

VERB

NOUN

ROLL AGAIN

ADJECTIVE

START

1, 2, 3



N

THE NAV GAME

A

V



1, 2, 3

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ECO BOARD GAMES
"LEARNING WITH FUN"

ADJECTIVE

LOSE A
TURN

NOUN

VERB

PLAYER BOARD 1

THE NAV GAME

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PLAYER BOARD 2

THE NAV GAME

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PLAYER BOARD 3

THE NAV GAME

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PLAYER BOARD 4

THE NAV GAME

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THE NAV GAME INSTRUCTIONS

Objective

Is to collect the green, blue and red cards and fill up the player board. Note: If the players are unable to collect enough cards to fill up their player board within the designated time then the player/ team with the most cards wins

Preparation

Hand out individual player boards to each player/team (maximum 4 players).

Place the game board in the middle of the table with the appropriate colored cards stacked in piles in the designated places and have a dice ready for play.

Instructions

Decide on the order of play and give each player a colored marker to place on the game board

Have the first player start the game, by rolling the dice and moving their marker to the value of the dice around the game board.

After landing that player must draw a colored card from the stacked piles. (Note: The card they draw must match the color square they have landed on) Once the card has been drawn, the player/team must, read, answer or perform the card before placing it on their individual player board as a point.

The above technique is followed with the following players/teams until one of the players draws a card that matches one of the cards that has already been drawn and is placed on as opponent's player board. When this occurs the two players holding those cards must play Rock, Paper, Scissors. The winner takes the two cards to place on their individual player board as points while the loser forfeits the card they already had or the card they had a chance of winning.

NOTE: If during the course of the game a player lands on the yellow Rock, Paper, Scissors square they are given the opportunity to challenge the teacher in Rock, Paper, Scissors. If they are unsuccessful in the challenge their turn ends there and play continues with the next player, however if they successfully beat the teacher, they roll the dice again and collect the colored cards to the value of the dice from the collectable stacked cards. i.e. If they roll a 3 they can take 3 cards of any combination.

NOTE 2: If any of the cards drawn during this part of the game match the opponent's cards then the same rule applies as before to determine who keeps the card. Play continues until the objective is met.

SPECIAL NOTE: This game requires the mini playing cards to be printed and manufactured before playing. Please refer to the NAV GAME CARDS (P1, P2 & P3) Documents