

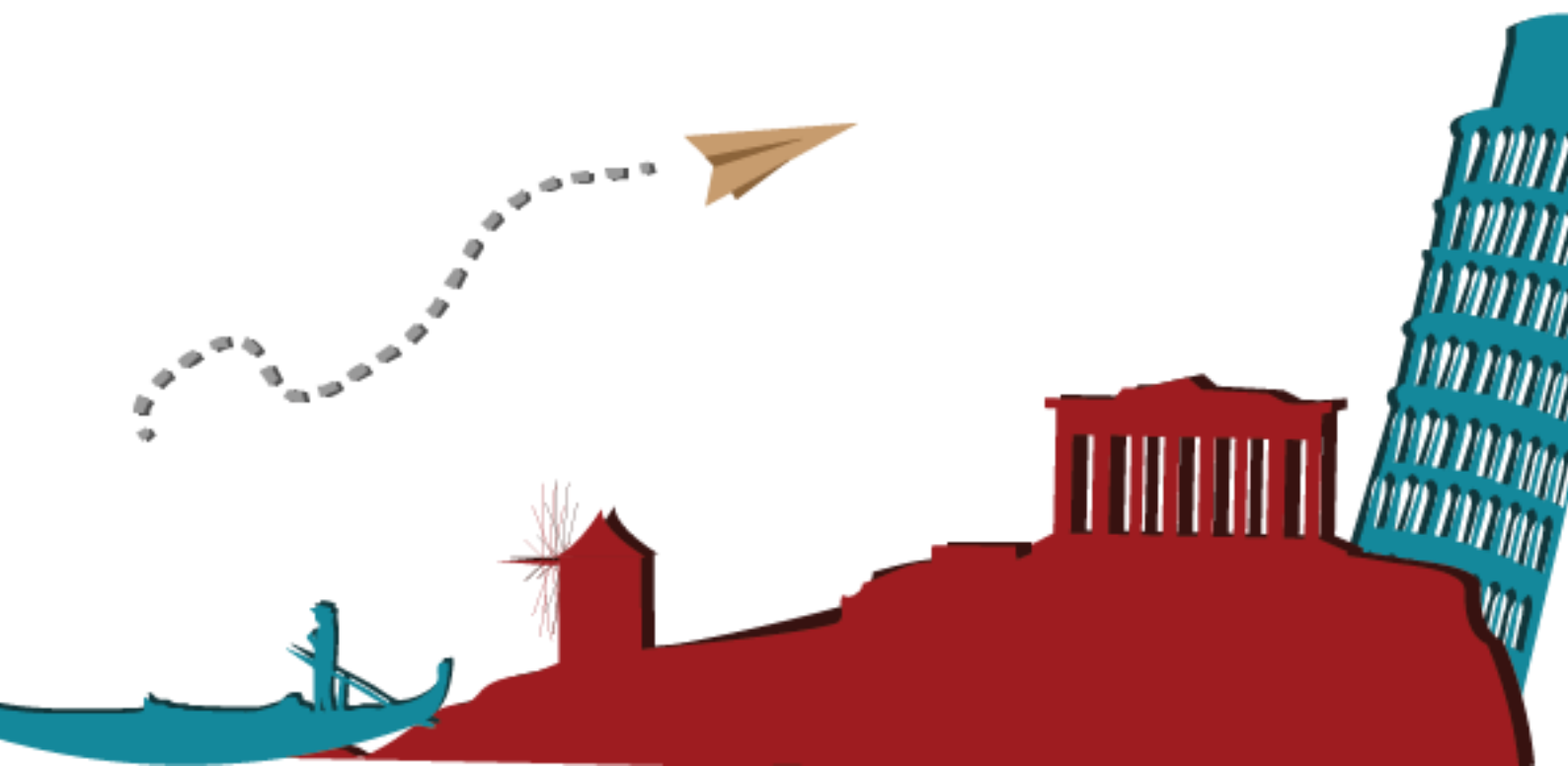
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TOUR FRIEND

GAME RULEBOOK



Welcome to the Tourfriend game!

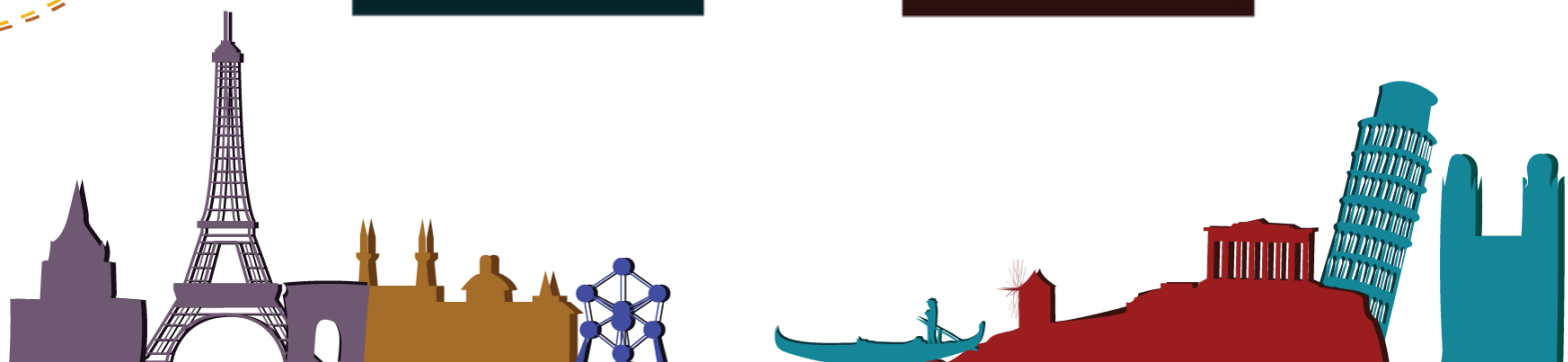
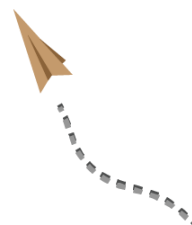
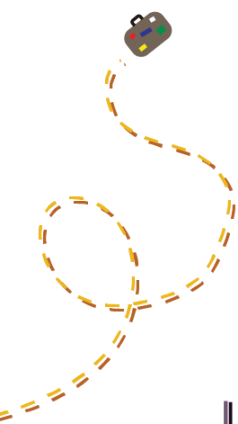
Our wonderful world is full of beauties and diversity. Traveling around the world broadens our minds and motivates us to accept the differences, to understand other cultures and taste the beauties of life.

The game TOURFRIEND is inviting you to a unique trip to Sign Language with the target to make tourism accessible to Deaf and Hard of Hearing people.

Goal of the game

During the game the players shape two teams. The one team takes the role of Tourists and the other team takes the role of Tourfriends. The two teams have to cooperate in order to succeed the tourist pawn to travel around the city. However there is a big challenge; they can communicate only in Sign Language!

The more points you gain all together, the better victory you have!



Set up the game

Before setting up the game, please define if you will play the phygital game or the tabletop game. Please follow the relevant instructions below.



Preparation for the tabletop game

1. Shape 2 teams with equal if possible members and sit in the two sides of a table. The one team with the role of "Tourists" should be on one side and the other one with the role of "Tourfriends" on the opposite side.
2. Place the board in the middle of the table with the North sign on the side of the Tourists and the South sign on the side of the Tourfriends.
3. Give to each team one "Basic dialogues card".



4. Give the Tourfriends the "places cards".



6. Souffle the "map cards" and let one member of the Tourfriends to drag one.



5. Give the Tourists the "visitors cards".

7. Based on the "map card", the Tourfriends have to put the "places cards" facing down on the correct spots on the board of the game.



Tourfriends

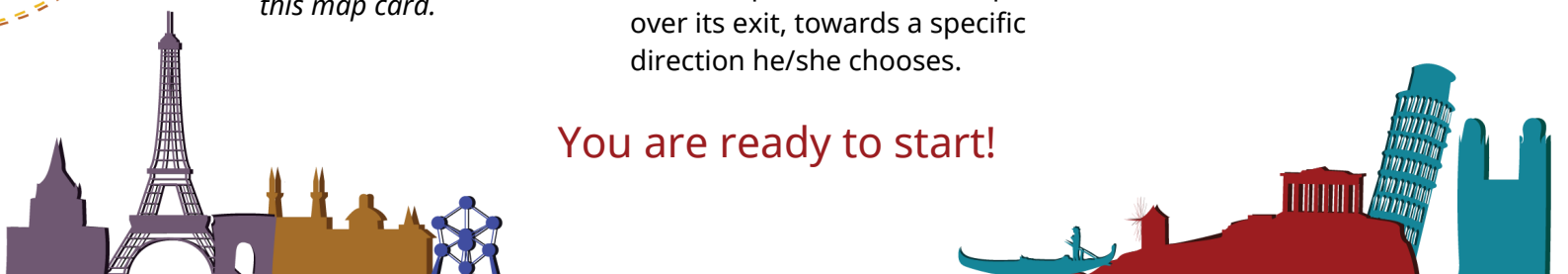


! It is important none member of the Tourists to see this map card.

8. Then, one member of the Tourfriends opens the "info point" card and places the "tourist pawn" over its exit, towards a specific direction he/she chooses.



You are ready to start!

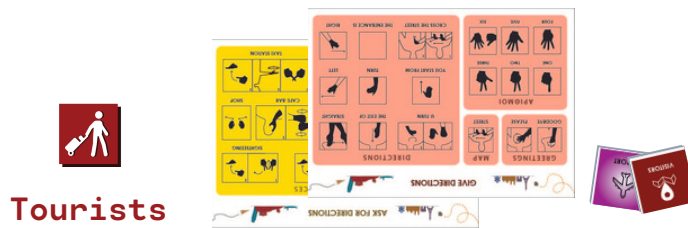


Preparation of the phygital game

1. If you decide to play the phygital game you should download the app of the game in a smartphone or tablet



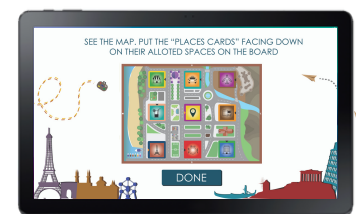
2. Then you have to follow the first four steps of the previous preparation.



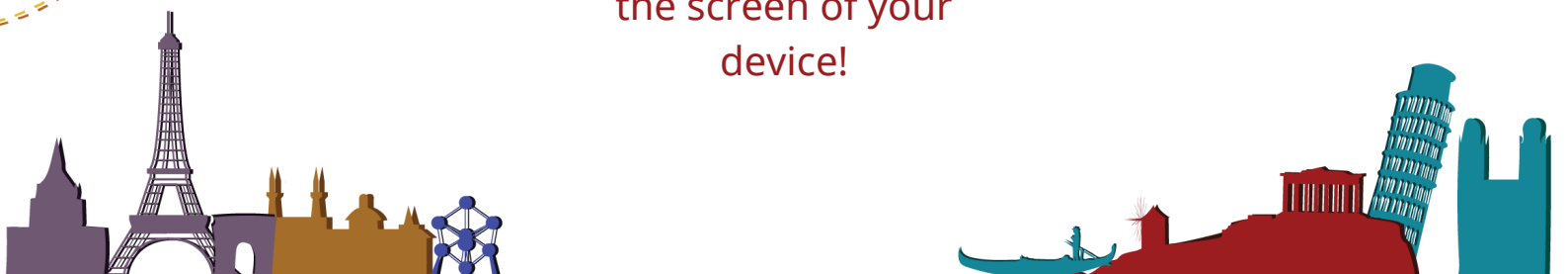
3. Then you have to open the application in one device and follow the instructions shown on its screens.



4. The map will be selected automatically by the application, but the Tourfriends have to put the "places cards" facing down on the board, keep open the "info point" and put on it the "tourist pawn".

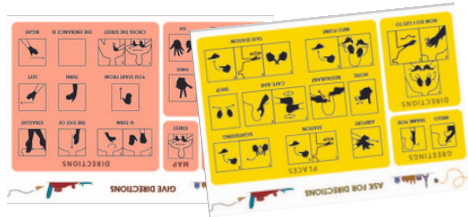


You are ready to start and you see it also on the screen of your device!



How to play the tabletop game?

1. One member of the Tourists drags a "visitors card" and selects a place to go, eg. airport. This player has to follow the instructions of the "Basic dialogues card" in order to mimic in Sign Language the phrase, eg. How can I go to the airport?



Tourists

2. One member of the Tourfriends has to understand which phrase the Tourist is mimicking. Then, according to it, he/she has to select and mimic the signs of "Basic dialogues card" and help the Tourist to reach the place he/she has asked for.

3. The same player from the Tourists moves the "tourist pawn" according to the Tourfriend's directions and opens the "place card" on the specific spot on the map.

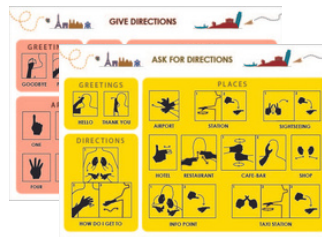


4. If it is the correct one, all players, win 3 points. If not, they keep this "place card" open on the board and remove the relevant one from the pile with the "visitors cards". The place that was chosen at first remains in the game, thus its card goes back to the "visitors cards" pile.

5. Another Tourist drags a "visitors card" and another player from the Tourfriends has to respond this time to the question of the new Tourist. The game continues in this way.



Tourfriends



6. When all "place cards" are open, the game ends and the players count their points. Each correct place counts for 3 points. According to your total points you can have a:

- 3-6 points: good trip
- 9-12 points: very good trip
- 15-18 points: excellent trip
- 21+ points: wonderful trip

! The Tourist continues each time the trip from the place he/she ended up and doesn't have to go back to the "Info Point".

! The Tourfriends give the directions step by step in the beginning, so the Tourists also move the pawn gradually on the board. If the players use the Sign Language or have played the game several times, they can try and give all the directions at once!



How to play the phygital game?



1. After opening the app and finishing the setup of the game, you can follow the instructions on the screens of the app.



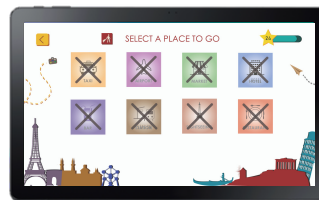
**You have to open the application in one common device for all players and give the device from one player to the other.*

2. When all "places" are open, the game ends and the points you gained all together are shown on the screen of the device. You can have a:



**Try each player to both mimic and respond before changing their turn.*

- 3-6 points: good trip
- 9-12 points: very good trip
- 15-18 points: excellent trip
- 21+ points: wonderful trip



TIPS!

You can learn International Signs, French, Greek and Italian Sign Language dialogues by just selecting the correct "Basic dialogues cards" or by specifying the "Text Language and "Sign Language" in the application.



In the phygital version of the game you can learn more than asking and giving directions. You can also learn to interpret dialogues within a hotel, a restaurant, an airport etc. Take advantage of this mode of the game, in order to win more points!



Please try to select the same language in one game and choose the correct material to play.





“TOUR FR(I)END- Friendly Redesign of Inclusive Experiences N’ Destinations for Deaf people” project aims to empower Deaf and hearing impaired people’ Inclusion and Development of Career opportunities of young people by Cultivating the Use of International Sign language in the field of tourism through a phygital toolkit and a serious game.

The main scope of the serious game is to motivate young people to strengthen their skills and develop new ones in the field of accessible tourism by challenging them to learn dialogues in sign language.
For more information visit our website tourfriend.eu

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LES APPRIMEURS **challedu**
inclusion | games | education

