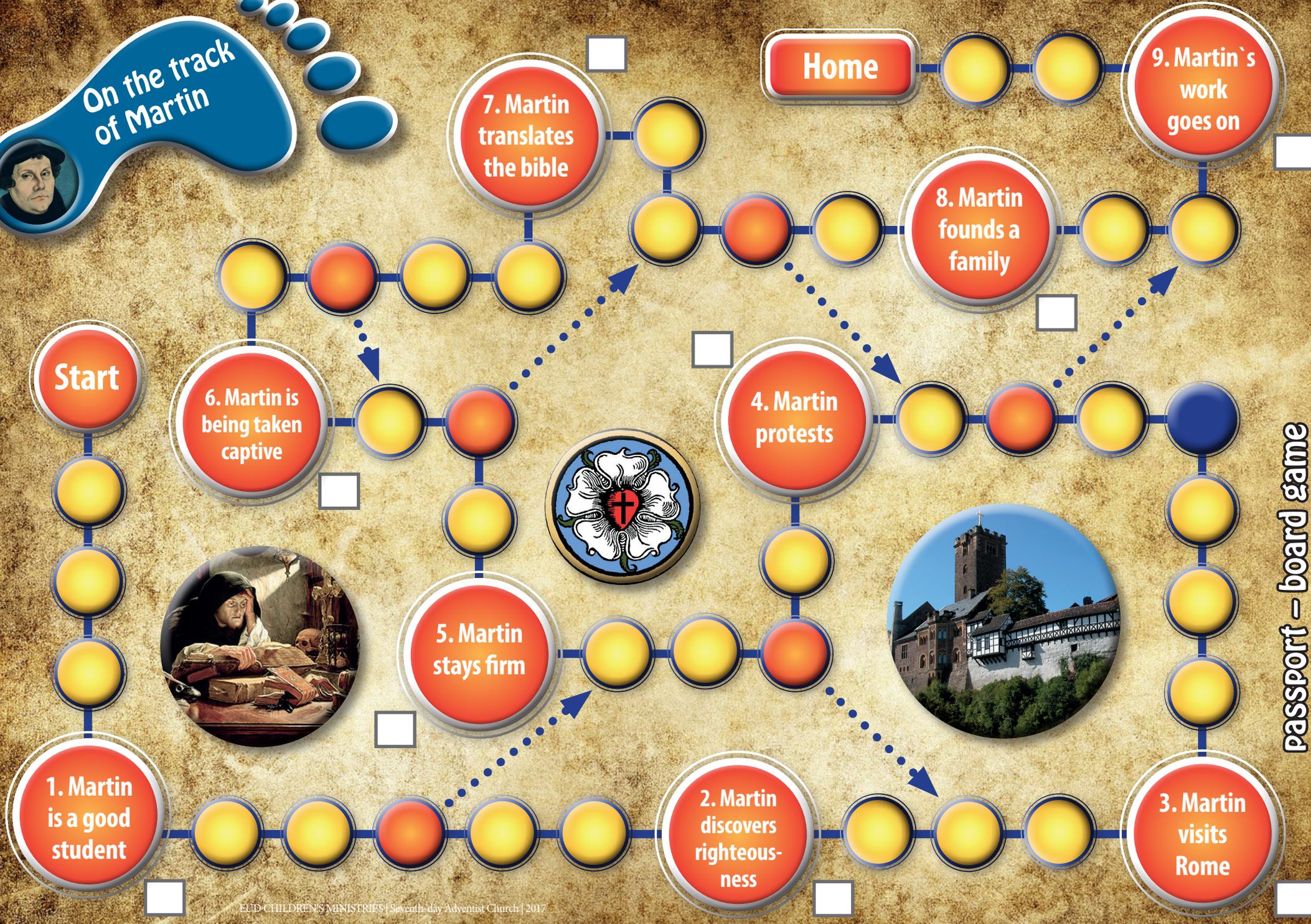


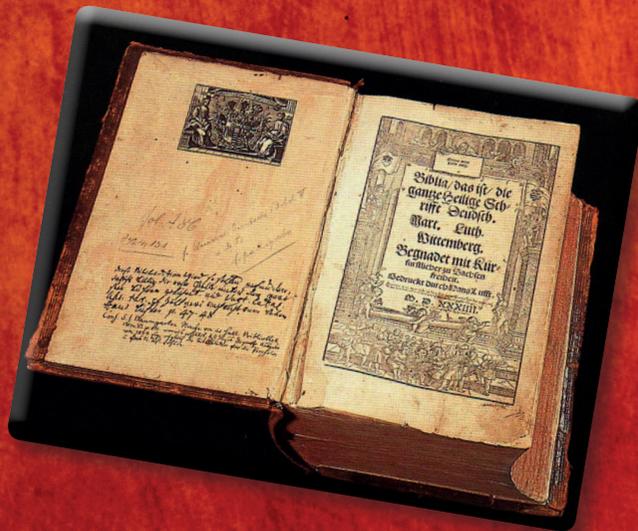
On the track of Martin

passport – board game



passport – board game



These boxes can be marked, when the game is used as a "passport" for completed activities at the 9 stations.

RULES

ON THE TRACK OF MARTIN

A game for 2 - 5 players. Each player needs a game piece and a dice.

The players throw a dice in turn and can advance their piece in the game by the thrown number of dots on the dice.

Pieces can jump over other pieces, and but they can't throw out pieces from other players.

The first player with his piece in the „home“ wins the game.

If a game piece lands on one of the 6 orange fields, it has to move to the field directed to.

If a piece lands on one of the 9 numbered fields, certain tasks have to be done:

1. **Martin is a good student:** shout "hurray!".
2. **Martin discovers righteousness:** advance 3 fields.

3. **Martin visits Rome:** suspend one row.

4. **Martin protests:** the other players have to move back 3 fields (if they land on a special field, they don't have to do the required tasks).

5. **Martin stays firm:** tell any player to dice again.

6. **Martin is being taken captive:** move to the blue field.

7. **Martin translates the bible:** advance 6 fields.

8. **Martin finds a family:** all players dice again.

9. **Martin's work goes on:** all players have to sing a verse of a well known song together.

