

EMB PLAYGROUND

BOARD GAME

RULES

Goal of the game

To win, you start from square 1 and must slide down to square 100!

You often find boxes which are decisive for your progress in the game.

You move with a dice.

If you find a trampoline, you have probably acted anti-EMB so you go up.

Then you are *in the air and you might fall down and get hurt.*

Be wise. Be a friend.

If you find a waterslide, you can *enjoy an easy way down to Earth,*
in real life, with *real friends.*

The first to reach square 100 is the winner.

Unfortunately, sometimes bullies win. But not for life!

YOU NEED TO PLAY

- 1 dice
- 2-10 players
- 10 pawns maximum

(you may use anything as pawns, eg. beans, coins, erasers etc)

Recommended ages: 7-70+!

EMB
PLAYGROUND
START

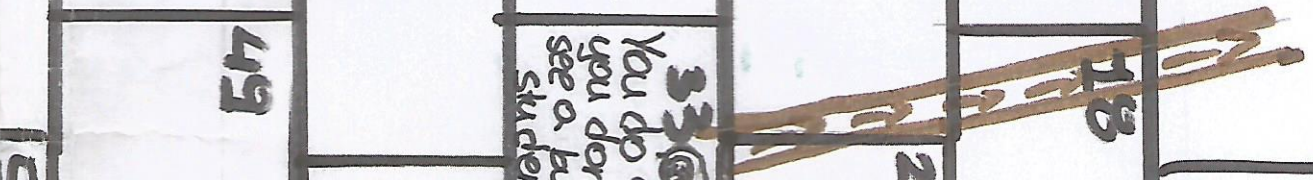
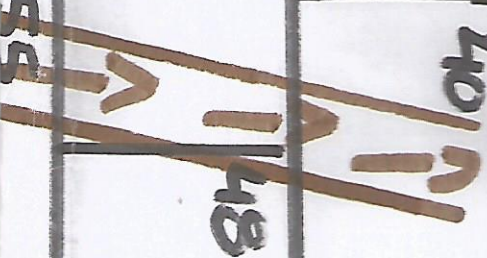
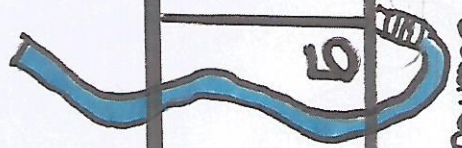


3 You help someone who was bullied

28 You make friends with a lonely child in your class

33 You do as if you don't see a bullied student

1	2	3	4	5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20	21	22	23	24
29	30	31	32	33	34	35	36	37	38	39	40
45	46	47	48	49	50	51	52	53	54	55	56



51 include an anti-bullying centre

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76 You join the anti-bullying club

You up food without permission

63 You are the victim's 'buddy'

87 You don't tell anyone about your problem

VICTORY

Finish!

100 →

WINNER



You bullied

