

Wandering around a fairytale kingdom

The adventures of Snail Krasko in the Slovak Karst

Game rules and instructions

*This board game is suitable for all children who already know the numbers and adults who haven't forgotten that they also were children once. The aim of the game is to move over the Slovak Karst from the village Bretka to the Granary in Jablonov upon Turna as fast as possible. You can learn more about the characters from the game if you read the story book *The adventures of Snail Krasko*. Now you will follow the route Krasko went on in the stories....*

This game is for 2-6 players. Each player has a game piece which he moves on the game board from start to finish. Before each turn the player throws the dice and proceeds as many places as is shown on the dice. If a player stops at a marked square he must fulfill a task. If the square is already occupied by another player, they stand next to each other. The winner is the one who reaches the finish first.

Square 1 – you visit the village Bretka and meet a stork. You fly over the river with the stork to see the Muran gorge. **Move to square 6.**

Square 2 – walking through the valley along the river in Muran gorge you see a cave on the shore. You want to look at it closer. Have a rest in the cave and **miss a turn.**

Square 3 - you have a swim in the river Muran and get some magical power from its water. You are running fast now. **Move to square 15.**

Square 5 – you remember that you forgot to visit the exhibition about bees and old beekeepers in the village Bretka. **Go back to START.**

Square 8 – you arrived into the village Gemerska Horka, where you met the horse Ejel. It will take you further. **Move to square 14.**

Square 9 – you visit the Skalna rose guest-house and decided to walk along the educational trail. **Miss one turn.**

Square 10 – you meet a witch outside the village Gemerska Horka, that scares good people. You get scared and run back. **Go back to square 4.**

Square 12 – you meet some sparrows on the high observation tower in Plesivec. You are listening to their story about the lord Bebek. **Miss a turn.**

Square 13 – you get hungry and have some nice food in the Pizza Piazza in Plesivec. You get so much energy from the good food it makes you move faster. You get into Dlhá Ves. **Move to square 18.**

Square 16 – you come to a big oak-tree outside the village Dlhá Ves where witches meet. To move further you have to dance with them. **Miss a turn.**

Square 17 – you are going to look at the church tower in the village Dlhá Ves. There is a secret message from our ancestors hidden in the globe on the top of the tower. Because you can't get to it you decide to go further to Silica plain. **Move to square 21.**

Square 22 – behind the village Dlhá Ves you meet some mystical hussars who appear here occasionally. You get scared and run back. **Go back to square 11.**

Square 23 – you remember that you forgot to visit the memorial house in Dlhá Ves where you can see how people used to live. You lose your way. **Go back to square 14.**

Square 24 – you meet a shepherd near the village Silicka Brezova who shows you a shortcut. **Move to square 30.**

Square 26 – you meet a mystical bronze owl near the village Silicka Brezova. The owl leads you through the underground caves to the Silica ice cave. **Move to square 34.**

Square 27 – you visit the King's well on the Silica plain. You drink from the well and have a rest. **Miss one turn.**

Square 31 – you visit the wooden toys and bells exhibition in the village Silica. **Miss one turn.**

Square 32 – you meet King Belo on the Silica plain. He shows you a shortcut to the village Slavec. **Move to square 38.**

Square 35 – you see some cows grazing on the Silica plain. While watching them you don't pay attention to where you are going and lose your way. **Go back to square 29.**

Square 39 – you meet the dwarf Brčkar in the Gombasecka cave. He gives you a gulp of his magical water and suddenly you find yourself by the Hrusov ponds. **Move to square 46.**

Square 40 – you visit the Nostalgia guesthouse in the village Slavec. You eat from the same cabbage as Snail Krasko and you feel very strong. **Move to square 43.**

Square 45 – you meet the magical Dragon of happiness in Hrusov. You saddle him and fly fast. **Move to square 50.**

Square 47 – you arrive to the Hrusov ponds and spend the night in a fisherman's hut. It is so beautiful there you decide to stay longer. **Miss one turn.**

Square 48 – you meet some good fairies near the village Jablonov upon Turna. They offer you a glass of apple nectar. When you drink it you feel a lot of strength and go for a run on the plain. **Run back to square 37.**

Square 49 – you meet the king's warden in the village Jablonov upon Turna. He offers you a ride on his horse. **Miss a turn.**

*(This board game was made by: Slavomír Szabó, Silvia Pápaiová, Katarína Motyková,
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