

The board game CONTACT© which you are about to play catapults you to the streets of Moscow where exciting, realistic and gripping situations take you into the maelstrom of Russian life. The game gives you the opportunity to act like a European in Moscow who has to respond to ever-changing situations. This fun and fascinating game tests your knowledge of the Russian language and culture. There are also challenges which have to be solved using only body language and facial expressions which make playing the game even more fun.

## The course of the game

First of all, the players have to choose who they want to be in the Game (everyone chooses a passport). After that, a carefully shuffled deck of cards is placed next to the board with the patterned side up.

## The youngest player starts the game.

The player takes a card from The deck, finds the corresponding location on the board and places his/her piece onto that location. If the player gets a card without a location on it, he/she will place his/her piece on the board when he/she gets the first card with a location on it. The players move their pieces according to the locations on the cards they get. First, the player moves the piece to its new location and after that concentrates on the content of the card.

## The objective of the game

To communicate in Russian as much as possible.  
(the player with the most cards wins).

## NB! While playing...

Always try to help other players where possible.  
Engage with the game and be brave enough to make mistakes.  
Try to be supportive towards others and avoid harsh criticism.

Before starting the game please set a precise time for answering one card and who will be taking time. Time range may vary from 1-3 minutes. Time limit is not set with the cards CULTURE / КУЛЬТУРА and ACTION / ДЕЙСТВИЕ. Setting time limits for playing is important in order to maintain motivating flow of progress.

**NB!** If the card contains ⓘ (INFO) mark, you can find information about the place, person or object from Internet (for example, Google – text and pictures, also Wikipedia). 🎧 (AUDIO) means that Internet contains corresponding audio files. 📺 (VIDEO) shows that it is possible to find a video on YouTube.

## Cards

### PASSEPORT / ПАСПОРТ

Every player studies his/her passport to get an idea of his/her character. The player has to act in accordance to the information in the passport in all the communicative situations.

If you cannot understand some parts of the passport, you can ask your co-players for help. However, the information provided in the passport will be gradually used during the game which means that you do not have to understand everything in the passport before you start the game.

### SITUATION / СИТУАЦИЯ



When you have taken a card from the deck, **place the piece onto its new location. After that, read the text on the card out loud and solve the situation on the card independently. The other players will ask a complimentary question from you.** They can decide who will ask and what the question will be. **If you manage to solve the situation within the given time period, your co-players understand what you were saying and you manage to answer the complimentary question, you get to keep the card.** If you do not understand the text on the card or the complimentary question or fail to solve the situation or answer the question, you do not get to keep the card and you have to put it back into the deck. Use your passport to handle the situations.

### CONTACT / КОНТАКТ



This card contains a conversation which is carried out in pairs. If you get this card, **put your piece onto the new location on the board. Next, pick a partner from among your co-players with whom you will try to solve the situation.** Your partner should preferably be the co-player with whom you have not used this type of card beforehand. **Read out loud what is written on the card.** If you and your partner are ready, you can start your conversation. You get to keep the card if your co-players decide that the **conversation was understandable for both parties, the mistakes made did not hinder the course of the conversation and the dialogue took place within the time limit.** If some of these conditions were not met, you have to put the card back into the deck. **If you have drawn the ЛЕКСИКА card beforehand, you have to include that in the conversation.**



### VACATION / ОТДЫХ

First option – **you miss a turn** and can take a breather.  
Second option – **give the card to the next player.**

### CHALLENGE / ВЫЗОВ



**This is the challenge card. First, you have to understand the sentence on the card and then you have to explain the contents of the sentence to your co-players in your own words. Your co-players will evaluate your answer and they can use the key available on our website.** When you complete the challenge card within the designated time, you get to keep the card. If you fail to meet the challenge, you have to put the card back into the deck.

## VOCABULARY / ЛЕКСИКА



This card helps to expand your vocabulary and make your conversations more exciting.

**Use the information on the card in your next CONTACT / КОНТАКТ card situation.** If

your co-players think you succeeded, you get to keep the card. If not, you have to put the card back into the deck.

## CULTURE / КУЛЬТУРА



When you get this card, you can test and enhance your knowledge of the Russian culture which is closely connected to the city of Moscow. After you have drawn this card, **give it to one of your**

**co-players without reading it first.** Put your piece **onto the new location on the board.** After that, your co-player **will read the text on the card out loud and you have to answer the questions.**

Your co-players will **check the correct answers from the card.** In order to get the card, you have to answer all the questions correctly.

## ACTION / ДЕЙСТВИЕ



This card makes the game a lot more fun because you can only use facial expressions and body language to solve the situations on the cards.

Take the card from the deck. Read only the text in the brackets out loud. You have to use only

facial expressions and body language (without using your voice or words) to explain the contents of the card to your co-players.

You can use other objects in the room for explaining. You get to keep the card if your co-players say the exact sentence as it is written on the card or have guessed its general meaning. If

you accidentally use your voice or utter any of the words from the card, you have to put the card back into the deck and your position on the board remains the same.