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12+

Board game



The adventure for knowledge

Aims of the game :

- See how scientists collect data to tell stories about environmental changes in the past;
- Understand how human beings interact with their environment;
- Understand how archaeological information gives us clues about environmental change;
- Understand that scientific research is often interdisciplinary (i.e., uses many different methods);
- Grasp the importance of teamwork.

Players :

2 to 4 people; 12 years and up.

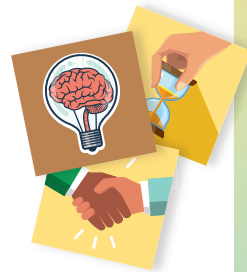
Duration :

Approximately 60 minutes.

Game rules

What you need :

- **1 Game board**
- **4 Progress boards** - each player needs a card to keep track of points scored
- **1 Resources sheet** - for consultation during the game
- **4 Playing pieces (boots)** - to mark your position on the Game board
- **2 Dice**
 - 1 Movement dice (to move forward a number of spaces)
 - 1 Direction dice (to determine the direction of movement)
- **Tokens** - to score points on each player's Progress card
 - 20 Knowledge (brain) tokens
 - 20 Longest History (hourglass) tokens
 - 30 Team Work (shaking hands) tokens
- **4 Packs of cards**
 - 66 Resource cards (29 human resources cards, 33 material resources cards and 4 traditional leader cards)
 - 45 Speed cards
 - 66 Dune cards (with information about 10 environmental indicators)
 - 66 Lake cards (with information about 10 environmental indicators)



How to play ?

Each player is a researcher doing fieldwork in Mozambique in the beautiful coastal region of Inhambane. During your fieldwork, you will gather information and knowledge to write a book about the history of environmental change in this region. On the way you will learn about the kinds of things that happen in real-world scientific fieldwork! The winner is the first researcher to write a book.

Starting the game

1
Place the packs of cards (Resources, Dunes, Lakes and Speed cards) in the spaces provided on the game board. Place one Progress card in front of each player.

2
Each researcher places their boot token in the starting position on the game board. These starting positions represent the point of departure for fieldwork (e.g., a university or a research centre).

3
Each researcher rolls the progress dice once. Whoever gets the highest number gets to play first. Thereafter, play goes clockwise around the board.

Playing the game

4
Each researcher moves their piece the number of spaces shown on the movement dice in the direction shown on the direction dice.

If the researcher is on one of the spaces that define the outer limit of the board and cannot advance in the direction indicated by the dice, he can choose any other direction. Suppose the number of spaces indicated on the progression dice is greater than possible. In that case, the researcher advances only the number of spaces possible in the direction indicated on the dice.

5
Depending on the space where the player lands, they will take a card with the same icon from one of the packs of cards on the game board.

Dunes and Lakes

Landing in a dune or lake space allows researchers to pick a dune or lake card and read it to the other players.

Dune and lake cards contain important information that you, the researcher, need for studying the environment. However, each researcher can only access these cards if they have the human resources and materials necessary to do the research (see resources sheet).

If you have the human resources and materials needed for the study shown on the card, you win 1 knowledge point. Then you need to add a knowledge token to your progress board.

If you don't have enough resources to get a knowledge point, place the dune/lake card face-up in front of you. The card can be used later when you have resources available. Once used it goes to the bottom of the pack.

Apart from knowledge points, each researcher can also win longest history points if this is shown on the dune/lake card.

Resources

Resources cards provide you with the human resources and materials to do your research and win knowledge points.

Each player access resources cards when land on a space for resources. Make sure you don't show this card to the other players because later you may want to swap cards with other players. Resource cards will help you win points when you land on a space for lakes or dunes. These cards are not returned to the pack during the game.

Resources cards can also be swapped with other players who need them to win knowledge points. When it is your turn, you can ask other players if they have a human resources or materials card to give or swap with you.

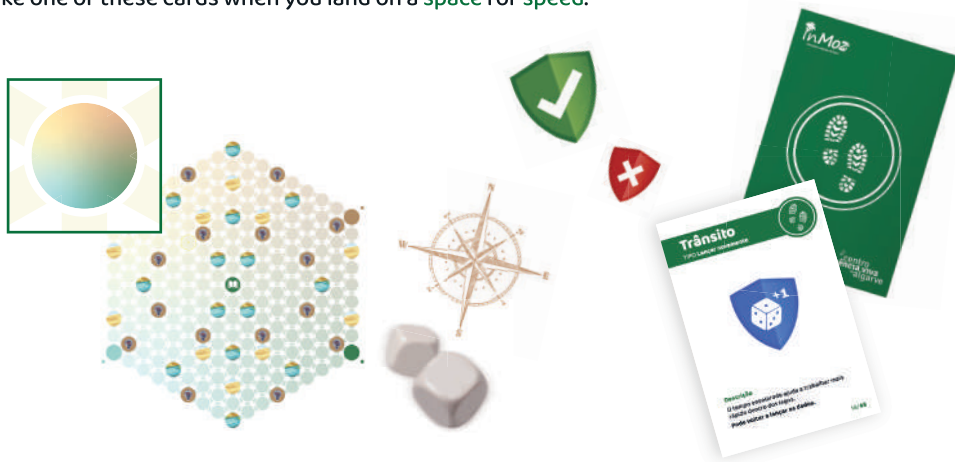
When you give a resources card to another player and they win a knowledge point, you win 2 team work points! If you swap a resources card for another, each player involved in the transaction gets 1 point for Teamwork.

The traditional leader cards are used when a researcher arrives on a dune or lake space. You can use the traditional leader card instead of the resources cards (human resources and materials) to win 1 knowledge point.



Speed

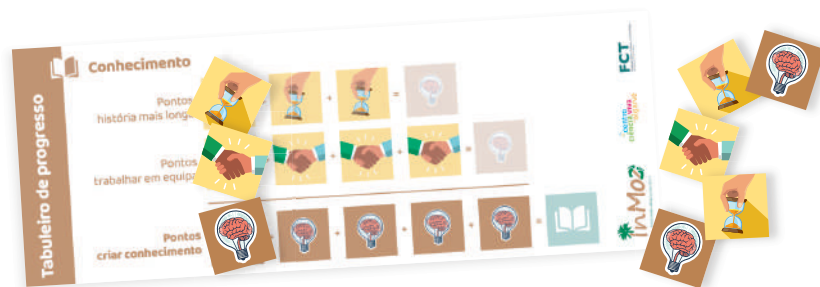
Speed cards determine how fast or slow your fieldwork progresses. Take one of these cards when you land on a space for speed.



6 Each player rolls the **dice** and moves forward the number of spaces indicated on the **dice**. Only **one roll is permitted each round**, unless you pick up a **speed card** that allows you to roll again. **If you roll again**, you should continue in the same direction – you **cannot return to the same space**.

7 When winning either a **knowledge point** or **long history point** on a **dune** or **lake space**, researchers must put a **knowledge token** or **long history token** respectively on they're **progress board**.

As researchers win these types of **points**, they must put the respective **tokens** on they're **progress board**. The same goes for **team work points**.



Winning 3 **longest history points** will get the researcher a **knowledge point**.

Winning 4 **team work points** will get the researcher a **knowledge point**.

Winning 3 **longest history points** and 4 **team work points** will get the researcher a **knowledge point**.

After getting a knowledge point by gathering points the count resets.

Game ending | Winner

To win the game and write a book about environmental change, each researcher needs to have at least 5 **knowledge points** on their **progress board**. Once you have 5 **knowledge points**, you only roll the **movement dice** when it's your turn, heading to the **book space** in the centre of the **game board** more easily.



The winner of the game is whoever reaches the **book space** first with the highest number of **knowledge points**.

In the case of a **draw or tie**, each **knowledge token** is worth **3 points**, each **longest history token 2 points** and each **team work token 1 point**. **Whoever has the most points wins.**

The **game ends** at the end of the round when a researcher arrives on the **book space** at the center of the **game board**. Resources from researchers who've already left the game can be reused by the remaining players.

