A fun game about your school career

OPPORTUNITY BOARD



Rules of the game

Ages: 10+ | Playing time: 40 min. | Number of players: 3-5

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Introduction

During this informative game, you'll get to know the different school routes you can take after primary school. The wide footpaths on the board represent the routes that are most common, but you'll also see narrower paths (dirt tracks). These routes are less common, but are still possible. Think carefully about the best route you can take to get to your profession. It's not about who reaches their profession first: the player who collects the most points along the way wins the game. You collect these points by playing minigames, drawing chance cards and earning diplomas. You also earn points when you reach your profession within the time limit.

Anything can happen during the game! Pay attention, as there are always multiple ways to get to your profession in this game. Have fun with the Opportunity Board adventure!



Contents

- Rules of the game
- Game board
- 5 Plastic bases
- 16 Cardboard standees
- 120 Point tokens
- Spinner
- Dot game stand
- 8 Thread puzzle cards
- 18 Dot game cards
- 13 Guessing game cards
- 56 Diploma cards
- 16 Chance cards: subject combination choice
- 16 Chance cards: study choice
- 38 Profession cards

Goal of the game

Discover the different school routes in the Dutch education system and find your way to your profession! In this game, you'll learn what school choices you can make and what you can study to reach your profession. You'll go through different schools, discover all the choices you can make along the way and find out how the schools lead to each other and to different professions. The player who has collected the most points at the end of the game wins!

Preparation

1. Unfold the game board and assemble the spinner. Place it next to the board.
2. Each player chooses a standee and puts it on a plastic base. Get your standee ready in the primary school box in the centre of the board.
3. Shuffle the different cards of each kind into separate stacks. Check out the list of contents to see what kinds there are and sort them neatly. Place all stacks next to the board.
4. Put the points next to the board. This is the pot. Lastly, assemble the stand for the dot game.

Now you're ready to start.

Playing the game

Below is a description of the game. First, go through this road map together. Check out the explanations of the different minigames on the last page only when you start playing them.

1 Each player takes a profession card. This is your objective. This card shows the profession your standee wants to reach and the school(s) you need to go through to do so.



2 Next, each player takes turns spinning the spinner (the youngest player starts). You first look at the spinner's centre ring. Your starting school is the type of school on which the spinner lands. This is the beginning of the route to your profession.
Put your standee in the first classroom of this school. *NB: practical education starts in the classroom for year 2.*

3 The youngest player spins the spinner again. From now on, you only look at the outer ring of the spinner. The arrow shows what you should do: you **A) play a minigame or B) move forward 1, 2 or 3 steps.**
A Play a minigame: you play the minigame that the arrow points to with all the players together. You can find explanations of the minigames on the back of these rules.
B Take steps: all players move forward the number of steps on the game board shown by the spinner: 1, 2 or 3. All players take turns making their move and performing any actions that follow.

You may use a dirt path next to a classroom to go to another school building (only following the white arrow). If you have any steps left, you may move into your new school.

As soon as you come across a K or K symbol, you take a chance card from the deck. When you get to secondary school, you take a 'subject combination choice' chance card. When you get to higher education, you take a 'study choice' chance card.

Do what it says on this card. On some chance cards, you'll find a microgame. You play this all together after all players have made their move. The microgame and its reward are explained on the card.



If you arrive at or move past the last square of a school building, you've graduated. Congratulations, you have a diploma! Take a diploma card from the school you've just gone through. Because your diploma is worth a point, you may take a point. Once you've performed the action shown by the spinner, pass the spinner clockwise to the next player.

4 Once you have the diploma you need for your profession, your mission is complete. Congratulations! Since reaching your profession is worth two points, you may take two points. Next, take a new profession card AND a new standee and get ready for your next adventure! To do this, repeat steps 1 and 2 of 'Playing the game'.



5 The game ends when the agreed time is up. Our suggestion is 40 minutes, but you can also agree to play longer or shorter. All players add up the points that they've gained through minigames, chance cards, diplomas and professions. The player who has collected the most points wins the game! To finish, all players look at their diploma cards and choose a question to answer.

Fact: each step in this game stands for one year of a school.

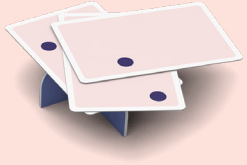
Mini games

Dot game





1 Get the stand ready so everyone can reach it.
2 Place a dot game card on the stand with the dot facing up.
3 The player who spun the spinner is the first to place a dot game card on the card already on the stand. After this, the other players take turns doing the same. NB: the dots on all underlying cards must remain fully visible!



4 If you cause one or more cards to fall, you've lost. All other players get a point.

Thread puzzle





1 Each player gets a thread puzzle card.
2 Place a thread puzzle card from the stack open in the centre of the table.
3 Now try to put your card alongside the one on the table as quickly as possible so that you make a loop of one colour of thread.
4 The player who succeeds first wins and gets a point.

Points battle



1 Each player takes a point from the pot. Place the point on the back of your hand and hold your hand over the board, with the palm facing down. You're not allowed to use your other hand.
2 Count down: 3, 2, 1, start!
3 Now try to knock the point off each other's hand without dropping your own point.
4 If you drop your point, you're out of the game.
5 The last player with a point wins and gets to keep the point. The other players put the point they took back into the pot.

Guessing game



1 The player who spun the spinner takes the top guessing card from the stack and reads out the question. Make sure your fellow players can't read the answer on the back of the card!
2 The player reading aloud may guess first. After this, all players take turns clockwise doing the same.
3 Then look together at the answer on the back of the card.
4 The player who guessed closest to the correct answer wins and gets a point.

Key to school routes

- Construction and design
- Communication
- Economy
- Green
- Hospitality and recreation
- Technology
- ICT
- Transport
- Law and security
- Health
- Education and child-raising
- Art and culture

Abbreviations

mbo	Senior secondary vocational education
havo	Senior general secondary education
hbo	Higher professional education
pro	Practical training
vmbo	Preparatory secondary vocational education
vwo	Pre-university education
wo	Academic education

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