

Game: Where? When? How?

For:

- 3-8 players. Can also play with two.
- Mid-elementary and up, depending on students comprehension of games and rules. It's a game where the strategy can be simple or more complicated, so older students can also enjoy it.
- One game takes 35-50 minutes with 4 players.
With fewer players it takes less time (start out with more cards/more information).
With more players it takes more time (start out with fewer cards/less information).

Goal:

Find out (where), (when), and (how).

Making the game:

- Print the "Gameboard" on A3 paper at "actual size". There is enough white border in the document. Laminate.
- Print one set of the "Cards" on A4 10-per-sheet meishi card stock. Print at "actual size" or the cards will not line up correctly on the meishi paper. Laminate.
 - You can buy special meishi paper which is perforated so you do not have to cut the cards out.
 - You can also buy smaller meishi laminating cards in boxes of 20 or 100. It makes laminating meishi cards really easy.
- Print one "Answer Sheet" for each student.

Also needed:

- 1 die
- Some kind of place marker. (Small, round stickers laminated, small stones はじき, etc.)
- Pens/pencils for players to mark off the answers
- A hard writing surface to put behind their paper so players can easily write on it and hide it from other players. (Clipboards from the 100 yen shop are perfect!)

Note:

This game is a bit hard for students the first time they play. The first time takes a bit longer because students are trying to figure out the rules and strategy of the game. The second time they play, it goes much faster and smoother. **The first time you play, students are working more on language to negotiate and understand the rules!

Game: Where? When? How?

Playing the game:

1. Separate the cards into 3 piles (where, when, how), and shuffle the individual piles.
2. Take one card from each pile and hide it in an envelope. This is the answer to find out!
3. Shuffle the remaining cards into one stack, and deal out the remaining cards to each player.
(Some players may have 1 card more/less than other players. This is okay.)
4. Players can look at their own cards, but should not let other players see them!
5. Check off the cards you are holding in your hand on your answer sheet. You know that these cards are NOT in the envelope.
6. Choose a marker.
7. On your turn, roll the die. Move forwards or backwards horizontally or vertically (but not diagonally) on the board.
 - a. You cannot enter the same square twice in one turn.
 - b. You cannot stop on or pass through a square with another player.
8. Enter a room on your turn.
(When you enter a room, you lose the remaining numbers on the dice.)
9. The corner rooms have secret passages to the opposite corner room. On your turn, you can choose to use the secret passage, instead of rolling the die.
10. When you enter a room, you can make a guess about (where, when, who).
 - a. Your (where) guess has to be the place you are in.
 - b. Say something like, "***Let's go to the park on Sunday by bike.***"
11. The player to your left looks at their cards. If they have a card to show that your guess is wrong (i.e. to the park, on Sunday, or by bike), they have to show it to you. If they have more than one card, they ONLY SHOW YOU ONE of them.
 - a. If the player to your left does not have any of the cards you have said in your guess, then the next player will look at their cards.
 - b. After you see ONE card, your turn is over.
 - c. Mark the card you have seen on your answer sheet. You know this card is not in the envelope.
 - d. When making a guess, you can "lie" and say a card that you know is not in the envelope (you hold it in your hand, or have seen it from another player).
 - e. When it is another player's turn, if you are the first player to the left to have a card, you CANNOT lie. You cannot say, "I do not have one." if you have one of the cards.
12. Once you know – or think you know – all of the cards in the envelope, you can make a final statement. You do not have to be in a room to do this.
 - a. Say something like, "I want to tell the answer! ***Let's go to the zoo at night by balloon.***"
13. ONLY YOU look at the cards in the envelope.
 - a. If you are right, lay them out and show the other players. You won!
 - b. If you are wrong, do not show the cards to the other players. Put them back in the envelope. You lost and are done "playing" the game. You still show other players the cards in your hand when needed (according to steps 10 and 11).