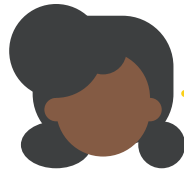




How to Play



WE SPEAK KIINGEREZA



Between 2 and 6 players or teams can play.



Everyone starts in the same place.



Player 1 rolls the dice and moves forward by the number rolled.



Player 2 goes next, and so on.



If you finish on a Mystery Spot, draw a Mystery Card for a special effect.



You can use a Mystery Card right away or save it for later, but only use it on your **own turn**.



STOP at each checkpoint, even if you rolled a larger number.



At checkpoints, draw either an Easy card or a Hard card. You can choose a different category each time.



The cards include activities to practise your English. You have **1 MINUTE** to answer.



If you answer correctly, move the extra spaces from your roll (if you have any).



For Easy cards, take the longer path (**green**). For Hard cards, take the shortcut (**blue**).



If you didn't get it right or take more than 1 minute, move one space backward.



If this happens, other teams can answer. If they get it right, they move one space forward.



The first one to reach "The End" is the winner!



Jinsi ya Kucheza



WE SPEAK KIINGEREZA



Kati ya wachezaji 2 au 6 au timu zinaweza kucheza.



Kila mtu huanza pahali moja.



Mchezaji wa kwanza piga kete na kusonga mbele kwa nambari iliyoviringishwa.



Mchezaji wa pili hufuata nyayo has mchezaji wa mwisho.



Ukimaliza kwenye Mahali pa Siri, chagua Kadi ya Siri kwa athari maalum.



Unaweza kutumia Kadi ya Siri mara moja au uihifadhi kwa ajili ya baadaye, lakini unaweza kuitumia kwa **zamu yako pekee**.



SIMAMA katika kituo cha ukaguzi, hata kama ulikunja nambari kubwa zaidi.



Katika vituo vya ukaguzi, chagua kadi Rahisi au Kadi Ngumu. Unaweza kuchagua aina tofauti kila wakati.



Kadi ziko na mazoezi ya kuboresha Kiingereza chako. Una **DAKIKI 1** ya kujibu.



Ukipeana jibu kwa sahihi, songeza nafasi ya ziada kutoka kwa safu yako (ikiwa unayo).



Kwa kadi Rahisi, chukua njia ndefu (**kijani kibichi**). Kwa kadi ngumu, chukua njia ya mkato (**samawati**).



Iwapo hukuielewa maagizo vyema au kuchukua zaidi ya dakika 1, songeza nafasi moja nyuma.



Hili likitokea, timu nyingine hupata nafasi ya kujibu. Wakiipata jibu sahihi wanasongeza nafasi moja mbele.



Mchezaji au timu ya kwanza kufika “Mwisho” ndiye mshindi!