

Goose Game

Rules of the game

A board is given to each participant. It is a "snake" game with 45 squares printed in colour on a squares printed in colour on a DIN A-4 sheet of paper.

Each time the participants come to the library to return their loans (one or more documents), the board will be used. They will have the option to roll a die and move forward in the game as many squares as the number of squares that they have rolled. They will have to do what the square they have fallen into asks them to do.

The token will be a "rubber stamp", which will be glued and unglued and glued again as the game progresses. If this is not possible, or if it is difficult, a new "gomet" will be used for each roll, removing the previous one. shall be used for each roll by removing the previous one or crossing it out with a cross. The number of the square and the date of the roll shall also be recorded in the "Record of rolls".

Those who manage to complete the game will be entered into a draw to win a set of books (from donations...) To do so, they will have to hand in the completed game board on which the board will be used to enter the draw.

More than one board may be completed.

Types of BOARDS:

- **NUMBERS.** No action is required (1, 2, 9, 13, 27 and 39). The player remains in the square until the next roll.

- **CHICKENS.** The signature is the key to finding the bird (3, 8, 24, 41, 43). You have to find one of the chicks that has been hidden in the library. They are so curious that they couldn't resist taking a stroll around the library.

The library staff know the signatures of the books where they have been hidden, so it will be easy to find them.

In each case, the player will be given a card with the reference number of one of the books.

of one of these books, which will have an age-appropriate colour (yellow, blue or red).

If he/she finds it, he/she keeps the chick. If he/she does not find it, he/she

- **LETTERS.** Pick a card and answer. You advance if appropriate (4, 12, 14, 21, 28, 42). You have to draw a card from the "CARDS" deck and answer a question related to classic question related to characters from classic fairy tales. There are cards with 3 levels of difficulty depending on the age of the player (YELLOW, BLUE and RED). If the answer is correct, the player rolls again, otherwise he/she remains in that square until the next roll.

- **BOOK.** For reading, you may advance (5, 10, 15, 20, 25, 30, 35, 40). The player advances to the next player advances to the next book square and rolls again.

- **GIFT.** You have rolled very well, a gift has been given to you (7, 17, 23, 30, 36). The player receives a gift. Books from donations, homemade merchandising donations, homemade merchandising, sweets, etc. in a basket or box from which they can choose what they like best.

- **LUCK.** Go forwards or backwards, anything can happen (11, 19, 26, 31, 28). The person who falls in these boxes will have to draw a card from the "LUCK" deck and move forward or backward. "LUCK" and move forward or backward according to what it indicates.

- **DEATH.** You have made a bad roll, you start again (37). Whoever lands on this square will have to restart the game.

- **WELL OF NOT KNOWING.** From the well of not knowing, you can only answer (32). The player who falls into this box will have to draw a card from the "WELL" deck and answer a question that is related to the from the "WELL" deck and answer a question related to the library rules.

If he/she answers correctly, he/she rolls again. If you do not know the the answer, you will remain in the box until you return another loan, at which point you can try to answer again. at which point you can try again to answer another question from the same deck. He will only get out of the hole when he manages to answer correctly. At that point, roll the dice and continue playing.

- **YELLOW SQUARES.** These are forwards and backwards depending on the case.

Box 6: advance to 22

- Box 16: backward to 9
- Box 18: forward to 34th
- Box 18: forward to 34th
- Box 32: forward to 44
- Box 44: backwards to 32