



How to Play



WE SPEAK KIINGEREZA



Between 2 and 6 players may play the game.



Each player has their own starting position.



Beginning with Player 1, each player will roll the dice one time. The number that is rolled is the number of spaces the player gets to move their pawn forward on that turn.



After Player 1 moves their pawn, Player 2 will take their turn, and so on.



If a player finishes their turn on a Mystery Spot, they may draw a card from the “Mystery” deck to gain a Mystery Effect. The player may use the Mystery Effect immediately or save it for a later turn, as long as they use it on their own turn and not that of another player.



There are ten different “Checkpoints” that players will reach while playing the game. If a roll of the dice or a Mystery Effect takes a player to a Checkpoint, they must stop there (even if the number rolled on the dice or from the Mystery Effect would take them past it).



When at a Checkpoint, players may draw one card from either the “Easy” deck or the “Hard” deck.



The card drawn will include a sentence that the player must translate from Swahili to English. The player must SAY THE ENGLISH TRANSLATION OUT LOUD. The teacher will let the player know if the translation is correct.



If the translation is correct, the player may move the remaining spaces from their roll or Mystery Effect, or continue moving on their next turn. If they translated an “Easy” sentence, they will take the longer path (**green**). If they translated a “Hard” sentence, they may take the shortcut (**blue**). If they did not say the correct translation, they must move two spaces backward.



The first player to make it past all of the Checkpoints and reach “The End” is the winner!



Jinsi ya Kucheza



Wachezaji kati ya 2 mpaka 6 wanaweza kucheza mchezo.



Kila mchezaji ana nafasi yake ya kuanzia.



Kuanzia na Mchezaji 1, kila mchezaji atacheza kete mara moja. Nambari inayotolewa ndiyo idadi ya nafasi ambazo mchezaji atasonga mbele na kipande chake katika zamu hiyo.



Baada ya Mchezaji 1 kusonga kipande chake, Mchezaji 2 atachukua zamu yake, na kuendelea hivyo.



Ikiwa mchezaji atamaliza zamu yake kwenye Eneo la Siri, anaweza kuchukua kadi kutoka kwenye sitaha ya “Siri” ili kupata Athari ya Siri. Mchezaji anaweza kutumia Athari ya Siri mara moja au kuihifadhi kwa zamu inayofuata, mradi tu atumie katika zamu yake mwenyewe na sio ya mchezaji mwingine.



Kuna “Vituo vya Ukaguzi” kumi tofauti ambavyo wachezaji watafikia wakati wa kucheza mchezo. Ikiwa kupiga kete au Athari ya Siri inamfikisha mchezaji kwenye Kituo cha Ukaguzi, lazima asimame hapo (hata kama nambari iliyopigwa kwenye kete au kutoka kwenye Athari ya Siri ingetakiwa kumfikisha zaidi ya hapo).



Wakiwa kwenye Kituo cha Ukaguzi, wachezaji wanaweza kuchukua kadi moja kutoka kwenye sitaha ya “Rahisi” au “Ngumu.”



Kadi inayochukuliwa itajumuisha sentensi ambayo mchezaji lazima atafsiri kutoka Kiswahili kwenda Kiingereza. Mchezaji LAZIMA ASEME TAFSIRI YA KIINGEREZA KWA SAUTI. Mwalimu atamwambia mchezaji ikiwa tafsiri ni sahihi.



Ikiwa tafsiri ni sahihi, mchezaji anaweza kuhamisha kwenye nafasi zilizosalia kutoka kwenye safu yao au Athari ya Siri, au kuendelea na zamu yake inayofuata. Ikiwa walitafsiri sentensi “Rahisi,” watachukua njia ndefu (**kijani**). Ikiwa watatafsiri sentensi “Ngumu,” wanaweza kuchukua njia ya mkato (**bluu**). Ikiwa hawakusema tafsiri sahihi, lazima wasogeze nafasi mbili nyuma.



Mchezaji wa kwanza kupita Vituo vyote vya Ukaguzi na kufika “Mwisho” ndiye mshindi!