



Game Checklist

Before you leave to deliver the game, you must check that you have all the equipment needed to run the game.

Carry Case	Accessories Bag
<ul style="list-style-type: none">• Board Game• Wrap around graphic• Dice	<ul style="list-style-type: none">• Instructions• Question Cards• Star Tokens• Gown & Mortar board• White board* x2• Dry wipe markers• Board wiper• Stopwatch• Whistle• Prizes (chocolates)

*Always request that the school provides a white board or flipchart stand/paper but always take two small ones as spares (one for Artist Impression and one for Spell It!).

Carrying the Game

Due to the weight of the board game, the carry case should always be lifted by both top and side handles. There are wheels on the case for easier transportation. Both members of staff will be needed to get the board game in and out of the carry case. The best way to get the game out is to tip the case on its side and pull it out.

Game roles

There are two roles within the game:

Banker: Hands out star tokens. The banker also collects in deducted star tokens and can be seen as the 'villain' role within the game to drum up some energy (boos and hisses etc). The bankers table can also be next to the white board if possible to control this during the game.

Question Master: Reads out the questions and keeps general control of the game and the different types of questions, Pantomime, Spell It, Artist Impression and Multiple Choice. The Question Master also keeps the game moving, by calling next roller and by keeping track of which team has the next roll, how many turns each team has had and doing time checks.

The roles can swap during game play, so that the group does not have to listen to one person reading out all the questions. Both roles can also reward or deduct extra star tokens, where appropriate.

Top Tip

During game delivery both roles can provide feedback and anecdotal stories about university and higher education, relating to question cards. This does not need to be done after every go, but when it is felt that the extra information would be beneficial to the group. For example, after miming Pirate Society, tell the group about what a society is and other types of societies.

Setting up the game

- Place the mat on a solid flat surface. Make sure it is pulled tight and secure.
- Clear the room, so that there is enough space for the teams to sit around the edge of the mat in the four corners.
- Wrap the Star Student graphic around the carry case and velcro the plastic lid on top to create a podium.
- Place each of the question cards on top of the podium.
- Make sure there is a white board available or set up the small (spare) white board from the carry case to the side of the mat.

Game Delivery

- Ask the group to divide themselves into four equal sized teams, if this takes too long you will need to intervene. Once you have 4 teams ask them to choose a team square and to sit around the edge. It's okay if there is not enough people for 4 teams, divide teams at your discretion.
- Each team should select 1 player to be their counter; the counter will roll the dice and make their way around the board. Each counter should start from their team square in each of the four corners.
- Now read out the rules of the game to the group, see the provided Game Introduction & Rules sheet.
- Starting with whose birthday is next each team in a clockwise direction takes its turn to roll the dice, their representative can move the number of spaces displayed on the dice.
- The Question Master will pick up the colour question that the team has landed on and read the first part of the question aloud and start the stop watch, giving the team the amount of time stated on the card for the type of question.
- Whilst one team is answering the main question, you can ask the other teams the bonus question on the card if there is one included, so that they don't lose focus.

Spell It! – One member of the team must be selected before the word is revealed. The word should be clearly read from the card. The selected team member has 1 attempt to correctly spell the word/phrase within one minute, with help from their team.

Multiple Choice – A straight forward question with a number of possible answers provided. The team have one minute to decide on their final answer. This must be clearly announced.

Artist Impression – One member of the team must be selected. Only this team member can see the question card. Only using the white board and pens provided the rest of the team must correctly identify the word/phrase on the card. Letters, figures, hand gestures and verbal communication are not allowed. Pictures only! There is a one minute time limit.

Pantomime – One member of the team must be selected. Only this team member can see the question card. They should stand on the star in the middle of the board and use their drama skills and any props they can find. The team must correctly identify the word/phrase on the card. They have one minute and the selected team member cannot speak or draw only mime.

- For every question answered correctly the team receives one star.
- Each time a pawn passes their team's starting square on the mat they receive one star.
- There are additional rules on the Game Introduction & Rules sheet, these can be added in and played at your discretion.
- At the end of the pre-selected timed period, the team with the most stars wins.
- The chosen pawn for the winning team, will now be classed as the graduate and should be presented with the gown and mortar board, and pronounced as 'star student'. A prize can be given to share with the team e.g. chocolates.

Note: All teams must have completed the same number of turns.

USE THE PROVIDED GAME INTRODUCTION AND RULES SHEET TO EXPLAIN THE GAME AND ITS RULES TO THE GROUP.

ONCE YOU ARE FAMILIAR WITH THE GAME – YOU SHOULD ONLY NEED TO USE THAT ONE SHEET TO DELIVER THE GAME.