

PRESENTATION OF THE GAME

After gathering, selecting and revising all the information, we thought to create a real game in which we can practise everything we studied in particular the text about rules.

Therefore, we created a cultural competition to elect the best historian with knowledges of our town Bisceglie.

RULES OF THE GAME

DISCOVERING BISCEGLIE

Numbers of players:

At least two. You can play individually or in teams.

Required materials: the gameboard, 1 dice, 4-5 checkers, good knowledge of history, a good sense of direction.

The aim of the game: the goal of each team or each player is to piece together the puzzle of the emblem of Bisceglie.

Phases of the game: each player throws the dice and, following the numbering, he proceeds toward the final goal. He must answer the question corresponding to the box on which he stopped. If he answers correctly, he will receive a piece of the puzzle and can throw the dice again; otherwise, he will stop and pass the dice to the next player. But not all of the boxes correspond to one question: there are cards with 'misteries and wonders' that contain evidence of skill and entitle you two pieces of the puzzle.