

How to play

Making more health

The MMH-Game: Discover India – gain knowledge

START

The Aim of the Game

The aim of the game is that all participants gain more knowledge about India and one participant emerges as a winner at the end of the game. For that purpose, the participant has to correctly answer as many questions as possible, during the game.

Game Equipment

1 game field made of fabric

5 colored cloth strips, which depending on the intended game time and the number of players, can either be extended to a longer track or shortened by linking

the ends together to form a circle (see subsection-possible playing field variations).

1 cloth bag for storage with 6 compartments for

- 75 Quiz cards
- 15 Joker cards
- 5 Playing pieces
- 1 Die

Number of Players

The MMH game requires at least 2 players.

If there are more than 4 players, the game may also be played in teams.

Game Preparation

Depending on the intended playing time, the colored cloth strips may be linked (buttoned) together and placed on the fabric game field.

Each player may select a playing piece and place it at the star-

ting point, which is defined by the players themselves.

The cards are divided up into their respective colors (5 colors) and stacked, with their backside facing up, next to the playing field. Before the start of the game, three joker cards must be mixed into each of the five stack of cards.

The topics of the cards are:

- Green:** Food & Drinks
- Red:** Geography
- White:** History and Politics
- Yellow:** Culture
- Blue:** Expert Knowledge

Game Play

First, a person who will begin the game, has to be appointed. It can either be the oldest or the youngest player or the one who rolls the highest die. The player, whose turn it is, rolls the die and moves the playing piece down the cloth strip in accordance to the number played on the die. The playing piece lands on a colored square.

Now, the player sitting on the opposite side (!) draws the top card from the respective colored deck. S/he reads out the question on the card. The player, whose turn it is, now has the chance to guess the right answer. The correct answer is printed

on the very bottom in small font, on each card. If the player answers the question correctly, s/he may keep the card and can continue playing by throwing the die again and answering another question. If two consecutive questions were answered correctly by a single player, the game moves on to the next player. If the player doesn't know the correct answer, s/he has to stay on the same square and the game moves on to the next player. The unanswered question card should be placed back into the cloth bag.

Note: Multiple playing pieces are allowed on the same square simultaneously. However, it is not allowed to skip a square or throw out other players' playing pieces.

The Joker

Sometimes, a joker card is drawn, which was mixed into the card decks before the start of the game. The player can then keep the joker card and draw another card from the deck. The joker can be used in case the player is not able to answer the question correctly. It is the players' decision when s/he wants to use the joker. The joker card counts as a correctly answered question, at the end of the game, when all the cards are counted.

The use of the internet and/or prompting the answer is not allowed during the game. The player must only give one answer. If the game is played in teams, each team must decide on a single answer.

Who Wins?

At the end of the game, all players count their cards that they were allowed to keep. Each card is worth one point. The player with the most number of cards and thus, the most number of points, is pronounced the winner.

