

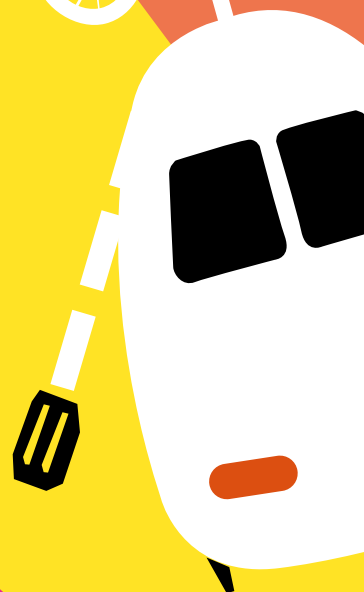


European  
Commission

# UNI!

The Regions Game

## Rules



Regional and  
Urban Policy

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# Rules of the game

## 1 Contents of the box

- 1 map of the Regions
- 72 challenge, fortune and disaster cards
- 20 Region profile cards
- 1 block of sheets to fill in
- 1 Notes for Teachers leaflet

## 2 Aim of the game

Meet the challenges of the six game characters and develop your region's strengths by gaining as many stars as possible.

## 3 How to win

Each team protects the interests of its region. However, until every region has at least three stars in each sector of activity, no team can claim victory.

## 4 Maximum number of participants

A maximum of six teams each with a minimum of two players.

## 5 Principles of the game

Each region of Europe has its own strengths and weaknesses in different sectors of activity. Each team draws a sheet for an imaginary region at random. The team has to improve the region's situation and protect it by accumulating "stars". These stars are gained by meeting the challenges of the six characters, each representing a theme (environment, transport, inventions, etc.). However, since in this game it's only possible to win together, sometimes the team will need to act in solidarity with others, depending on the Challenge cards drawn at random – it may also have to improve the situation either of a neighbouring team (of its choice) which represents another region, or that of all the teams playing.

## 6 The challenges

The challenges are set by six characters, each representing a theme:

- **Ms Blossom's Environment challenges:**

Ms Blossom's mood changes with the seasons. She sometimes has her head in the clouds but she keeps an eye on every detail when it comes to the environment. Faced with an unsorted waste bin, she becomes as sad as an autumn evening and cries like falling rain. She only gets her sunny disposition back when she goes for a walk in Ms Qwerty's wind farm. Ms Blossom is secretly in love with Mr Electric, but shhhhh! It's a secret.

- **Mr Electric's Energy challenges:**

You mustn't annoy Mr Electric, he's a bit high voltage. He's a little shy in the daytime and keeps a low profile, but at night he likes to dazzle. He's super-charged about low-consumption heating and light bulbs – look out for a superheated Super Electric! Could there be a spark with Ms Blossom?

- **Ms Qwerty's Inventions challenges:**

You might find Ms Qwerty a bit too serious, but above all she is wonderfully inventive! Without her, Mr Wheeler would always be late, Mr Electric would be flat and Mr Vitality would have memory problems: Ms Qwerty finds solutions for everything! When something is bugging her, what Ms Qwerty likes most of all is going for a walk in her wind farm or solar farm with Ms Blossom.

- **Mr Vitality's Education & Social challenges:**

Mr Vitality is always cheerful. He has a bit of a deadpan sense of humour, and nothing can bring down this perfect student (though he's a bit of a joker). "I never leave the house without a well groomed bracket and a nicely tailored face," he likes to say.

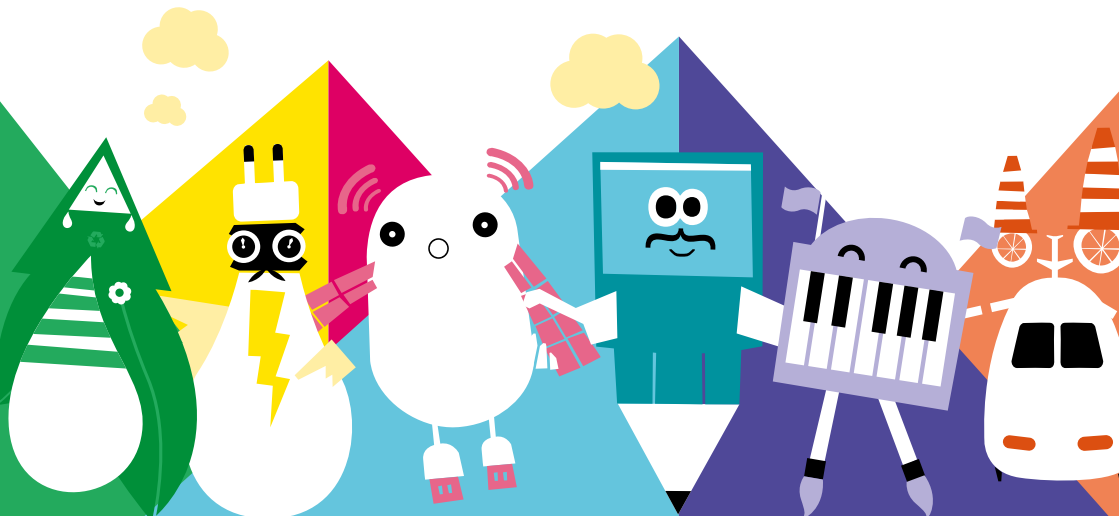
Mr Vitality is always at the cutting edge of good manners, and attaches great importance to a civic spirit and the things that people can do to help each other. On Sundays when the weather is nice, Mr Vitality likes to go with Ms Allegro to the park to listen to rock and roll at the bandstand.

- **Ms Allegro's Tourism & Culture challenges:**

Ms Allegro doesn't keep to a single time: presto or mollo, it just has to swing! Ms Allegro's joyful, dynamic nature and mischievous curiosity resonate on Mr Vitality's heartstrings. With the precision of a metronome, they arrange exhibitions, shows and musical excursions which enchant and bewitch even the grumpiest. When these two go out on the town, the whole world goes with them!

- **Mr Wheeler's Transport challenges:**

Mr Wheeler hates being late. They say he's a bit of a straight talker, a one-way street. When Ms Blossom gets her ice on his hill roads, he sees red. But during the holidays, he doesn't care for the motorway slip roads, he hops on the train to see Ms Qwerty who he loves to tell: "My dear, there's no point in going round and round in circles, let's get straight to the point!"



## Three types of challenges to attempt

The six characters will set you three types of challenges:



**Miming:** the designated representative must get the others to guess the object or action on the Challenge card he or she has drawn by miming (without making any noise).



**Drawing:** the designated representative must get the others to guess the object or action on the Challenge card he or she has drawn by drawing it, either on the whiteboard or on a sheet of paper.



**Mystery words:** the designated representative must get the others to guess the object or action on the Challenge card he or she has drawn by saying a maximum of four successive words.

Example: the word to guess is “crocodile”:

- ↘ The representative says “reptile”;  
The team suggests a word, for example “snake”;
- ↘ The representative in turn says “feet”;  
The team suggests “lizard”;
- ↘ The representative says “shoes”; the team suggests “crocodile”;
- ↘ Success!

Each member of each team must represent the team at least once. They must:

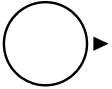
- Draw a card and present a challenge
- Be chosen by their team to attempt a challenge

## How are challenges met?

Just like in real life, in UNI!, the players are faced with several ways of tackling challenges. Either the players will attempt challenges to achieve progress for their own region, or they will need to act in solidarity with one or more other regions and participate in their progress. Depending on the cards drawn at random, they will need to attempt mime, drawing and mystery word challenges in three different ways:



The **“solo team”** challenge: the representative of the team currently playing has to get the player designated by his or her team to guess the object or the action.



The **“two teams”** challenge: the representative of the team must choose which other team/region they want to help. The representative then has to get the player designated by the chosen team to guess the object or the action.



The **“collective”** challenge: the representative of the team currently playing has to get the representatives he or she chooses from each of the teams to guess the object or the action.

Challenges	Gain	Loss
<b>“Solo team”</b>	For the team whose turn it is: + 1 ★	For the team whose turn it is: + 0
<b>“Two teams”</b>	For the team whose turn it is: + 1 ★ For the cooperating region: + 1 ★	For the team whose turn it is: + 0 For the cooperating team: + 0
<b>Collective</b>	For the team whose turn it is: + 2 ★ ★ For all the teams: + 1 ★	For all the teams: - 1 ★

## The Game Referee

The Game Referee is designated before the game starts. It can be a child or a teacher. The Referee arbitrates the game. They:

- Check that the teams are fairly balanced and have similar sizes.
- Supervise the distribution of the Region sheets at the start of the game (each team draws a sheet at random when the game begins).
- Hold the six stacks of Challenge cards.
- Supervise the drawing of the Challenge cards by each team representative.
- Tell everyone what the challenge to be met is and possibly specify whether it is an object, an action, a trade, etc.
- Time each participant for the 30 seconds they have to meet their challenge.
- Award stars (or otherwise).
- Read out the Disaster and Fortune cards.
- Make sure all the players participate.

The role of the Referee is important as they must be as fair and impartial as possible. They encourage a good sense of fair play and make sure solidarity is respected.

## 7 Setting up the game

1. Someone is designated as the Game Referee. The six packs of Challenge cards from Ms Blossom, Mr Electric, Ms Qwerty, Mr Vitality, Ms Allegro and Mr Wheeler are set out in front of the Referee.
2. The teams are formed.
3. Each team draws a Region card at random, showing its strengths and weaknesses (number of stars).
4. Each team starts by marking its stars in pencil on the grid for its region. If the team wants to, it can give its region a real or fictional name.
5. Each team reads out the name it has given to its imaginary region and the description on the sheet that the team drew at random.
6. To determine which team starts, the Referee draws a mime or drawing Challenge card and carries out the challenge of their choice. The first team to get the right answer starts the game.

## 8 How the game is played

1. After a quick consultation, the first team announces what theme they will compete in (Energy, Environment, etc.) and the number of stars that their region already has in that theme. The number of stars will determine the challenge to be attempted on the card drawn.  
Example: if the team's region has two stars in Environment, they will have to attempt Ms Blossom's three star challenge to gain a new star.
2. The first team sends their first representative to draw a challenge from one of the six stacks of cards held by the Game Referee. The Referee and the representative look at the challenge together without saying anything to the others, and the Referee then announces to everyone what type of challenge will be attempted.



### Card examples:



The Referee then says: *“To gain a third Environment star, Martin has to attempt one of Ms Blossom’s challenges. It’s a “solo team” challenge. This means he has to get his team’s representative to guess an object by miming it. Who’s going to be the team representative? (Quick group consultation.) The representative designated by the team is Felicity. Thirty seconds, go!”*

3. The first representative of the team (Martin) does his challenge in front of the room strictly within 30 seconds. The second representative of the team (Felicity) can make as many suggestions as she wants. She can also get help from the players in her team.
4. At the end of the 30 seconds, the Game Referee will award (if the challenge was met successfully) or remove (if the challenge was not met) the stars gained or lost. The team or teams of participants mark (or erase) the stars they have won or lost on their grid.
5. The game then continues in a clockwise direction.
6. Once a team has accumulated three stars in its six sectors, they shout “UNI!”.
7. A team that already has six stars in a sector of activity can decide to compete in the sector to help another team of its choice to gain stars. If the team wins, the chosen region (rather than their own) will be able to get an additional star.
8. A few Disaster and Fortune cards are mixed in with the stacks of Challenge cards. Surprises await...

## 9 End of the game

A winning region can be designated the winner as soon as all the teams have accumulated at least three stars for their region in each theme and shouted "UNI!". The winning region is the one with the highest number of stars on its grid.

If there is a tie, the game continues until a single winner is designated. If there is an unbroken tie, the Referee can set a tie-break challenge between the potential winners by drawing or a miming challenge drawn by them from a stack of their choice. The first team to get the right answer wins the game. However, the basic condition is still that each region has at least three stars in each sector!

**Have fun! And don't forget: we only really win together!**

## 10 Examples of game grids

Example of a region grid at the start of the game

Example of a grid of a potential winner

