



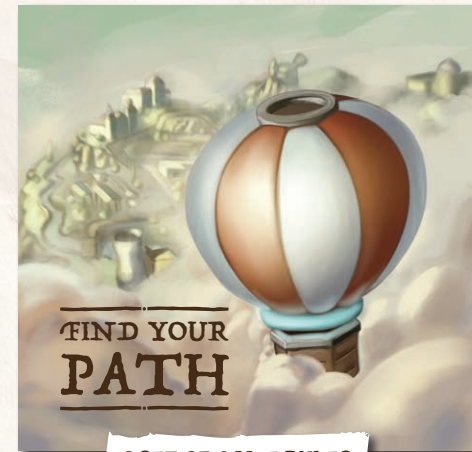
FIND YOUR  
**PATH**

# GAME DESCRIPTION AND RULES

## 1. CONTENTS OF THE BOX



1 GAME BOARD



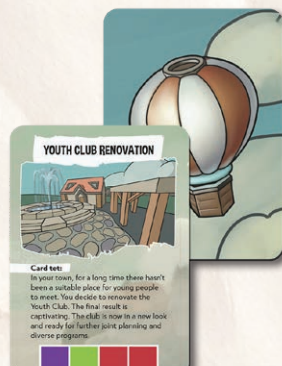
1 SET OF GAME RULES



6 FIGURES



75 INDIVIDUAL  
MISSION CARDS



25 GROUP  
MISSION CARDS



100 INDIVIDUAL  
EVENT CARDS



30 GROUP  
EVENT CARDS



8  
CHARACTER CARDS

### 120 RESOURCE TOKENS



20 money



20 meals



20 volunteers



20 tools



20 knowledge



20  
administration

### 6 SOS RESOURCES



### 1 TIME TOKEN

located on the Time Clouds



### 1 MORALE TOKEN

located on the Morale Meter



### 1 STARTING TOKEN

indicating the starting player of the round

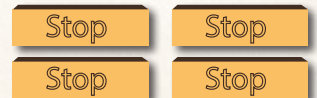


### 1 MOVEMENT DICE

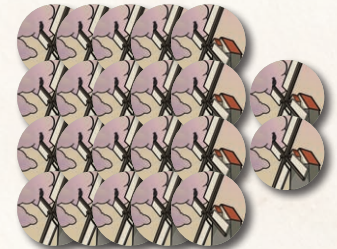
dice with symbols (pedestrian-  
bicycle-car)



### 4 ROADBLOCKS



### 22 COVERING ELEMENTS



## 2. THE GOAL OF THE GAME



The goal of the game is to solve as many missions (individual and group) as possible during the game time (9 rounds), by collecting and using resources in an adventurous way, making your community more colorful and exciting! The experience of success depends on cooperation, as you are not fighting against each other, but together to reach the goal, which is to get as high as possible on the Morale Meter. The game is successful if you solve: at least 2 Group Missions for 3 players, at least 3 Group Missions for 4 players, at least 4 Group Missions for 5 players. You should be careful, because you can also lose the game if the Morale Meter drops to 0. You win or lose together. Your team must be proactive – have an impact on the world around you!

### 3. ELEMENTS OF THE GAME

## The game board

### THE LOCATIONS

This is your town, within which you operate, organize your events, your programs, that is, you carry out your **Individual** and **Group Missions**.

Locations on the game board:

- Youth Club – random Individual Mission
- Castle Hotel and Inn – 1x Knowledge and 1x Meal
- Town Park – 1x Volunteer; GREEN (nature and environment) Individual Mission
- Bicycle Service and Rental – 1x Tool
- Café – 1x Volunteer
- Cultural Center – 1x Knowledge and 1x Tool; VIOLET (culture and arts) Individual Mission
- Library – 1 Knowledge
- Local Administration Office – 2x Money or 2x Administration or 1x Money and 1x Administration
- Campsite – 1x Volunteer
- Sports Park – 1x Tool and 1x Volunteer; RED (sport and health) Individual Mission
- School – 1x Knowledge and 1x Volunteer
- Shopping Mall – 2x Tool or 2x Meal or 1x Tool and 1x Meal
- Industrial Zone – 2x Tool or 2x Money or 1x Tool and 1x Money
- Post Office – 1x Administration
- Police Station – 1x Money → SOS
- Hospital – 1x Administration → SOS
- Civil Protection and Disaster Relief Centre – 1x Money → SOS or 1x Administration → SOS
- Bakery and Pub – 1x Meal or 1x Volunteer
- Restaurant – 2x Meal
- Observatory – 1x Knowledge; BLUE (science and technology) Individual Mission
- Castle Museum and Gallery – 2x Knowledge
- Railway Station – 2x Volunteer
- Market – 1x Money → 1x Meal and 1x Tool or 1x Money → 2x Tool or 1x Money → 2x Meal

You can collect resources (you need these to solve Individual Missions) for actions on these locations - you can only take resources from a location once per turn (but you can visit multiple locations per turn), as many as there are resources on that location. Then you must cover the locations with the covering elements, which are removed at the beginning of the next round. If the location contains simple lines, you can choose which resource or pair of resources to pick. If there are arrows, you can only pick up a resource or resource pair by paying a certain resource (the arrows indicate the choices).

## SPECIAL LOCATIONS

**Market:** you can buy tools and meals for money at a 1:2 ratio,

**Police Station:** money can buy SOS resource,

**Hospital:** SOS resource can be redeemed for administration,

**Civil Protection and Disaster Relief Centre:** an SOS resource can be redeemed for money or administration.

Locations where Individual Missions are drawn (for actions):

**Observatory:** BLUE (science and technology) Individual Mission,

**Cultural Center:** VIOLET (culture and arts) Individual Mission,

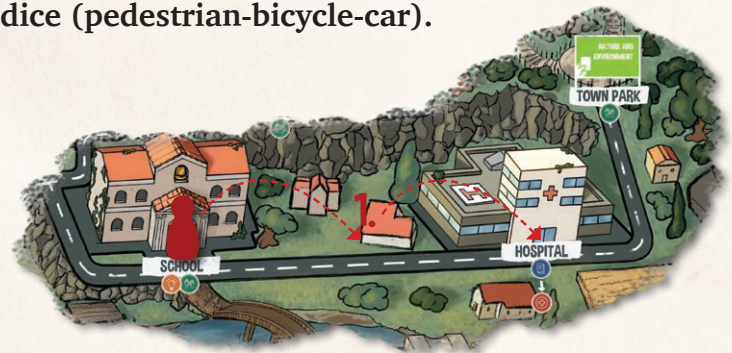
**Sports Park:** RED (sport and health) Individual Mission,

**Town Park:** GREEN (nature and environment) Individual Mission,

**Youth Club:** a random Individual Mission.

## PATHS

The locations on the game board are connected by paths. You can move from location to location on the paths, as many steps as you roll the Movement dice (pedestrian-bicycle-car).



## SPECIAL PATHS

Event Paths - Roads marked in brown: as soon as you pass through an Event Path, you immediately draw an Individual Event card and validate its effect, only then can you continue the game.





## MORALE METER

The Morale Meter indicates the success of the game. Located at the bottom of the game board, it measures morale on a scale of 0-10.

You can start at any level that you feel will challenge you. Our suggestion is as follows:

- 3 players: level 5
- 4 players: level 4
- 5 players: level 3

If the morale token drops to 0 during the game, you have lost the game, it ends immediately.

If the morale token lands on the 10, you win the game.

The game can also be successful if the token is placed somewhere between level 1 and level 9 on the Morale Meter at the end of the 9th round. In this case, the number of solved Group Missions is decisive (at least 2 Group Missions for 3 players, at least 3 Group Missions for 4 players, at least 4 Group Missions for 5 players).

The level of the Morale Meter should be adjusted immediately and continuously as the effect occurs.

The Morale Meter level changes as follows:

- 1 solved Group Mission:
  - The morale token moves +1 if the Group Mission consists of 3 or 4 (colors) categories,
  - +2 moves the morale token if the Group Mission consists of 1 or 2 (colors) categories,
- if none of the players solves at least 1 Individual Mission in a given round, the morale token moves -1,
- if there is no current (to be solved) Group Mission in rounds 2-8: the morale token moves -2 per round,
- at the end of round 9, if there is (for the whole group):
  - unused but solved Individual Mission: 3 Individual Missions = +1 morale point,
  - unsolved Individual Mission: 2 Individual Missions = -1 morale point,
  - unsolved Group Mission: -2 morale points,

In the first round (starting cloud), the level of the morale token does not change in any case.



## TIME CLOUDS

The game consists of 9 rounds, the progress of which is marked by the movement of the hot air balloon on the Time Clouds. At the start of each round (before the starter takes the roll), the Group Event for that round must be read out and a roadblock placed and the covering elements removed. The order is as follows:

1. round – Starting Cloud: /
2. round – second cloud: Group Event
3. round – third cloud: Group Event + 1 roadblock placement
4. round – fourth cloud: Group Event
5. round – fifth cloud: Group Event + 1 roadblock placement
6. round – sixth cloud: Group Event
7. round – seventh cloud: Group Event + 1 roadblock placement
8. round – eight cloud: Group Event
9. round – Ending Cloud: /

## CURRENT (TO BE SOLVED) GROUP MISSION LOCATION

The current Group Mission location is located in the bottom left corner of the game board. This card can be placed here, as well as the Individual Mission cards that are required to solve the current Group Mission.



## RESOURCES

You will need different resources to achieve your Individual Missions. These can be obtained by collecting, buying or trading on the game board:

- **Knowledge** (You need to have information and knowledge to organize the programs.)
- **Volunteer** (You will always need staff, team members or volunteers involved.)
- **Meal** (For some programs, it is essential to provide meals for participants and organizers.)
- **Tool** (A large part of the programs requires some kind of equipment - be it a tent, sound system, bicycle, ...)
- **Administration** (Obtaining various permits, contracts and licenses are an essential part of the organizer's job.)
- **Money** (Money is not everything, but in many cases it is necessary to achieve your goals.)



### Special resource

- **SOS** (Some events require the presence of police, ambulance or fire brigade.)



You can only take the SOS resource if it is necessary to solve the Individual Mission you have. This item, unlike other resources, cannot be exchanged with your teammates.

You can access the resources on the locations indicated on the game board, in the amount shown on the field. If you have already picked up a resource on a given location in a turn, you cannot pick up another resource from that field in that turn, you must cover it with a cover element (exception: use of a character's ability or effect from an Event card). At the start of each round, resources are replenished and are available to players again.





## MISSION CARDS

Solving missions is the main task in the game. You must complete Individual Missions in order to complete Group Missions. These are the projects, works and programs of your youth organization in the game, through which your community and your settlement is built.

### • INDIVIDUAL MISSION

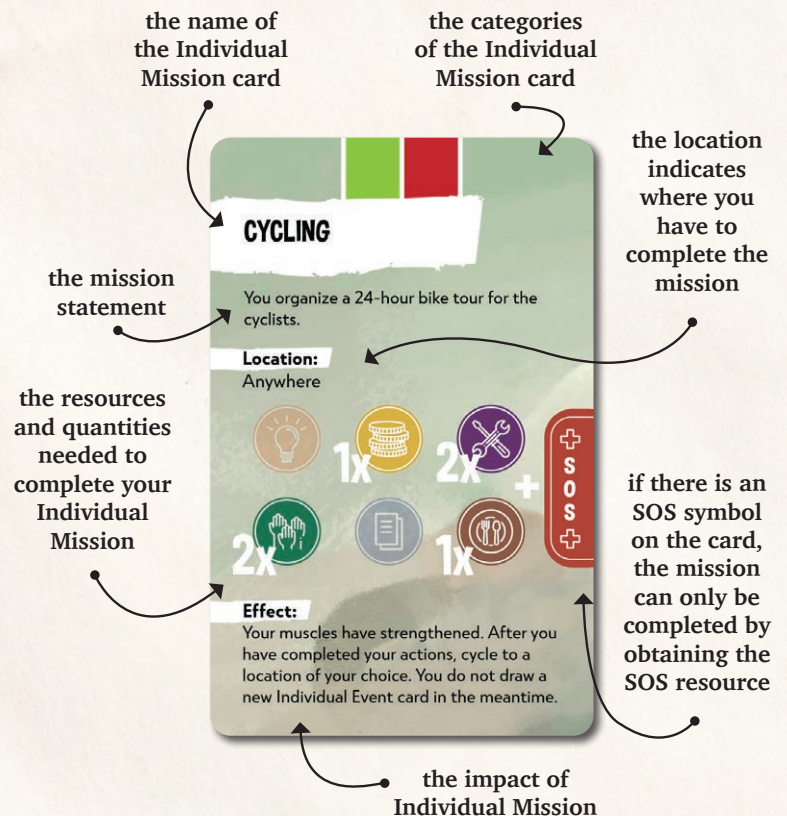
Categories of Individual Mission:

- purple → culture and arts;
- green → nature and environment;
- red → sport and health;
- blue → science and technology.



### HOW CAN I GET RESOURCES TO SOLVE MY INDIVIDUAL MISSION?

- You pick them up / buy them (arrows) / choose them (lines) for one action from each location on the game board (all the ones visible on that location) during your turn,
- swap with other players on the same location, without using an action,
- you get them during the game (with Event cards, when completing Individual Mission),
- use your character's ability (if activated).



### HOW DO I GET AN INDIVIDUAL MISSION?

At the start of the game, each player is randomly dealt an Individual Mission card. During the game, however, you can acquire new Individual Missions as follows:

- When you have solved an Individual Mission (before you move on or take action) and you have no other Individual Missions outstanding, you can go back to the Youth Club location (regardless of the number of steps you have taken) and draw a (random) Individual Mission from the deck without using an action, which you must keep. If you have an unresolved Individual Mission, you cannot use the above option.



- On the four marked locations (Observatory, Cultural Center, Sports Park, Town Park) you can draw an Individual Mission with the corresponding category for action (you keep the first with the desired color, you put the rest back in the deck and shuffle it). If your number of actions allows, you can draw more than one and you must keep them.



- Whenever you enter the Youth Club field, you can draw a random Individual Mission for an action.

## HOW AND WHERE DO I SOLVE THE INDIVIDUAL MISSION?

You can complete an Individual Mission if you have collected the necessary resources indicated on the card and you have your figure on the location indicated on the Individual Mission card. If there is no location restriction and the card says anywhere, you can complete your custom quest on any location. Completing an Individual Mission costs one action.

## GROUP MISSION

the name of the Group Mission

an illustration of the Group Mission

description of the Group Mission

categories (colors) of Individual Mission solved to solve the Group Mission

**YOUTH CLUB RENOVATION**

**Card text:**  
In your town, for a long time there hasn't been a suitable place for young people to meet. You decide to renovate the Youth Club. The final result is captivating. The club is now in a new look and ready for further joint planning and diverse programs.

In the initial phase of the game (see Preparing to play), three Group Missions are drawn, from which the team must choose one, which is the team's group task.

A Group Mission can be completed if the players have managed to complete a sufficient number and category of Individual Missions together.

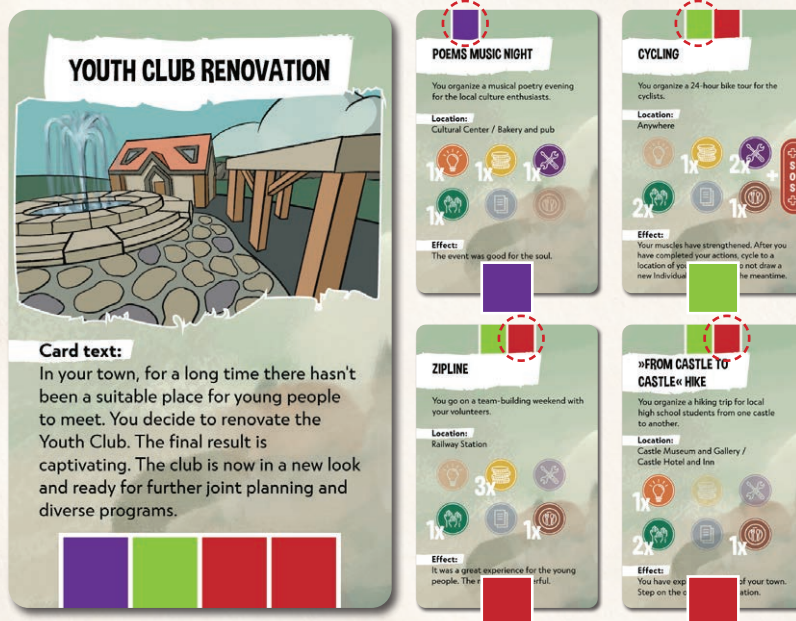
## HOW DO WE GET A GROUP MISSION?

When preparing the game, the team chooses one of three Group Missions together. You shuffle the other two back to the deck. You can not get another Group Mission until you did not complete this one. When the team completes the Group Mission, it is possible to choose another Group Mission:

- To do this, each player must return to the Youth Club location with his or her figure, the team draws 3 Group Mission cards and again decide together which one you will complete.
- An other possibility is: If everybody agrees, then you can randomly pull one Group Mission from the deck, and everybody continues the game where he or she is.
- If you don't draw a Group Mission, the level of the morale token at the end of that round is reduced by two (and every round after that if you still do not have an active Group Mission). A Group Mission can be also drawn during the game, if everyone is in the Youth Club location, the team draws 3 Group Events, from which one is chosen.

## HOW AND WHERE DO WE SOLVE THE GROUP MISSION?

A team can complete a Group Mission anywhere (it is not important who is positioned in which location), as soon as they have collected the right number and category of Individual Missions.



## HOW CAN I GET RESOURCES TO SOLVE THE GROUP MISSION?

No resources are needed, “only” the right number and category of Individual Missions solved.

The team is working on one Group Mission at a time.

## ROADBLOCK

Building and renovating is part of life, and so it is in this game. Roadblocks make it difficult for players to move. If there is a roadblock on the desired path or route, you cannot pass through it unless:

- your character's ability allows it,
- you sacrifice two volunteer resources, then you can remove the roadblock which you need to take it down from the board.

### PLACING THE ROADBLOCKS

At the beginning of the game (see Preparing the game), 1 roadblock is placed on any path adjacent to the Post Office.

During the game, three more roadblocks will be placed on the board: on turns 3, 5 and 7 - as indicated by the Time Clouds. The roadblocks are placed randomly on the game board by drawing an Individual Mission card at the beginning of each round, after the effect of the Group Event, and placing the roadblock there, which is the location of the Individual Mission you drew. If the location is anywhere, then you place the roadblock on a road of your choice. After the roadblock is placed, you return the drawn Individual Mission card to the deck you shuffled. This operation must be performed in the same manner on turns 3, 5, and 7.

Roadblocks that are removed are not returned to the game board, so by the end of the game you may not have any roadblocks left, but you may have four that make the game more difficult.

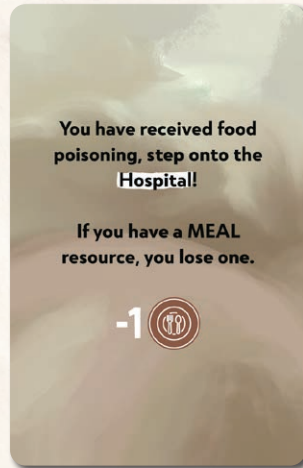


## EVENT CARDS

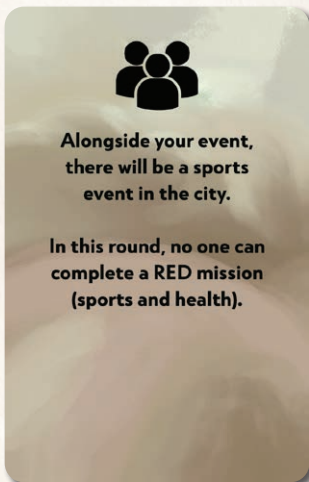
Man makes plans...Event cards happen: life can take unexpected turns, which can affect plans either for good or bad luck.

### • INDIVIDUAL EVENT

It applies to an individual, i.e. a player. The player automatically draws an Individual Event card as soon as he or she passes through the brown-coloured Event Path, and the Individual Event card takes effect immediately. After the Individual Event card takes effect (if not blocked by the event), he or she can continue their turn.



### • GROUP EVENT



It affects the whole group, so all players equally. On Time Clouds 2-8, i.e. at the start of these rounds, a Group Event card is drawn, which takes effect immediately. After the effect (or, if necessary, the roadblock is placed), the starting player starts to move and use his or her actions.

## CHARACTERS - PLAYERS

To add to the excitement of the game, you can play with the characters provided. Each Character has two special abilities that can give them advantages during the game, but only if you activate them.

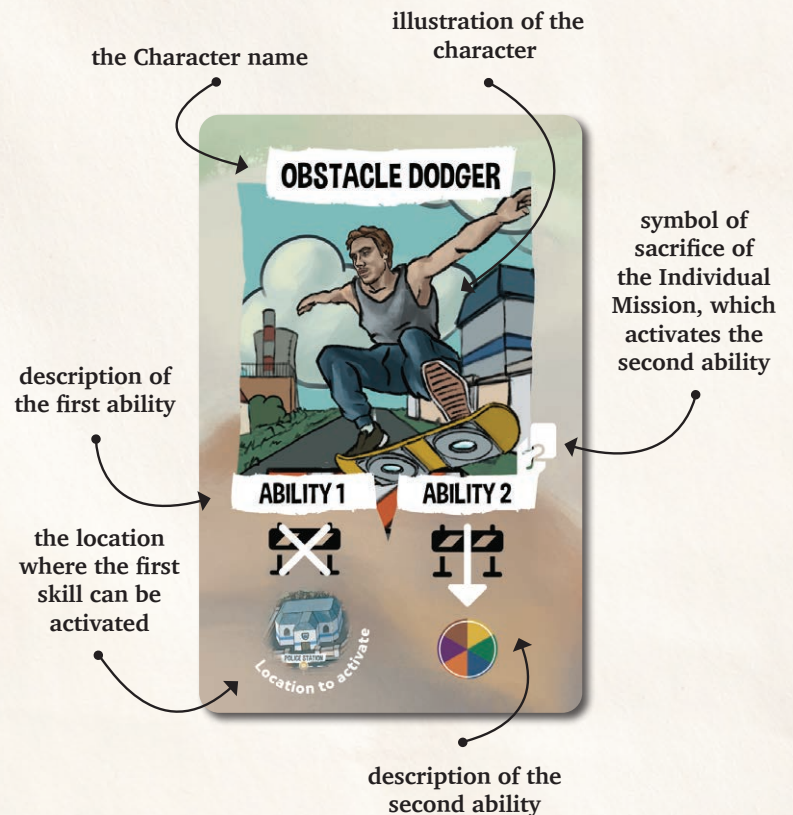
Activation of abilities is not an action.

The first ability can be activated by stepping on the given location which is written down on the Character cards.

The second ability can be activated by sacrificing a successful Individual Mission.

You can use one of your abilities once per turn, without using an action.

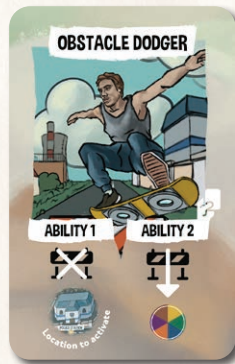
You can only use your character's ability in your own turn.



## OBSTACLE DODGER

Ability 1 (location: Police Station): you ignore roadblocks when moving.

Ability 2: when passing through a roadblock, pick up any resource.



## SUPPLIER

Ability 1 (location: Shopping Mall): you can also pick up resources from locations already covered.

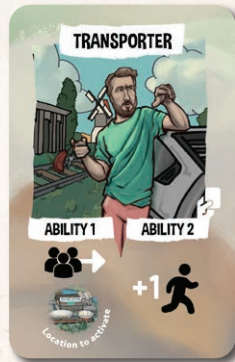
Ability 2: +1 tool/meal.



## TRANSPORTER

Ability 1 (Location: Railway Station): during your movement, you may take one or more players who are in the same location with you.

Ability 2: +1 movement.



## COORDINATOR

Ability 1 (location: School): +1 volunteer

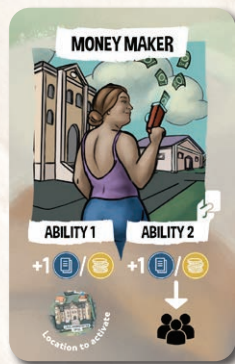
Ability 2: +1 volunteer you can send to a player.



## MONEY MAKER

Ability 1 (location: Local Administration Office): +1 money/administration,

Ability 2: you can send +1 money/administration to your companions from anywhere.



## CLAIRVOYANT

Ability 1 (location: Civil Protection and Disaster Relief Centre): when you draw an Individual Event card, you draw two and you can choose which one you want to play.

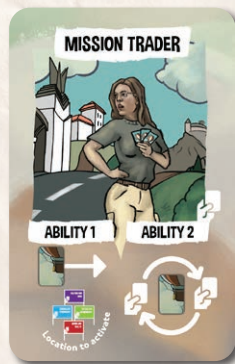
Ability 2: +1 SOS.



## MISSION TRADER

Ability 1 (location: any location where a thematic mission can be picked up): you can redeem an Individual Mission without using an action.

Ability 2: you can exchange Individual Mission cards with other players.



## KNOWLEDGE SEEKER

Ability 1 (location: Library): +1 knowledge

Ability 2: At the end of your turn, you can move your figure to any location where a knowledge resource is located.



## 4. PREPARING THE GAME

Prepare the elements of the board game in the following order:

1. set up the game board,
2. resources should be accessible to all,
3. shuffle the Individual and Group Event cards, and the Individual and Group Missions, and place them on the board,
4. choose at random or select a Character,
5. choose a figure one by one and place them on the Youth Club location,
6. put the first roadblock on one of the roads around the Post Office location,
7. place the morale token on the Morale Meter at the appropriate level,
8. each player takes any two resources,
9. together, draw three Group Missions and decide which one you will carry out,
10. each player draws an Individual Mission at random,
11. place the time balloon token on the game board, on the starting cloud,
12. the person who has participated in a volunteering activity recently or saw a hot air balloon in the sky starts the roll.



After the first round, don't forget to draw a Group Event at the beginning of the second round (and so on...)

## 5. HOW THE GAME WORKS

You take your turn once per round. You roll the Movement dice to see how many moves you can make in that turn, and perform 3 or fewer actions, or use your abilities, swap with your companions (the latter two do not take action).

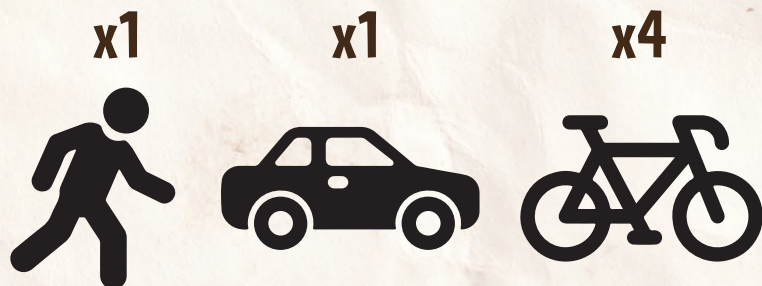
### MOVEMENT

Before you perform your actions, roll the Movement dice! This will tell you how many moves you can make in that turn. How much you can move in a turn depends on your roll:

- pedestrian: 2 movements,
- bicycle: 4 movements,
- car: if 1 resource is paid, 6 movements, if the player cannot or does not want to deposit 1 money, then: 4 movements

The Movement dice has 1 pedestrian, 4 bicycle and 1 car symbol.

**IMPORTANT:** After you roll the Movement dice, you can move and use your actions as you wish



### ACTIONS

#### WHAT CAN I DO WITH MY THREE ACTIONS PER ROUND?

- you can collect resources,
- you can draw a new Individual Mission (in the marked locations),
- you can complete (in the appropriate location) one or more Individual Missions,
- removal of roadblock (for 2 volunteer resources).

#### WHAT DOES NOT COST AN ACTION?

- the exchange between players:
  - if you are on the same location, you may swap once with a player in your turn;
  - you can swap with more than one player on the round,
- use of your character's abilities (once per turn, if activated),
- draw an Individual Event card (if you pass through an Event Path),
- completion of a Group Mission (completed as soon as the right number and category of Individual Missions are solved).



## WHAT HAPPENS WHEN IT'S MY TURN?

First you roll the Movement dice (number of moves: 2-4-6), then you perform the moves and the desired actions (gather resources, draw Individual Mission card, complete Individual Mission card, remove roadblock) in the order you like, while performing those actions (swap, use character's abilities) and observing other events (Event card impact, complete Group Mission).

## ORDER OF PLAYERS

The new round is always started by the player to the right of the player who started the previous round.

## TRADE

Players can share resources between themselves - if you can give or receive any amount of resources on a location or with another player without using an action (SOS cannot be traded). It doesn't have to be a two-way trade - you can also gift your partner.

You may not swap Individual Missions unless instructed to do so by a card or character's ability.

# 6. END OF THE GAME

The game can end in three ways:

1. If the morale token drops to 0 during the game, you lose the game.
2. If the morale token reaches 10 during the game, you win the game.
3. The game can also be successful if the token on the Morale Meter is somewhere between level 1 and level 9 at the end of the 9th round. In this case, the number of missions solved together is decisive. You are successful if
  - At least 2 Group Missions for 3 players,
  - At least 3 missions for 4 players,
  - With 5 players, you can complete at least 4 missions together.

If this fails, the game is also unsuccessful.

## 7. BACKGROUND OF THE GAME FIND YOUR PATH AND EVALUATION

The goal of the project with the same title, within which this board game was created, is to expand the toolkit of a playful toolbox for working with youth communities by developing an exciting new board game. The game summarizes the decades of experience in youth work of the youth organizations in Lendva, Slovenia, and Pécsvárad, Hungary - two small towns, while also aiming to respond to regional and national needs.

The board game is intended to assist young people in the virtual realization of their ideas, from formulating them to implementation and resource provision, all the way to completion. It also aims to support educators and professionals working with young people and communities by providing an opportunity to think through and try out different paths, possibilities, and decision-making situations in the game, along with the possibility of analyzing the theoretical consequences, successes and failures.

The game was created with the support of the Erasmus+ program and will be available in English, Hungarian, and Slovenian in 2023. The game elements can be found and accessed on the website [www.firepecsvarad.hu](http://www.firepecsvarad.hu)!

If you have any questions or need assistance, please contact us at [fire@firepecsvarad.hu](mailto:fire@firepecsvarad.hu).

### WHO IS IT RECOMMENDED FOR?

The playful tool can provide assistance to any community that includes youth work or program implementation in its profile since the problem and opportunity situations modeled in the game help the participating young people, their communities, and professionals to gain practice and knowledge by playing and observing the processes, which will enable them to act more confidently and decisively in real life.

### LEARNING OPPORTUNITIES THROUGH GAME APPLICATION:

In order to make the most of the learning opportunities offered by the board game, we summarize our suggestions for professionals below.

- The game rulebook includes several variations. These variations mainly differ in the complexity of the game and the length of playing time. We suggest starting with an easier and shorter version and, after mastering the basics, explore more complex game modes.
- The different game modes are intended to be used as a learning support tool in various

communities, and even in the classroom, as a learning support tool.

- In addition, the game is also suitable for use in camps, youth exchanges, workshops, and can be easily integrated into the program of local youth clubs.
- To achieve greater learning outcomes for game leaders and accompanying professionals, it is recommended to conclude the use of the tool with a shared conversation and reflection. This supports young people in processing their experiences, acquired knowledge, and gained insights.

## QUESTIONS FOR PROCESSING THE GAME

### GAME EXPERIENCE:

- How did you feel while playing the game?
- What did you like the most during the game?
- What difficulties did you encounter?
- What was your moment of success?
- What was the best moment in the game?
- How was the teamwork?
- Which mission did you like the most?
- How can you use the lessons learned?

### LOCAL OPPORTUNITIES:

- What community spaces are you familiar with?
- What community opportunities are available to you?
- Where do you usually gather information about opportunities for your age group? Where else can you gather information?
- Are you a member of any local community?
- Where do you spend your free time?
- What programs are available to you?
- Who can you turn to if you have an idea for a program?
- Who can help you if you want to implement a program?

### OTHER OPPORTUNITIES:

- Why is community important?
- What volunteering activities do you engage in during your free time?
- Would you like to implement similar programs?
- Which programs would you like to participate in?
- What can you contribute to these programs?
- Who can you collaborate with to bring your idea to life?

If you have the opportunity, please send us your game experiences and opinions related to the game to the email address [fire@firepecsvarad.hu](mailto:fire@firepecsvarad.hu)!

## 8. VARIATIONS OF THE GAME

Depending on whether the game is intended to be played with more experienced board game players or less experienced participants, it can be played at different levels of difficulty.

Lightweight versions:

- without roadblocks,
- without Event cards (Group and Individual),
- Without SOS,
- without Characters,
- without a Morale Meter,
- with fixed movement (4).

## IMPRESSUM

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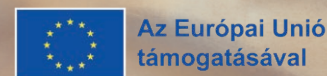
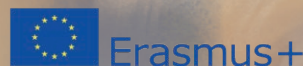
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