



Snake game – With All Senses

START

You are at the
seaside. What smells
are you aware of?

Describe the taste
of a strawberry!

Which are the colours of
the rainbow?

Which sounds are
you just hearing
now ?

How would you describe
the fur of a cat when
petting it?



Which sounds of your
childhood do you
remember?

Name smells and scents
which you have
unconsciously memorised.



Which spices do
you know?

What don't you like
to touch?

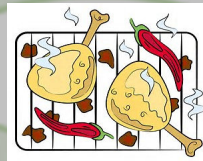
Name smells of
cities!

Which flower is the
symbol for love and in
which colour?

What gives a dish a
sweet taste?

Which sounds/noises
can you hear in an old
house?

What do you smell
in a forest after the
rain ?



Which pictures of the past
still make you dream?

Describe something
that you like to hold
in your hands!

END

What do you like
feeling on your skin?

Describe the taste of
your favourite dish or
favourite sweet?

Which scenic beauties are
especially moving for you?

Which sounds do you
hear in a blooming
field?





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Rules of the game

What you need:

1 game board « With All Senses »

1 dice

1 token/player

Number of players:

2 to 4

Starting the game:

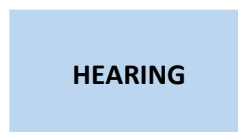
Each player rolls the die once. The player with the highest number starts the game. Then the player to his left plays his turn and so on.


All players place their token on the "START" box.

How to play this game:

The first player rolls the dice and moves his token to the number corresponding to the one indicated by the dice.

When he arrives on a square with a question or an order, he should read what is written there and answer. The colour of the boxes indicates the human sense to which the question is related:



If the player arrives on a square with a picture , he/she has to give as much information as possible about what is represented there and this in connection with the use of all 5 senses, for example, colours, smells, noise, etc ...

When a player cannot answer or gives a wrong answer, he has to pass a turn.

When the player has answered the question, it is the turn of the next one.

End of the game:

The game is over when a player reaches the "END" box. To be placed on this box, the player must launch the exact number of points he needs to reach it. If he rolls the dice and gets more points than he needs, he counts the points to the "END" box and regresses / retreats with the remaining points.