

Action Zone!™

Educating for a better understanding of epilepsy

Aim of the Game

To be the player/team who has the most tokens and **NOT** to be the first player/team to finish, therefore gaining valuable information about epilepsy.

Contents

Gameboard, eight brain movers, two packs of cards (**Question** cards and **Did You Know?** cards), one pack of tokens, a dice, a set of guidance notes and a summary.

Set-up

1. Each player or team chooses a brain.
2. Shuffle the **Did You Know?** pack and place on the ? space on the gameboard
3. Shuffle the **Question** cards and place on the picture space on the gameboard.
4. Players or teams put their brain on a **home** space.

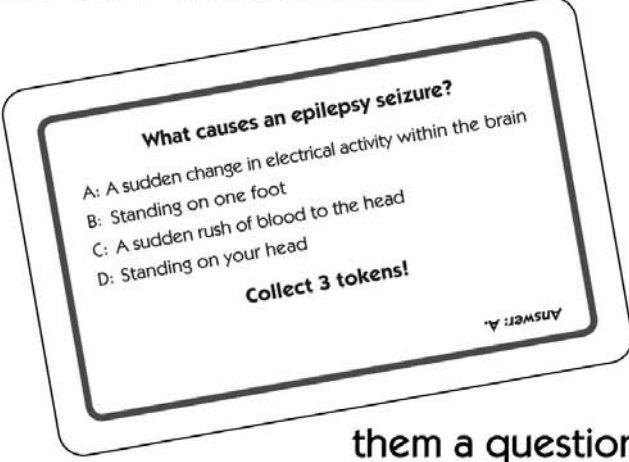
5. Youngest player/team captain to go first, then the person to their left goes next and so on.



Playing the Game

(2 or more Players/Teams)

1. Player 1/Team 1 rolls the dice and moves the number of spaces indicated.
2. The person to the left of the player (or other team) then asks

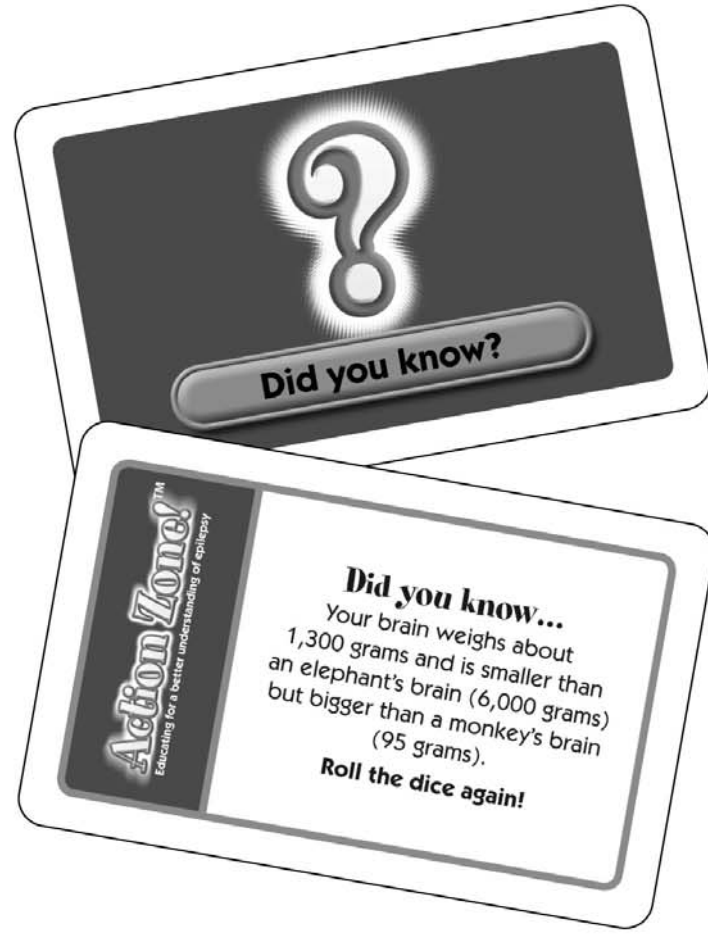


3. If the player/team answers correctly, they win the number of tokens on the question card. If they get a wrong answer, then they do **not** receive a token and stay where they are.
4. Player 2/team 2 then rolls the dice and the person on their left (or the other team) ask a question and so on.
5. Play continues until one of the players or teams reaches the brain in the middle.



Landing on a “?” space

If a player/team lands on a ?, they take a **Did You Know?** card and read out the interesting factoid about the human body. Each card has an instruction for the player/team which **must** be followed.



Winner?

The game ends when a player/team reaches the brain. Each player or team should then count their tokens and the winner is the person/team with the most tokens.



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