



RULES FOR PLAYING THE TZIMANIOUS GAME

THE PLAYERS

The game is played by **two (2) to six (6) players** or by **two (2) or six (6) teams of players**.

THE OBJECTIVE

The objective of each player is to move its pawn to the eight stations of the game, correctly answer the questions, and collect as many diamonds as possible.

PREPARATION

1. **Install the ARTutor app on a mobile phone or tablet.**
The app is available for all Android devices that support ARCore and for all iOS devices that support ARKit.
GooglePlay: <https://play.google.com/store/apps/details?id=com.aetma.artutor3&pli=1>
App Store: <https://apps.apple.com/gr/app/artutor4/id1573116812>
2. Before starting the game, each player chooses a pawn and places it on the corresponding starting square of the board based on its colour.
3. Each player takes a TZIMANIOUS notebook.
4. Open the ARTutor app on the mobile phone or tablet. Select the "Scan QR" option on the app's home screen (Figure 1) and scan the QR code, which is on the board.

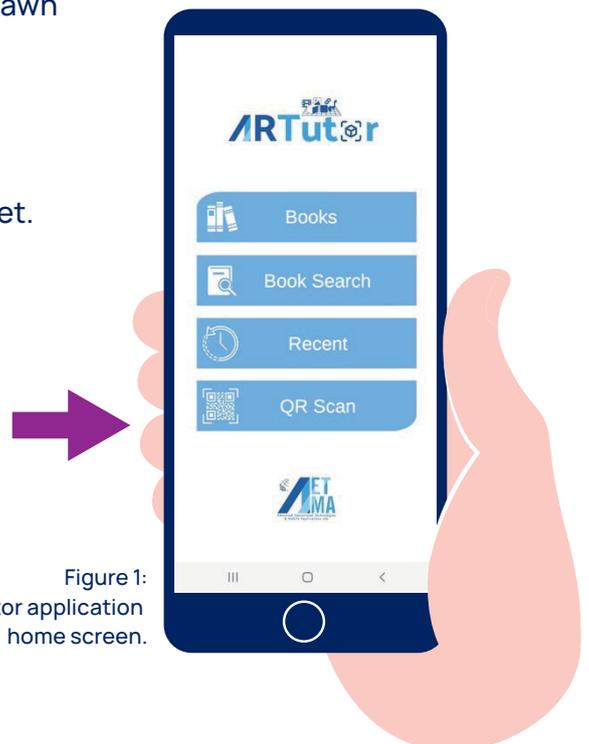


Figure 1:
The ARTutor application
home screen.



START PLAYING

The player who rolls the highest number on the dice starts the game. Players continue to play in a clockwise direction.

The first player rolls the dice and moves his/her pawn, in any direction on the board, a number of positions equal to the number rolled.

- **If a player stops his/her pawn on the image of a station,** (s)he scans the corresponding game card with the camera of her mobile phone or tablet. Through his/her device (mobile phone or tablet), (s)he automatically watches a short story (scenario) in the form of a comic or video. At the end of the story, questions related to the story appear. (S)he has two (2) attempts to answer each question correctly. If the player answers the questions correctly, (s)he wins the station's diamond and marks a (√) in the corresponding box in the TZIMANIOUS notebook.
- **If the player stops his/her pawn on a mystery square** (symbolized by the English question mark "?"), (s)he scans the card with the question mark symbol, and one of the following messages will appear on his/her screen:
 - i. The player is asked to go directly to any station (s)he wishes, where (s)he can scan the station's image and claim the station's diamond.
 - ii. The player is asked to answer a short question. If (s)he answers correctly, (s)he wins a bonus diamond.
 - iii. The player is asked to give one of his/her bonus diamonds to a teammate. If (s)he doesn't have a bonus diamond, (s)he chooses a diamond from the stations' diamonds.
 - iv. The player wins a bonus diamond directly.
 - v. The player loses his/her turn.

Once one of the above conditions is completed, the player's turn ends, and the next player starts playing.

GAME END

When a player collects the diamonds from all the stations, (s)he scans the card with the diamond image using his/her mobile phone or tablet. As a result, a random question appears. If (s)he answers correctly, (s)he wins a bonus diamond.

The game ends either **when all players have collected the diamonds from all eight (8) stations (slow version)** or **when one of the players manages to collect the diamonds from all 8 stations first (fast version)**.

GAME WINNER*

Slow version: The player who has collected the most bonus diamonds.

Fast version: The player who first collected the diamonds from all 8 stations.