

HOW TO PLAY SCIENCE-DO

\ sayan-se-do \

Game Guide

Equipment

1 Science-do Board

1 Dice

4 playing pieces

60 question cards (6 categories: Water cycle, Minerals, Fossil Fuels, Wildlife, Subsystems, and Caveman)

Answer Key

Game guide

Gameplay

In a group of players (3-5 players), they shall pick 1 Cavemaster to hold the answer key and facilitate the game. The players will move their pieces from start to finish in a S form.

Setup

Before the game will start each player will roll one dice, the player who throws the highest number will be the first one to play and so on.

Colored Tiles

When the player lands on the colored tiles, they must answer correctly based on the category. Take note, that before they land on the tile, they must answer the question correctly.

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Blank Tiles

If the player lands on the blank tiles, then they can move their piece without answering any questions.

Uh Oh! Cave Time! tile

When a player lands on the Cave Time tile, it means they are stuck in the cave, and they should wait for their turn to escape.

To escape from the cave, the player must answer a question from the Caveman category in 15 seconds. If they are correct they can move their piece on their next turn. However, if they are incorrect, the player is given 5 attempts to roll exactly 3 on the dice to escape. If not, then the player will stay on the cave until its their turn.

Winning the game

The first player to land on the finish tile wins the game.

ABOUT THE GAME

Science-do \ sayan-se-do \

Science-do came from the word Science and Do; meaning "Do the Science," inspired by our section name Salcedo. It is a board game inspired by Earth Science, expanding the knowledge of students through fun learning. Topics such as subsystems, water and rock cycle, minerals, fossil fuels, and wildlife.

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