

Pedagogical Toolbox

Gameplay tools

Game mechanics: Path creation

Explanation of the mechanics

You create a path from a START point to an ARRIVAL point, determining that there are 10 steps between them (or a different number chosen by the designer). In order to take a step, players must answer a question correctly. If they answer incorrectly, they gain no steps (or the designer may decide to have the previously gained steps lost).

There may be:

- more difficult questions that allow the players to earn 2 steps;
- some events related to the case. For example, cards that cause the players to lose conquered blocks or that require them to answer two questions to get the next block.

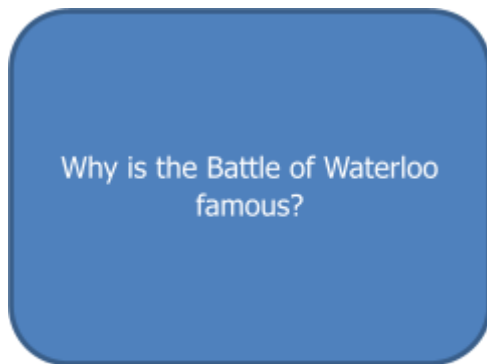
In the case of a printed game, cards can be created with the questions. Players draw cards from the deck and, if they answer correctly, use that card as a "tile" to complete their journey from the START box to the ARRIVAL box.

Topic example: The Napoleonic Wars

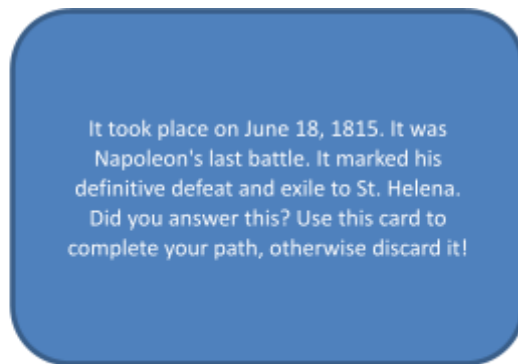
Path example



Example of cards/blocks



FRONT



BACK