

FIASI GAME

Material needed

- Playing Board
- One counter per team
- Dice
- Instructions set
- Questions set (Paper format, or powerpoint format, with a laptop and a projector)
- Key-word list
- Flipcharts and markers
- Clay
- Material for **Herri Kirolak** (not compulsory to have it all)
 - **Txingak**: 2 Txingak (or 2 heavy objects to carry in each hand per team) + 2 Cones per team
 - **Lokotzak**: 15 Lokotzak (or 15 sticks) + 1 Basket per team
 - **Sokatira**: Rope
 - **Pelota**: Leather ball and a wall
 - **Pala**: Pala (Raquets) + 1 ball

Preparation of the game

A minimum of 2 teams with 2 players is needed for playing this game.

Every team will have a counter that allows differentiating teams' position on the playing-board. The counters are positioned in the FIASI-GAME square. Every team rolls the dice, the team with the highest number starts, the others follow clockwise sense.

Beginning of the game

The team playing rolls the dice and advances as many squares as indicates the dice. There are 3 kinds of squares you can land on:




- **Challenge Squares** : follow the instruction for the challenge referred in the next table. If the team overcomes the challenge, it stays in the square reached in that round. If the team fails to overcome the challenge, then it goes back to the position it was before that round.
- **Bonus Squares** : follow the instruction referred in the next table.
- **Bet & Win Squares**: follow the instruction for Bet&Win referred in the next table

End of the game

The team arriving to the Lauburu Square (the one in the middle of the spiral) by rolling the dices will win. In this square, the team has to overcome the challenge of their choice, playing it against another team. If the team in the Lauburu Square overcomes the challenge, the game is over. If they don't overcome it, they have to go back to the position of the team they have played against.

If the dices indicate a bigger number than the one needed to enter straight the Lauburu Square, the team will reach the Lauburu Square and then go backwards as many squares as exceeded the number needed reach the Lauburu-Square. Once there, the team will follow the instructions for the reached square.

Square Explanation Table

Square	Challenge
	<p>Question</p> <p>You will have to answer a question about the Euskal Herria (Basque Country) correctly if you want to advance the number of squares got with the dice</p>
	<p>Act it!</p> <p>Choose somebody from your team and pick up a card. You will have to make your team guess what it is written in the card just using mimic. You are only allowed to use your body. Any sound or word is totally forbidden, as well as pointing out related things around you.</p>
	<p>Sculpturing</p> <p>Choose somebody from your team and pick up a card. You will have to make your team guess what it is written in the card by modelling the clay. Any sound or word is totally forbidden, as well as pointing out related things around you or waving your hands to mime.</p>



Paint it!

Choose somebody from your team and pick up a card. You will have to make your team guess what it is written in the card just by drawing. You are not allowed to paint words, letters or evident symbols such as flags, currencies (\$, €) etc. Any sound or word is totally forbidden, as well as pointing out related things around you.



Paint it blind!

Choose somebody from your team and pick up a card. You will have to make your team guess what it is written in the card just by drawing with **the eyes closed/blinfolded**. You are not allowed to paint words, letters or evident symbols such as flags, currencies (\$, €) ... etc. Any sound or word is totally forbidden, as well as pointing out related things around you.



In 1 word

Choose 2 people from your team and pick up a card. The first player will have to make the second player guess what it is written in the card (key-word) just by saying one-word clues related to the topic that will lead the second player to the key-word. After each clue-word the second player will have to answer with a related word. This procedure will continue until the second player guesses the word or more than 5 rounds are played.

It is forbidden to use more than one word per round, even if they are compound-words. For example, goal-keeper wouldn't be valid.

Example: In 1 word Example

If the word to be guessed is Football, it could happen something like that:

ROUND 1

Player 1: Sport
Player 2: Athletics

ROUND 2

Player 1: Ball
Player 2: Basket Ball

ROUND 3

Bet&Win

Decide the Jferri Kirola (Basque Traditional Sport) you want to play. Choose who you want to play against and how many squares you want to bet. The team winning the challenge will go forwards the numbers of squares that were decided at the beginning, the other team will go backwards that number of squares, as well.



- **Txingak:** The team will be standing behind the starting cone in a line. Each player has to run and carry the 2 txingak along the distance separated by the 2 cones, and come back. Then, the player will pass the txingak to the next player in his team without leaving the txingak on the floor. The next player will do the same tour with the txingak and so on. The first team having all the players having made the tour once will win.
- **Lokotxak:** The team will be standing behind an empty basket in a line. In front of each time, there will be a line of 15 lokotxak separated by 1m distance in between. Each team will have to collect all the lokotxak in the basket and then

put them back in the place they were. For that, each player will be allowed to take just one lokotxa per time. The next player can not start running until the previous one has put his lokotxa INSIDE the basket or has arrived behind the basket (if the team is making back the line of lokotxak). There is no a specific order to collect and put back the lokotxak. The first team having all the lokotxak as in the beginning, after having collected them in the basket wins.

- **Sokatira:** there is a long rope extended on the ground. 3 scarfs will be tied to it: one in the middle, and the other two, 2 meters away from the scarf in the middle. A cone will be placed just under the position of the scarf in the middle of the rope. Each team will hold the rope from the opposite side and will pull. The team getting the scarf on the opposite side surpassing the cone will win.



From goose to goose...

You can advance to the next goose in the table.



Poisoned Gift

Make the team you choose go 8 squares Backwards



Hasi Again

Go to the beginning



Choose

You can choose any of the challenges from Hasi Game



Jail.

Wait 2 rounds without playing. You will be able to throw the dice in the 3rd round.



Play again

Roll the dices once more, and keep playing