

## GAME INSTRUCTIONS

The Discover Syöte game can be played in two variations: the classical variation A and the adventurer variation B. The difference between them is having to use a smartphone which can scan QR-codes. Having two variations allows the game to be interesting for people of any age and stay exciting again and again each time you play it.

### VARIATION A: classical and interesting board game

Fits families with kids or anybody who decides to have a break from their smartphone. This variation requires a dice and one playing pawn for each player.

Though you should be the quickest to reach “Finish” we suggest taking it easy and enjoy being in Syöte. Place your playing pawns on “Start” and decide who will begin. It could be the person who rolls the highest dice score or the youngest player. And then your interesting journey begins! Roll the dice and follow the number shown. Get surprised by the special action fields.



With a bit of luck, the green fields will help you move quicker. Just follow the arrow and enjoy the snowmobile ride or some downhill skiing.



No worries if you land on a brown field, just follow the arrow going back. You will have lots of great adventures ahead of you again.



A yellow field means you must exchange your playing pawn with anybody you want. A real treasure!



If you land on a red field, you must skip a round. But that is not bad. Enjoy the view and peace of Syöte.



Landing on dark blue allows you to roll the dice twice. Lucky you!

### VARIATION B: For the adventurer

This variation is for everybody who wants to know more about Syöte and loves stories. This variation requires a smartphone and an app which can scan QR-codes.



The rules are the same as in variation A, but now if you land close to a QR-code (the white line in the circle will point to it in the difficult cases) you should scan it and answer the question about the place you reached.



A correct answer will take you between one and three steps ahead (+1...+3). A wrong answer will take you one to three steps backward (-1...-3). Your smartphone will show you.

**Important!** Answer only one question at a time. If the question is repeated, use the "next" button to change the question. If your smartphone is confused by too crowded QR-codes, cover the bothering codes with your finger or a piece of paper.

After such a round of playing you will look at Syöte with different eyes. The more you play and look at the websites behind the QR codes, the better you will discover Syöte wonderland!

## GAME VARIATIONS

Bring even more variety into the game with these variations:

- Use the red fields as special fields. You can offer sweets or tasks such as who must wash the dishes, take out the rubbish or buy the next round of drinks in the local pub.
- Use the board game as a hidden object book. Find different objects on the board, count the animals, imitate sounds, make up stories about the motifs or make plans for tomorrow.
- Learn Finnish by using simple words like cafe, hotel, national park, etc.

## BONUS GAME

Still want more? Check out the Discover Syöte e-game here:

<https://egame.discoversyote.fi>

The gem for real explorers!

Have fun - no matter which variant you choose!

