

Have a good trip!



REISEABENTEUER ERLEBEN UND ENGLISCH LERNEN!

ab 12 Jahren, für 2–6 Spieler



This game is available in five languages: German, English, French, Italian and Spanish. These are the English-language instructions. The instructions in the four other languages can be downloaded from: hueber.de/sprachspiele or grubbeverlag.de/sprachspiele

THE IDEA BEHIND THE GAME

Unexpected things often happen when you're travelling – ranging from disastrous mishaps to very pleasant surprises. 100 such experiences and situations are described on the cards in short texts. When the texts are read out, the players have to play the right cards to gain access to the travel items they will need to include in their luggage.

THE AIM OF THE GAME

The first player to collect **all 5 travel items illustrated in his luggage tableau**, plus **2 more neutral travel items** wins the game.

PREPARATION

- Each player chooses 1 **luggage tableau**.
- Shuffle the **'Travel Experience' cards** and place them face down in the centre of the table.
- Shuffle the **'What now?' cards**. Then deal each player **3 cards** and place the rest face down in the centre of the table. It's useful for players to read the sentences on their cards before the game begins.
- Place the **'Travel Item' picture cards** on the table, with the pictures face up.
- If there are only 2 players, read the instructions on page 3: **Variation for 2 players**.
- If playing for the first time, read the **Useful Information** on page 5.

CONTENTS

6 LUGGAGE TABLEAUX

6 tableaux = 6 different types of travel: **activity trip, camping, long-distance trip, business trip, cultural trip and beach holiday.**

The type of trip determines which travel items the players must collect during the game.

Each piece of luggage contains **5 objects** which feature only in the **corresponding type of travel**, as well as **6 neutral objects** which are also found in the other pieces of luggage. The **neutral travel items** are: **passport, tickets, purse/wallet, toilet bag, change of clothes and mobile phone.**

36 PICTURE CARDS

There is one picture card for each of the travel items illustrated in the luggage tableaux.

GETTING STARTED

The oldest player draws a 'Travel Experience' card from the pile and reads out the situation described on it – **but not the bold words or phrases immediately underneath it!** Next, the other players check their 'What now?' cards. Do any of the sentences on them match the situation that has been read out? **If so**, the player reads out the sentence and plays that card. If a player thinks his cards have **no matching sentence**, or if he is simply unsure, he must still choose a sentence and read it out, and then play the card on which it appears (see the Joker section). The cards are read and played clockwise, with each player taking his turn.

HOW TO RECOGNIZE A MATCHING SENTENCE

A matching sentence is one in which the **word or phrase in the word list under the travel experience occurs in the situation that**

100 'TRAVEL EXPERIENCE' CARDS

A wide range of experiences and situations which the **players read out** in turn. Each **word or phrase in the word list** under the text also appears in bold in one of the 400 sentences on the **What Now? cards.**

100 'WHAT NOW?' CARDS

Each card has **4 sentences – and each sentence matches a specific travel experience.** A match is when the **word or phrase in bold print** also appears in the word list on the **Travel Experience card.**

has just been described. When reading out their 'What now?' sentence, players should therefore also say which word/phrase in that sentence is in bold print. This enables the travel experience reader to compare it with the word list on his card. Only after each player has played one of his cards can the solution be revealed.

TIP *Some sentences can be used in more than one travel situation. A picture card, however, is given only when the word/phrase in bold print appears in the word list on the 'Travel experience' card.*

COLLECTING TRAVEL ITEMS (AND LOSING THEM AGAIN)

Players who play a card containing a **matching sentence** are allowed to **take 1 picture card.** A player who reads out a sentence that does not match the travel situation must give back a picture card (if he has already collected

one). If a player has already collected the 5 travel items that go with his piece of luggage – and if there are no more neutral travel items in the middle of the table – that player is allowed to **take away a neutral travel item from any of the other players.**

JOKER

Some 'What Now?' cards include **colloquial exclamations and idioms printed in colour** which express anger, surprise, joy, etc. **Cards with these expressions serve as Jokers.** This means that they **can be played at any**

VARIATIONS

FOR 2 PLAYERS

The players take turns to read out the 'Travel Experience' cards, but must not cover up the word list with another card. The 'Travel Experience' card is then placed on the table (with the word list still covered up) so that both players can play a 'What Now?' card and try to win a picture card. Otherwise, the same rules apply here as in the basic version.

'FAST CHECKER'

There's a reward for the fastest player. Instead of the 'What Now?' cards being played in turn, the first player to read out a matching sentence and play the relevant card – which cannot be a Joker card – is allowed to take 2 picture cards. Those who play their cards after him can each choose 1 travel item – provided, of course, that the sentence they read out matches the situation on the 'Travel Experience' card. Otherwise, the same rules apply here as in the basic version.

'WHAT DO YOU THINK?'

In the basic version of the game, after a travel experience has been read out and the 'What Now?' cards have been played, the players

time, even if they have nothing whatsoever to do with the travel experience. The player who plays a Joker is allowed to **take a picture card.**

BEFORE THE NEXT ROUND BEGINS

The last card to be read out is removed from the game. Any 'What Now?' cards that have been played are returned to the pile. **Each player – except for the travel experience reader – draws a new 'What Now?' card.** The next player clockwise then reads out a new 'Travel Experience' card.

are told whether their sentences match or not. This variation of the game includes an intermediate step to allow players to gamble with their collected picture cards. A player can bet one of his picture cards on whether or not the 'What Now?' sentence read out by another player matches the travel experience. If he is right, he keeps his picture card and gets to choose another one. If he is wrong, he loses his picture card, which is then added to the other picture cards in the centre of the table. After this in-between betting, the rules of the basic version once again apply.

IMPRO THEATRE

This variation is particularly suitable for language learning where the teacher is able to intervene with corrections.

Here, a travel experience is read out, after which the reader names one of the words or phrases from the word list. The next player clockwise must use this word/phrase to form a sentence, and the next player after him then has to respond to this sentence. The game continues in this way, with the player who

reads out the travel experience also taking part in each round. The 'What Now?' cards are not part of this version of the game – but can be used to suggest or inspire ideas, in which case each player must have access to these cards at all times. Players who are able to provide a suitable reply are allowed to pick a travel item for their piece of luggage. Players who cannot think of a good response are passed over and do not get to choose a picture card. The players should agree in advance on how much time they have to come up with an adequate sentence. The aim of the game is the same here as in the basic version.

USEFUL INFORMATION

GERMAN VERSION

In the German version of the game, all the texts (instructions and playing cards) are in German only. However, English, French, Spanish and Italian translations are available at: hueber.de/sprachspiele and at: grubbeverlag.de/sprachspiele

ENGLISH | FRENCH | SPANISH | ITALIAN VERSIONS

Here, the German translations are included (upside down) on all playing cards. The travel experiences and matching sentences should always be read out in the target language to maximize the language-learning effect. For players with a less-developed command of the target language, the travel experience can be read out either additionally or only in German – but the matching sentences should certainly be read out in the target language. If there are comprehension difficulties, the players are allowed to 'cheat' by referring to the German texts.

EXAMPLE

The reader says the word **pharmacy**:

1st player: "Where's the next pharmacy?"

2nd player: "Go straight ahead for 200 metres, then turn left."

3rd player: "The pharmacy is closed at this time of the day."

4th player: "Maybe it's on rota duty." (etc.)

TRANSLATIONS

All the texts were originally written and edited in German before being translated into the target languages: English, French, Italian and Spanish. Instead of providing only literal translations, the translators have, of course, used equivalent translations to reflect how native speakers would phrase things in each of the target languages.

COLLOQUIAL EXCLAMATIONS AND IDIOMS

The colloquial expressions – which serve as Jokers in the game – have been translated literally from the German only when they coincide in both languages. In most cases, however, a literal translation makes little or no sense, which is why the translators have provided equivalent versions as used in the target languages. A list of the literal and equivalent translations is available at: www.hueber.de/sprachspiele and grubbeverlag.de/sprachspiele

WENN EINER EINE REISE TUT ...

REISEABENTEUER ERLEBEN UND EINE SPRACHE LERNEN!

DEUTSCH | ENGLISCH | FRANZÖSISCH
ITALIENISCH | SPANISCH



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Texte: Gerhard Grubbe, Inez Sharp, Claudia Hellmann

Übersetzung: Marie-Odile Buchschmid (FR), Danko Szabo (EN), Montserrat Varela (ES), Valerio Vial (IT)

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Martina Dobrindt, Björn Hölle

Illustrationen: Sara Otterstätter

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