

MAREOPOLI

Rules of the game

The game includes a board (4 sheets in A4 format) to be cropped and glued, divided in 36 boxes:

- **1 box Start**
- **8 Curiosities cards**
- **8 Chance cards**
- **1 box Open Beach**
- **1 box Cave/Flux and Reflux**
- **1 box Enter the Cave**
- **1 box Go!**
- **16 Cities cards**

Moreover there are included:

18 CURIOSITIES cards (1 sheet in A4 format), 18 CHANCE cards (1 sheet in A4 format), 16 CITIES cards (1 sheet in A4 format) and 1 dice (1 sheet in A4 format).

MAREOPOLI's goal is to collect the highest possible amount of points during each round. The game can be played by 2 or more players all starting from the START box. The players take turns to roll the dice and step the number of boxes indicated by the dice. Depending upon the box where the player stops, one of the following things will happen:

- when you pass through GO! you gain 1 point;
- when you stop on a CURIOSITY or CHANCE EVENT box you need to pick one of the corresponding cards. These last are kept in the middle of the board and divided in two groups: CURIOSITIES and CHANCE EVENTS. The first group describes the evolution of tides theory through history (from Aristotle to Laplace), the second asks questions about tides theory. The curiosity cards that illustrate a historic event give 1 point (for each historical time you'll need to read the caption in the corresponding sheet). The remaining cards can let you move from a side to the other of the board. The unexpected events cards can take or give points plus, if you answer correctly to the corresponding questions, you gain 1 point. If the team who's asked the question doesn't answer correctly, the next team can take the question and eventually gain the point;
- stepping on the CAVE box you can easily go through the "Fluxes and refluxes" passage, while the ENTER THE CAVE box lets you go to the Cave box where you will have to stop for one turn or pay 1 point to exit immediately;
- the first player who stops on a certain City box, he gains the corresponding card which, at the end of the game, will be added to the points of the player. If a second player stops on the same City box, he is asked a question about the city and if he answers correctly he gains the card; if the answer is wrong the card stays with the first player.

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