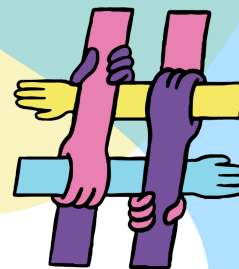




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SIEP 2.0

RULEBOOK

SIEP GAME

A boardgame to counteract bullying
and cyberbullying

Developed in the framework of the project
"SIEP 2.0", co-funded by the European
Commission through the Erasmus+ Programme



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STORY

It is autumn 2021 the city of Cologne is slowly recovering from the Covid 19 pandemic that began in 2020. Trees are beginning to lose their leaves and the days are getting shorter. At Marie Curie high school, the students found some changes since the beginning of a new academic year. The classrooms were modernized and became more technological. Filippo looks at all that from a corner of the courtyard. Michela, her best friend, is alone on the other side of the courtyard, but she does not look at him. Since the school started Filippo has noticed that she does not talk to him as often, changes the subject as if she hid a secret. She is avoiding him and she looks very tired. She wanders around the art room and often asks to go to the bathroom during lessons.

Filippo wants to help Michela, but he does not know how to. He thinks there is something she is not telling him, that something is happening, which is making her suffer. He is thinking about talking to a teacher, or the school counselor... What will be the best way to address the problem?

OBJECTIVE

Your objective in this game is to find the best way to solve Michela's situation. You will need to solve the mystery of how, who and where can help her, that is: a tool, a character and a place. The player or team who solves the situation, will be the winner/s of the game.

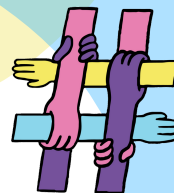


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PLAYERS

The game can be played individually, in pairs or in teams, so the participants should be minimum 2, and maximum what is more suitable for the group (we recommend no more than 18 people).

COMPONENTS

Board

6 Tokens

6 Characters cards

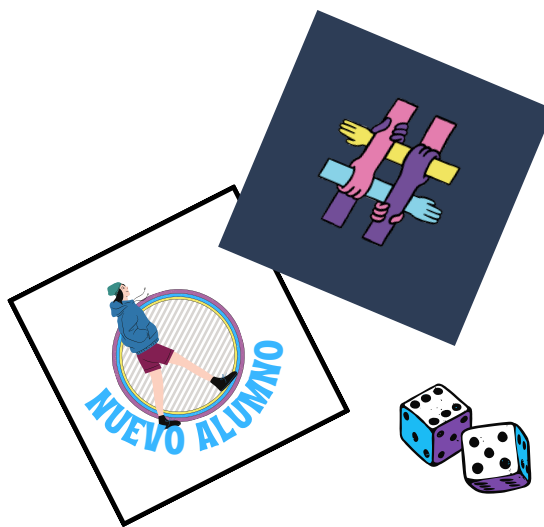
7 Tools cards

9 Places cards

2 dice

1 envelope

Notes sheets



PREPARATION

1. Each player or team should pick a colour (associated to a character) and place their token in the exit square.
2. Divide the cards into 3 different decks (characters, tools and places), place them upside down and take one card from each without looking. Take those cards and put them in the envelope and place it on the central part of the board. Those cards will be the solution to the game.
3. Gather and mix the rest of the cards, shuffle them and deal them among the players/teams until there are no cards left (it is not a problem if some receive more cards than others). When you look at your cards, you will know that they are not part of the solution.
4. Each player/team should take a notes sheet and mark with an X the cards that they have, without showing it to the others.



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HOW TO PLAY

The game begins

Decide who will be the one to start. Then, the next turn will be the player/team on their left. You should move accross the board to make hypothesis and try to figure the solution out.

Moving across the board

Throw the dice. Move the token vertically or horizontally (not diagonally) to move accross the board and enter the places through the door.

- If you fall into a square that is touching the door, you can enter.
- You cannot fall into or pass through a square where there is already a token.
- When your character has been moved to another location, you should start the next turn from that new place.
- If you do not want to move from the location you are at, you should not throw the dice.

Hypothesis

Once you are inside a location, you can make a hypothesis. The place of the hypothesis will be the one you are at. You should choose one character (make sure to considerate all characters, including yourselves) and a tool to complete the hypothesis. Move the character's token to the location and ask the player/team who are on your left.

- If they have one of the three cards, they should show you (and only you). The turn finishes.
- If they have more than one, they should choose one to show you. The turn finishes.
- If they do not have any, they should say it out loud. The question passes on to the next player/team on the left, who should follow the same process.





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As soon as one player/team shows you a card, it will be a clue to know that it is not inside the envelope and that your hypothesis is wrong. Finish your turn crossing out that card on your notes sheet.

Secret passageways

The places that are on the corners of the board are connected by secret passageways. If at the beginning of your turn you are inside one of them you can use, if you want, the passageway instead of using the dice. If you use the passageway, that will be your movement. You cannot use the passageway and use the dice in the same turn.

If you want to use the secret passageway, say it and move your token to the location on the opposite corner.

Dedución final

When you think you know which three cards are inside the envelope, you can, during your turn, make a **deduction** and name the three elements that you consider. Like in the hypothesis, your token should be in the correct location.

Firstly, say out loud who, how and when do you think could help Michela. then, without anyone seeing them, look at the cards inside the envelope.

Attention! You only can make one deduction during the game.

If one of the named cards is not correct, you cannot win. Take the cards back inside the envelope. You cannot make any more movements or hypothesis, but you can show your cards when the other players ask you.

If your deduction is correct, you **win** the game. Show the cards to the others so they can see them.



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