and to work with the available time.
5. Become more flexible and develop social skills.

Game objective:

(what is the objective of the game?
What needs to be achieved to win?)

This game is dedicated to social-financial education. By playing the game, players learn to manage their time and money, but also to think about what is important for their life. They learn to focus not only on themselves, but also on the fate of other people and the impact different life circumstances might have. They observe game strategies of other players which helps them learn from each other. Players move through several areas of interest in the game - work, charity, education, sports, experiences and quiz questions (finances being the main topic).

To play the game well, one independent moderator (educator) is needed to instruct the players and supervise the game in accordance with the rules, monitor the correctness of the answers to the quiz questions, give out and collect the tokens, supervise the execution of sport activities and recording of all necessary data in the checklists by players. The moderator is also an important person in debriefing/evaluation of the game.

IMPORTANT DECISIONS

Instruction – rulebook

Game's name:

Important Decisions

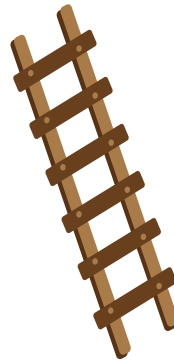
Goal of the game

The goal of the game is to teach players how to make the best use of time and money and to find a balance between all available ways to use time in a person's life (work, charity, education, sport, experiences).

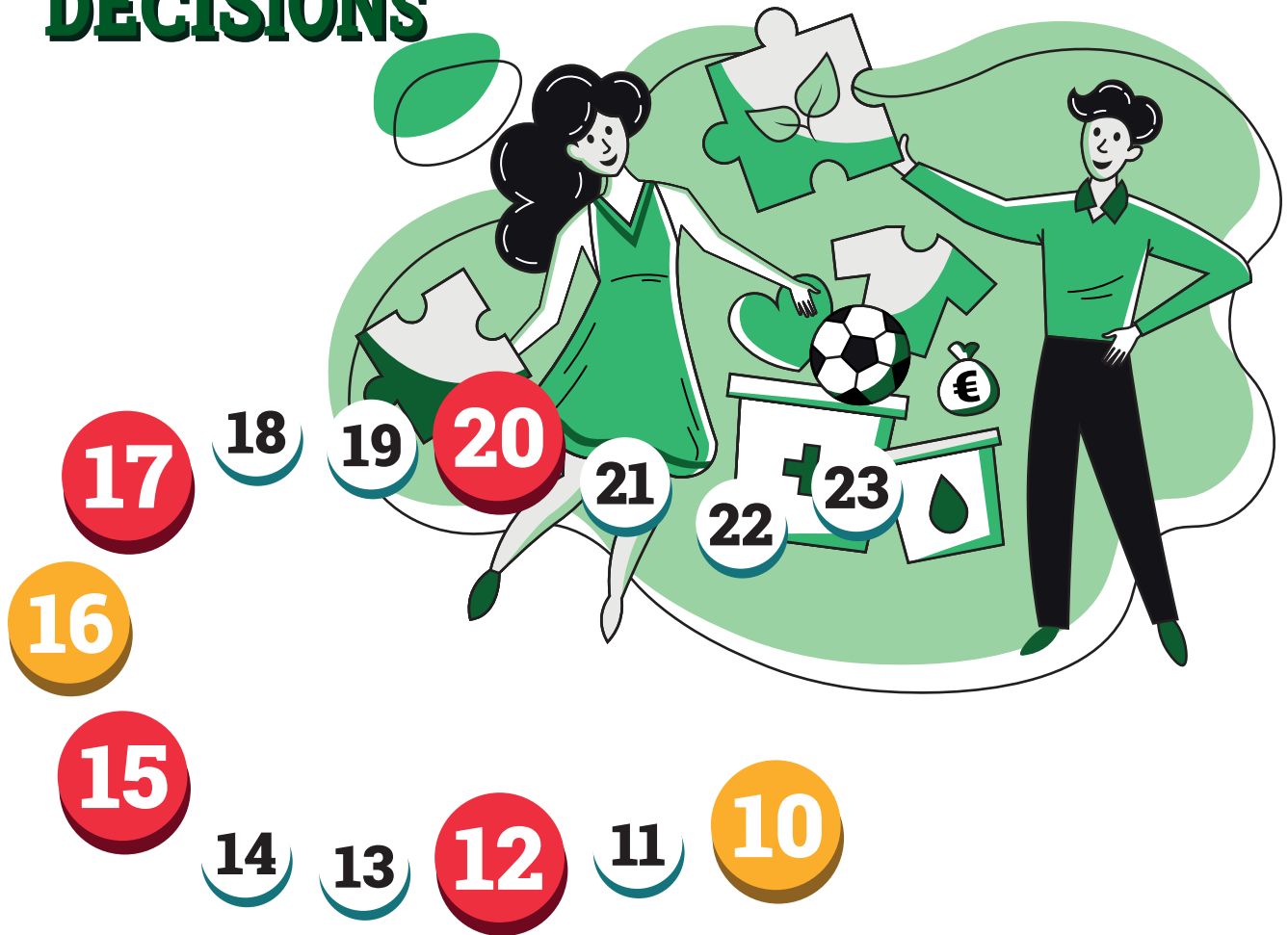
The game ends for each player when they reach the finish line. The first player to pass the finish line gets a reward from the bank.

Components

- 1 game board (double-sided)
- 1 game facilitator's guide
- 1 game rules - short version
- 495 game cards (120 Quiz, 85 Work, 90 Charity, 60 Education, 70 Sport, 70 Experiences)
- 54 character cards
- 7 winning cards
- 8 game figures
- 2 dices
- 1200 yellow money tokens (1 token = 5 €)
- 250 green time tokens (1 token = 1 hour)
- 8 small cups for tokens – wallets
- 40 checklists (more can be copied from the moderator's guide or downloaded)



IMPORTANT DECISIONS



Set up:

- Place the game board in the centre of a table.
- Prepare the dices, place all types of cards next to the board so that each player can reach them.
- Assign roles to players (have them choose a role/character card) and have them choose one game figure they are going to use throughout the whole game.
- Hand out money and time tokens, and small cups for tokens to players.
- Hand out checklists and pencils/pens to players.
- Prepare "the bank" – additional tokens to be handed out.
- Place all players' game figures on the "Start".

IMPORTANT DECISIONS

How to play:

This game requires the presence of a moderator who thoroughly introduces the players to the game and its components at the beginning and then guides them through the entire game.

The game plan represents a timeline along which players move and lead their lives; they will be able to engage in charitable activities, work, pursue education or play sports and enjoy leisure activities.

They will receive 5 € (1 token) for each square they pass.

The moderator determines which version of the game the players will play.

Version 1: Players don't play roles, they represent themselves; at the beginning of the game, each player receives 75 € worth of tokens.

Version 2: Players choose a role/character from the character cards. They read the text on the card aloud and start the game with the amount indicated on the card.

Players are also given tokens representing time at the start (1 token = 1 hour). Each player gets 30 tokens - this is the total time they will have available in the game; no more hours can be earned in the game.

Players may encounter different coloured squares on the board:

- White square: the player draws a quiz card (correct answer is on the opposite side). If they answer correctly, they keep the card.
- There are also ladders next to some of the white squares. If the player answers the quiz question correctly, they can choose whether to go up the ladder (and get more money from the bank) or stay put and move without climbing the ladder. However, if they answer incorrectly, they will automatically fall down and lose a set amount of money, which they will hand over to the bank.
- Red square: Here the player can choose between Work, Education and Charity. For all options, the player needs time tokens, which they hand to the moderator whenever they choose an activity. When they choose Work, they get money from the bank; for Education, they have to pay (they hand the money to the bank). If a player chooses to take one of the options offered on the red square, they always keep the card they have chosen (representing the job they have done, education they have received and the charity work they have been involved in). If they accept none of the options, they may offer the card to another player or return it to the bottom of the respective stack. If the players choose education, in addition to keeping the card, they write the amount spent on the checklist. Any player who offers a card to a teammate without prompting receives a blank Charity card.
- Yellow square: Here the player can choose between the Sport and Experiences categories (the Sport category represents activities that are free; for Experiences the player has to pay, the money is handed over to the bank). The player keeps the cards whenever they decide to engage in a sport or enjoy an experience. If they do not accept either option, they can offer the card to another player or return it to the bottom of the respective stack. Any player who offers a card to a teammate without prompting receives a blank Charity card.
- Black square: Indicated by "?" in this box, a player may select any card of their choice. If a player doesn't have the money for a card and wants it either way, they can ask their teammates for a loan. If someone decides to help them, the player writes the amount on the checklist (I borrowed...). The player who borrowed the money gets a blank Charity card.

IMPORTANT DECISIONS

End of the game:

The game ends when each player reaches the finish line. The first player to cross the finish line receives 50 € from the bank.

After reaching the finish line, each player counts the cards from each category and records the number of cards on the checklist. They check whether the debtors have returned all the money to them and whether they owe money to anyone else.

Each player also counts the final amount - how much money they have at the finish line.

- Players tell the number of points they received in each category to the moderator. The moderator then gives them their winning cards:
- Player with the highest number of points for work - the title of The Hardest Worker
- Player with the highest number of points for charity - the title of The Greatest Philanthropist
- Player with the highest number of points for education - the title of The Most Diligent Student
- Player with the highest number of points for sports - the title of The Most Active Athlete
- Player with the highest number of points for experiences - the title of The Greatest Indulger
- Player with the highest number of points for the quiz - the title of The Quiz Master
- Player with the highest final amount at the end of the game - the title of The Biggest Earner

After awarding the winning cards, debriefing/evaluation of the game follows. This part of the game is very important. Players are likely to arrive at the finish line with very different amounts of money earned/different numbers of tokens and with different numbers of points for sport and charity activities or experiences. It is therefore important to pay attention to the result they have achieved and how they have achieved it.

The role of the moderator is to encourage the players to understand that having a lot of money is not always the most important thing. What is also important is what we learn along the way, whom we help, that we gain additional valuable life experiences, but at the same time we also think a little bit about ourselves, allow ourselves to rest or enjoy interesting experiences.

Suggested questions for discussion:

- What kind of a strategy did you choose?
- Why did you decide like this?
- Did you change your strategy or goal during the game?
- Would you make the same decisions in real life?
- What was the most interesting part of the game for you?
- Was time important to you when making decisions?
- What role did it play in your strategy?





Game description

<p>Game name Aha! Money</p>	<p>Learning objectives: (what do you expect participants to learn?)</p> <p>Develop and stimulate awareness and skills in the financial field. Ex. Budget management, socio-aptitude skills, critical thinking, basics of mathematical calculation, learning financial concepts useful in everyday life using “learning by doing” method</p>	<p>Game objective: (what is the objective of the game? What needs to be achieved to win?)</p> <p>The aim of the game is to complete the path of 30 boxes, equivalent to four weeks, in order to understand the implications of financial responsibilities</p>
<p>Target group (age): 13-19</p>		
<p>Duration: +45 min</p>		
<p>Number of players: 2-8 (preferably 6 and above)</p>		



Instruction – rulebook

Game's name:

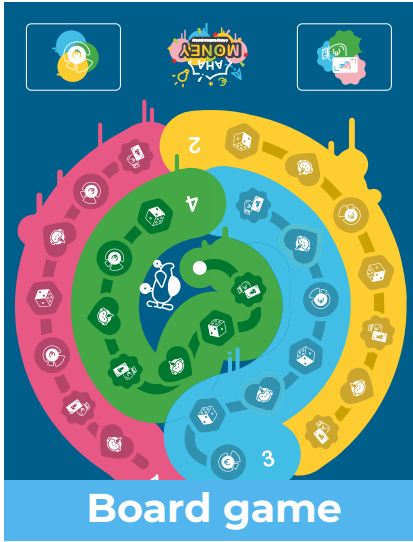
Aha! Money

Goal of the game

In order to win, you must have: at least 1 coin per type (from Active Skills Card); at least 3 hearts (from Aunty Challenge Cards). You also need to still have some money to spare in order to win. Who gets to the end of the game with 0 € loses.

Components

- Board,
- One dice,
- 6 checkers,
- Decks of cards: Aunty Challenge Cards, Guess What! Cards, Active Skills Cards)

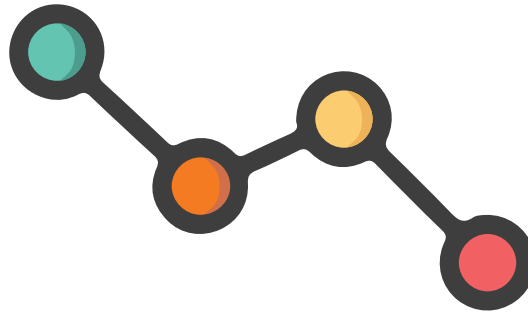


Board game



Decks of cards





Set up:

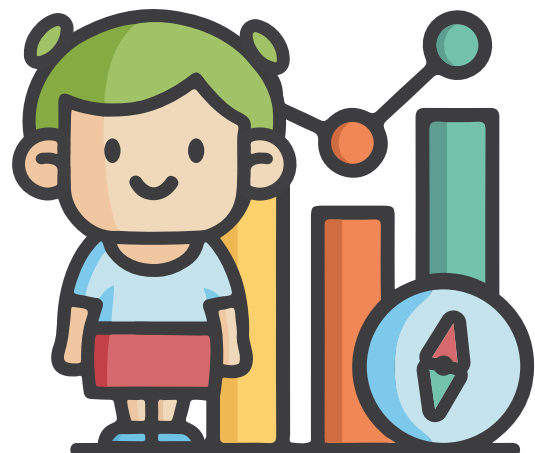
Open the board, prepare the dice, shuffle the cards and place them next to the board so that each player can reach them, prepare the coins and place them next to the Skills cards, finally place the players' tokens on number 1 (starting point).

How to play:

On their turn, each player rolls the dice and advances with their token on the board by the number of squares indicated by the dice. The square where the players land on determines the card that has to be drawn and the activity that has to be done. When the player completes the activity he/she passes the dice to the next player.

End of the game:

The game ends when a player arrives on the last box who has all the requirements to win. Who reaches the end of the board without sufficient points has to go back, continuing to roll the dice until the goal is reached.





DOWNLOAD
THE GAME



PROSPEROPOLIS



Game name:

Prosperopolis: A Social Money Challenge

Game description

Learning objectives: (what do you expect participants to learn?)

The learning objectives for the "Prosperopolis: A Social Money Challenge" game are designed to help participants, primarily 14-20-year-olds, develop essential financial literacy skills and make informed financial decisions. Here are the key learning objectives:

- **Budgeting Skills:** Players learn how to manage their finances by budgeting for income, expenses, and savings. They understand the importance of tracking their financial inflows and outflows.
- **Income Generation:** Participants explore various income sources, such as employment, investments, and entrepreneurship. They discover strategies for increasing their income over time.
- **Expense Management:** Players make decisions about spending and learn to distinguish between essential and non-essential expenses. They gain insights into controlling and reducing expenses.
- **Investment Strategies:** The game encourages participants to invest wisely, diversify their portfolios, and understand the risks and rewards associated with different investment choices.
- **Taxation Knowledge:** Players encounter tax scenarios and learn about different types of taxes, deductions, and credits. They grasp the importance of tax planning.
- **Savings Habits:** Participants develop savings habits by setting aside money for emergencies, future goals (e.g., education, retirement), and investments. They see the benefits of compounding over time.
- **Through loan cards,** players understand how loans work, including interest rates and repayment terms. They learn to manage and prioritize debt.
- **Financial Decision-Making:** The decision cards challenge participants to make critical financial decisions that can impact their financial status and social points. They learn to weigh the consequences of their choices.
- **Social Interactions:** Social event cards encourage players to consider the social aspects of financial decisions. They learn about the impact of social interactions on their financial journey.
- **Retirement Planning:** Retirement cards introduce the concept of financial milestones and retirement planning. Players understand the importance of saving and investing for retirement.
- **Risk Assessment:** Participants evaluate risk and reward in financial decisions. They learn to make informed choices that align with their financial goals and risk tolerance.
- **Social Points:** Players recognize the value of social connections and how they can influence financial success. They learn the importance of maintaining a positive social reputation.
- **Goal Setting:** Throughout the game, players set and adjust financial goals. They learn to prioritize their goals and allocate resources accordingly.
- **Financial Independence:** The game's ultimate objective is to reach financial independence. Players understand what it means to achieve financial security and how to plan for it.
- **Critical Thinking:** The decision cards require critical thinking and problem-solving skills. Participants learn to analyze situations and make decisions that align with their goals.
- **Long-Term Planning:** Players gain an understanding of the importance of long-term financial planning and how small decisions can have significant long-term consequences.

Overall, the "Prosperopolis: A Social Money Challenge" game aims to equip participants with practical financial knowledge and skills that will empower them to make informed financial decisions and navigate their financial futures effectively.



PROSPEROPOLIS



Game description

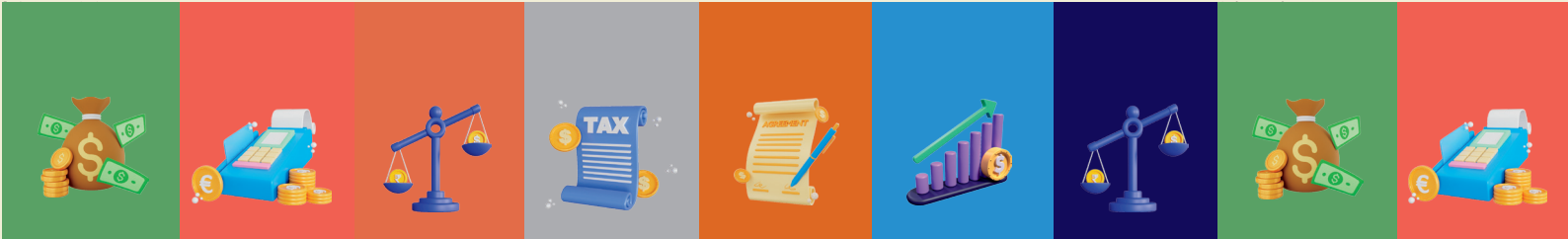
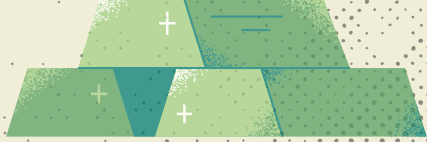
Target group (age):
Young people age 14-20 years old

Duration:
1,5-2 Hours, depending on the number of players

The number of players:
3 to 8 players

Game objective:
(what is the objective of the game? What needs to be achieved to win?)

The objective of the "Prosperopolis: A Social Money Challenge" is to achieve financial independence while accumulating social points. To win the game, players must strive to meet specific financial milestones and maintain a positive social reputation. The first player who achieves a balance between wealth and social influence by meeting both the wealth threshold of having assets worth at least 400,000 Eur and the social influence score of at least 25 points wins.



PROSPEROPOLIS

Instruction – rulebook



Board game

Game's name:

Prosperopolis: A Social Money Challenge

Goal of the game

The objective of the "Prosperopolis: A Social Money Challenge" is to achieve financial independence while accumulating social points. To win the game, players must strive to meet specific financial milestones and maintain a positive social reputation. The first player who achieves a balance between wealth and social influence by meeting both the wealth threshold of having assets worth at least 400,000 Eur and the social influence score of at least 25 points wins.

Components

- Game board,
- 10 player tokens,
- play money, social points' tokens,
- Decision cards,
- Investment cards,
- Expense cards,
- Income cards,
- Tax cards,
- Savings cards,
- Loan cards,
- 2 six-sided dice, and a rule book



Play money



PROSPEROPOLIS



Set up:

1. Place the game board in the center of the playing area.
2. Shuffle each of the card decks (Income, Expense, Investment, Taxes, Savings, Loans, Event, and Decision) separately and place them face-down near the game board.
3. Each player chooses a player token and places it on the "Home" space of the game board.
4. Determine the first player by having each player roll the dice. The player with the highest roll goes first.

How to play:

1. **Roll the Dice:** The player whose turn it is rolls a standard six-sided dice and moves their player token clockwise around the game board according to the number rolled.
2. **Resolve the Space:** Depending on the space landed on, players take specific actions:
 - **Income Space:** Draw an income card and follow the instructions. Collect any money earned.
 - **Expense Space:** Draw an expense card and follow the instructions. Pay any expenses incurred.
 - **Investment Space:** Draw an investment card and follow the instructions. Make investment decisions.
 - **Taxes Space:** Draw a taxes card and follow the instructions. Pay any taxes owed.
 - **Savings Space:** Draw a savings card and follow the instructions. Save money or make financial decisions.
 - **Loans Space:** Draw a loan card and follow the instructions. Decide on taking loans or managing debt.
 - **Events Space:** Draw an event card and follow the instructions. Events can have positive, negative, or neutral social impacts, affecting social points.
 - **Decision Space:** Draw a decision card and make a choice, facing social dilemmas that impact social points.
3. **End of Turn:** The player's turn ends, and play proceeds clockwise to the next player.

End of the game:

The game ends when a player arrives on the last box who has all the requirements to win. Who reaches the end of the board without sufficient points has to go back, continuing to roll the dice until the goal is reached.



YOU ARE ENOUGH!

Game description

Game name:

You are Enough!

Target group (age):

young people age 14-22

Duration:

1-1,5 hour, depend on the number of participants

The number of players:

4-6 members

Learning objectives:

(what do you expect participants to learn?)

We are expecting a lot of curiosity about self-knowledge from the participants.

Our objective is to give constructive feedback for the participants and support them to improve their skills and competences with a cooperative game

Game objective:

(what is the objective of the game? What needs to be achieved to win?)

The goal of the game is improving self-knowledge, social skills and developing financial skills by interacting and having inspiring conversions while exploring and collecting their avatars. This game has only winners.

YOU ARE ENOUGH!

Instruction – rulebook

Game's name:

You are Enough!

Goal of the game

The goal of the game is improving self-knowledge, developing social and financial skills

Components

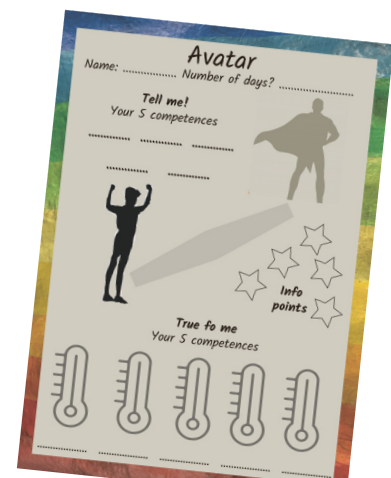
- 3 card packs,
- 1 dice,
- 8 hero game figures,
- 1 gameboard,
- Avatar fact sheets – one for each person, coloured pencils



Board game



3 cards pack



3 cards pack

YOU ARE ENOUGH!

Set up:

Game description, competence guide sheet for the game master, avatar sheets for the participants

How to play:

Preparation for the game:

- Open up to the board game and put the cardsets beside the colourful board
- Choose one hero and take an avatar fact sheet to yourself. This avatar is going to symbolize you!
- Take a pencil and start to explore yourself
- Play the game:
- Throw with your dice and step that number that you got
- Where you stand (depending on the color) will show you the right card packs from where you can choose and you have to draw one piece from it.
- Follow the instructions that you read on your card. Discuss it with the game master and with the other participants.
- Write the key findings to your avatar sheet.
- Go to the next round until you complete your avatar.

End of the game:

When all the participants completed all the tasks in their avatar, the game will end.

- Avatar is going to show you what kind of competences and skills you have got, which kind of personal interest you have - real or human, introvert or extrovert -, and where you should orient in the school.



DOWNLOAD
THE GAME



AFLA

Game description

Game name

AFLATOUR

Target group (age):

8+

Duration:

20 minutes

The number of players:

2-4

Learning objectives:

(what do you expect
participants to learn?)

In AflaTour, we play as students willing to visit various attractions in the biggest cities of Europe. With a limited budget, we set out on a vacation trip by car, trying to earn some funds along the way to pay for tickets to the best attractions. We'll transport other tourists, acquire fuel to be the first to achieve our tourist goals.

Game objective:

(what is the objective
of the game? What needs
to be achieved to win?)

Players will learn to plan their actions in advance. Resource management and money will also be an important element. Both in terms of spending and acquiring them in order to achieve the goals set in the game. The game also teaches them to make decisions in relation to a changing situation

Instruction – rulebook

Game’s name:

Aflatour

Goal of the game

In AflaTour, we play as students willing to visit various attractions in the biggest cities of Europe. With a limited budget, we set out on a vacation trip by car, trying to earn some funds along the way to pay for tickets to the best attractions. We'll transport other tourists, acquire fuel to be the first to achieve our tourist goals.

Components

- city cards
- 30 tourist cards
- 6 travel goal cards
- 4 player pawns
- 12 fuel tokens
- 12 goal achievement
- markers Coins



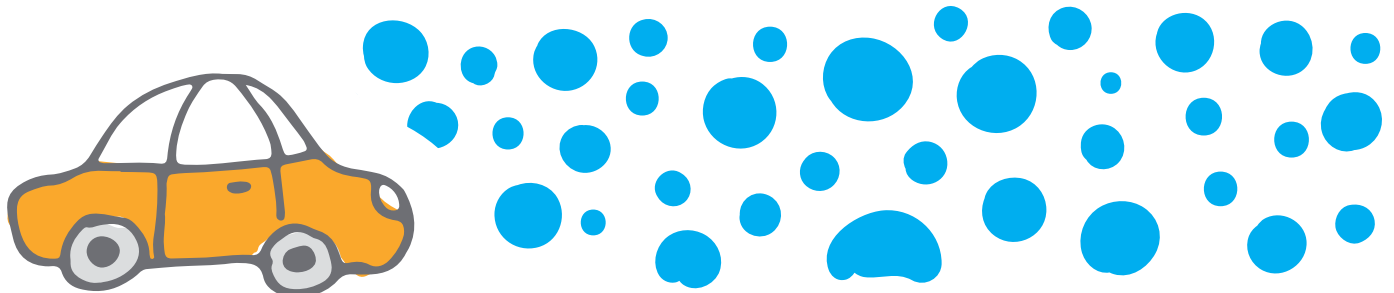
City cards



Tourist cards

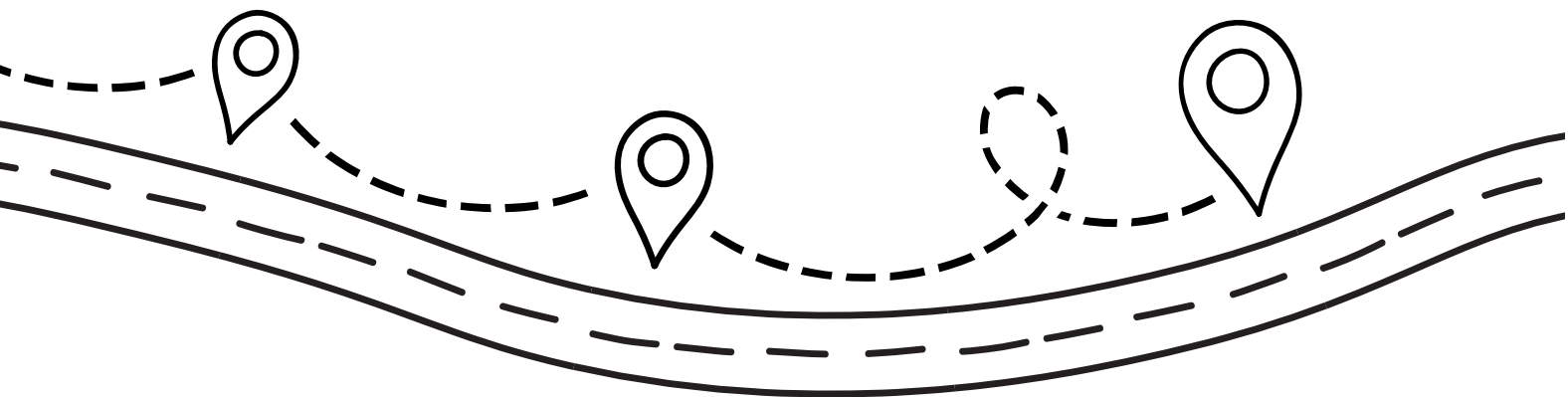


Travel goal cards



Set up:

- Take the city cards and place them in a circle in the order Warsaw → Vilnius → Budapest → Bratislava → Rome Amsterdam.
- Shuffle the tourist cards and place them in a face-down pile. Draw the top 3 cards from the pile and place them face up next to it.
- Give each player one random travel goal card and 3 goal achievement markers
- Each player receives 1 coin and 1 fuel marker. Put the fuel marker in the designated space at the bottom of the travel goal card
- Randomly choose a starting player. Clockwise, starting with the first player, each player chooses his starting city and places his pawn on it. Each player should start in a different city.



How to play:

In the game, players will move their pawns between 6 European cities and perform actions from these cities. It will be acquiring new tourists and transporting them between cities, obtaining fuel or visiting attractions.

The game is played in turns starting with the first player and then clockwise. On your turn, you must move your pawn and then perform one of the actions on the city card.

Movement: Move your pawn to an adjacent city card to the left or right. If there is a pawn from other players on this city card, pay their owners 1 coin each. If you have no coins, you pay nothing and can move normally. If you don't have enough coins to pay everyone, choose who you pay to.

Fuel tokens: If you want to move further, you may discard your fuel marker for each city card you want to pass. You only resolve the city card from the destination - action, encounter with other players. You cannot change direction while moving.

Example: Moving from Warsaw to Bratislava requires you to discard two fuel tokens as you skip two cards this way

City card action: Once you've made your move, you can do one of three things:

- Visit the attraction, ● Gain fuel, ● Pick up/Deliver Tourist

Visit the attraction: Choose one of the three available attractions on the city card and pay the cost indicated on it in coins. If it is an attraction listed on your travel goal card, take the goal achievement marker and place it on your card next to the corresponding attraction name, thus indicating that you have already visited it.

Gain fuel: Take 1 fuel token and place it on the designated space on the travel goal card. You can have up to 3 fuel tokens.

End of the game:

As soon as any player visits the 3 attractions indicated on his travel goal card, he ends his game, and the other players take their turns to the player to the right of the starting player. If it was the player who visited the last of his attractions, the game ends immediately. The game is won by the player who has visited all the attractions indicated on his travel goal card. In case of a tie, the player with the most coins wins. If there is still a tie, the tied players collectively win.



Pick up/deliver tourist: As part of this action, you may draw one tourist card and deliver tourists. You can perform the actions in any order. Tourist cards indicate where to pick up a tourist, which city to deliver it to and how many coins the player will get as a reward.

Take 1 tourist card, provided that the city on which your pawn is located is indicated on his card in the upper part.

① You can have a maximum of two tourist cards at a time.

If you don't have space, you don't take a tourist card. If you have a tourist card, you can deliver it, provided that the city on which your figure is located is indicated in the lower part of the card.

② Discard this tourist card and take the amount of coins indicated on the card as a reward. ③ During one visit to the city, you can deliver one or two tourist cards, as long as you meet their requirements.



TO BE CONTINUED...