

# Happy and Roaming Goose



## Game Rules

## Introduction

This game has been designed to allow children aged 5 and up to acquire educational skills while having fun.

Through the game board, participants will face epic challenges that will put their cognitive abilities to the test.

The goal of the game is to collect a key along the path and open the portal that will lead to victory.

During the journey, players will encounter traps, puzzles to solve, and questions to answer, and they will never know if they will make it to the end.

Indeed, at each turn, in addition to moving, the player will have to draw a ticket that will indicate the actions to take, both for themselves and for others.

After this brief introduction, let's move on to the rules of the game.



## The purpose of the game

The goal of the game for each player is to reach the space of the magic key.

With the key, the player can head towards the finish line to open the portal.

However, there is a chance that the player may not be able to keep their key until the end.

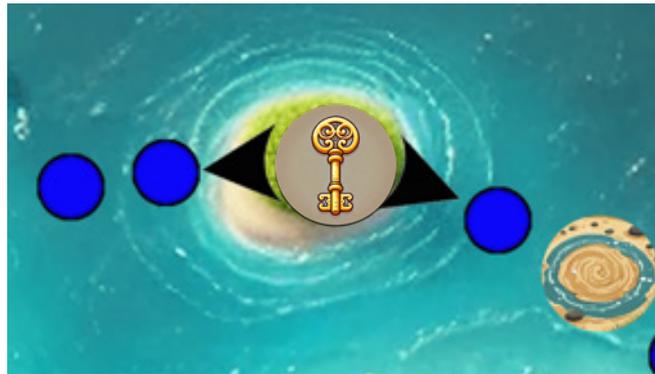
In fact, there are tickets that allow other players to steal the key, as well as traps that could cause it to be lost.



**The Key**

## The key to be collected is special.

The key you need to collect is also a special point, so you do not need to land on it with an exact score!



You can only possess one key during the game; it is not possible to collect more than one, even if you pass over it multiple times.

To keep the key you have collected, **drag it to the bottom of your screen**, and it will remain fixed in front of you during the game.

When you land on the final space, you must show it to the other players by **dragging it back onto the game board**, or you will not win.



You must go here with the magic key

## Special Spaces and Portals

Along the path, you will find special spaces where you can choose to face them and move forward, or disregard them. The only way to access these special spaces is by heading towards the marker with the arrow. **It is never possible to access them from other points, as highlighted in the picture.**



Quest



Portal

These are the only points where you can access without rolling an exact score.

In the other spaces you encounter, you must land on them for them to be valid.



An example of a space requiring an exact score

## The Path

During the journey, you will find directional arrows that indicate where the player can go.



The player can change direction only after passing one of these points.

For example, it is not possible to go in the opposite direction or turn back unless a junction has been passed.

The choice of path cannot be changed, or you will face imprisonment.



## Portals

When you reach a portal on the map by landing on it, you are required to be transported to another point on the map.

However, as mentioned earlier, some portals can be passed at your own discretion

In the mandatory portals, to be transported, you must land on them with an exact score; otherwise, they will be passed without effects.



**Mandatory Portal**



**Free Portal**

One last point to consider is that you cannot choose to exit through a portal along the path, but only through one of the three large portals (the free ones mentioned earlier)

## Game Turns

- When a player rolls the dice, they must move forward by the number of spaces shown on the dice and always take a regular ticket.



**Regular Ticket**

- Whatever the ticket says, the player must do it at that moment. If the task lasts more than one turn, the player will keep the card and mark the validity turns with their colored marker.



**Marker**

## Special Questions

If a player lands on a quest spot, they will be able to answer a question from the special cards. If he answer correctly, he can draw a prize card otherwise, he will draw a penalty card.

P.S: Since the question cards have the answer, another player will take the card without showing it to you and will ask you the question. Afterward, they can place it in the designated space to reveal the correct answer.

### Quest spot



**Enigma**  
(special card)



The prize card can be kept by the player and used strategically whenever he wish, while the penalty card has an immediate effect on the player.

**P.S: For the penalty card 'go to jail,' the player must roll a 4 to get out.**

## Explanation of Special Spaces

During the game, you will land on special spaces such as the hen, the wolf, quicksand, etc.

Above the game board, there are markers with the same design; by using the F key, you can discover what they correspond to in the game.

To play more strategically, I recommend looking at what the images correspond to and what advantages or disadvantages you might gain



### Markers

These markers are only indicators and cannot be used for playing or moved by the player.



### Traps and Stars

There are also regular cards that allow you to use the traps or the star; in this case, you can place the corresponding marker on the game board.

## How to Win the Game

To win the game, you must land on one of the two spaces marked “finish” and have the magic key with you.

A very important point is that you must land on the space with an exact score; otherwise, you must move forward if you are at sea or go back if you are on land. In addition to the exact score, remember to take the regular ticket that is drawn each turn. If the ticket does not allow you to move from that space, you will have won; otherwise, you will have to try again to win.

Also, remember that you cannot change direction of play until you have passed over a space with arrows indicating where you can choose to go.

I hope you have fun with this game full of surprises and obstacles, but I’m sure it will be enjoyable for everyone, both young and old.

If possible, I recommend choosing someone who is not playing to act as a master; this will help you ensure that you are following all the game rules.