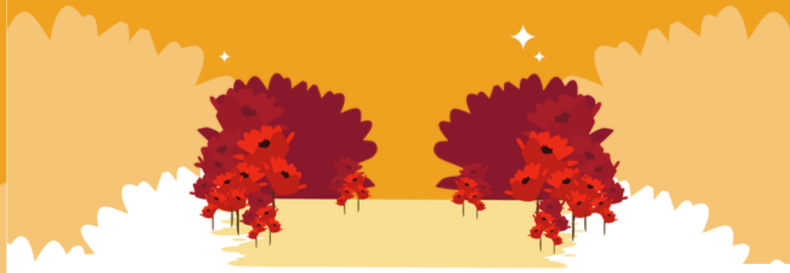


1. ICE-SKATING FLAMINGO'S LAKE



Congratulations on reaching this landmark!
Interaction to be initiated by the **Teaching Assistant**, who should be the only player to read the back of the card.

2. MEADOW OF POPPIES



Congratulations on reaching this landmark!
Interaction to be initiated by the **Young Teacher**, who should be the only player to read the back of the card.

3. RIVERBED SUNSET



Congratulations on reaching this landmark!
Interaction to be initiated by the **Headmaster of the School**, who should be the only player to read the back of the card.

4. MONSTER ROCKS



Congratulations on reaching this landmark!
Interaction to be initiated by the **Senior Teacher**, who should be the only player to read the back of the card.

5. THE MAGIC CAVE



Congratulations on reaching this landmark!
Interaction to be initiated by the **Mountain Guide**, who should be the only player to read the back of the card.

2. MEADOW OF POPPIES

- ◆ The group wants to take a break to get to know each other better. So the Young Teacher rolls the dice and the player with the corresponding number must tell 1 truth and 2 lies. Then the other team members must guess which is the truth. If the majority guesses correctly, then they get 2 motivation.

1. Mountain Guide
2. Teaching Assistant
3. Senior Teacher
4. Young Teacher

5. Headmaster of the School
6. Roll again until a player is indicated



1. ICE-SKATING FLAMINGO'S LAKE

As the **Teaching Assistant** you want more group building and initiate the following drawing/sketching game. You must draw a sketch of the items listed below, and the other players then get 2 minutes to guess as many items as possible. You can only draw the items and cannot speak or interact physically with the other players. For each correct guess, you can take 1 step in any direction.

1. tent
2. boots
3. waterfall
4. map

5. sunrise
6. ice axe
7. goat
8. bridge

9. binoculars
10. lake

4. MONSTER ROCKS

- ◆ Each character reads their role play description about:
Wrong sleeping place debate

The group have been hiking all day and stop for the evening to set up camp. However, they soon realise the chosen spot is a bit too far from water and the terrain is rocky. The group must decide if they will camp the night on the rocky terrain or search for a better spot in the dark. The **Senior Teacher** is starting the discussion.

Camp the night:

-1 energy and -2 motivation because of the poor night's sleep.

Search for a better spot:

Roll the dice:

- 1-3: The group finds a better spot to camp for the night, and all is well.
- 4-6: The group get lost before having no choice but to return to the monster rocks and camp out. -2 energy and -2 motivation due to the extra energy expended getting lost.

3. RIVERBED SUNSET

- ◆ Each character reads their role play description about:
Sunset Pantomime - no talking

The group has reached a stunning viewpoint at sunset. Each person silently reacts to the moment based on their personality, using exaggerated gestures, body language, and facial expressions to communicate their feelings and interact with the others. The Headmaster of the school starts and the others try to guess the emotion (each person has 30 seconds). For each correct guess, you can take 2 steps in any direction.



5. THE MAGIC CAVE

The group has reached a comfortable cave and decides to take a rest. The **Mountain Guide** suggests a game in the style of "Taboo", and the Mountain Guide must try to explain the following things, without using any of the prohibited words, while the other players try to guess what the Mountain Guide is trying to explain.

Backpack

Without using: Bag – Carry – Gear – Shoulders – Supplies

Campfire

Without using: Fire – Wood – Warmth – Cook – Night

The players have 1 minute to guess the correct word, and then they increase the energy by 1 level for each correct identification.



EVENTS



EVENTS



EVENTS



EVENTS



EVENTS



EVENTS

EXTRA FOOD FROM FISHING



The fishing went well so you get +1 energy.



LOW FOOD SUPPLIES

You didn't calculate very well and there is little food in stock. The group are hungry and eat some berries.



Roll the dice.

If the score is 3 or more, then the group gets nutrition and for the next 2 turns they do not have to reduce energy or motivation after moving.

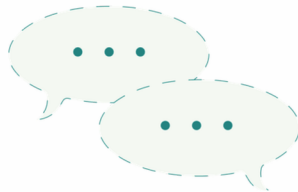
If the score is 1 or 2 then the group suffers food poisoning and for the next 2 turns they cannot take more than 3 steps.

Regardless of the dice roll, disappointment prevails and you lose 1 motivation.



CONVERSATION

The Senior Teacher has seemed largely unaffected by the ups and downs of the group's disagreements.



Over time, the senior teacher has had a conversation with everyone and individually lifted their moods.

You get 1 motivation.



GREAT WEATHER



The day is wonderful and the group is more in the mood for walking, so you take 2 extra steps on the next dice roll.

SHORT-CUT PATH



It seems you came up with a better way - on the next dice roll, you can move one square diagonally.

ANIMAL



A bear steals some of your food and the group loses 2 energy and 1 motivation.





EVENTS



EVENTS



EVENTS



EVENTS

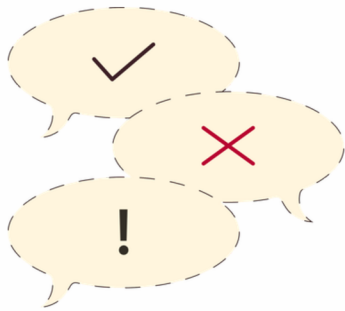


EVENTS



EVENTS

AN ARGUMENT BREAKS OUT IN THE GROUP OVER WHICH DIRECTION TO GO NEXT



Roll the dice:

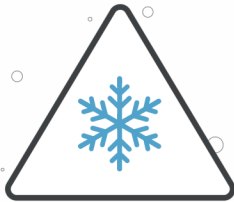
- 1-3 you can move only left for the next turn. If there is no path on the left, stay where you are.
- 4-6 you can only go right for the next turn. If there is no path on the right, stay where you are.

DANGEROUS PATH



You accidentally stepped onto a dangerous path. For the next 3 turns, reduce your dice roll result by 2. If the result is 1 or 2, then the pawn remains stationary for this turn.

SNOW FALL



It started snowing, and the group is having a hard time. So you lose 2 energy and 2 motivation.



BEEHIVE

You find a beehive and can choose to take some honey, but at the risk of getting stung.

Roll the dice.

- 1-3: You gather some honey, and this increases energy by 1.
- 4-6: The bees sting all of you before you can gather the honey, and this reduces motivation by 1.



FOG

There is a lot of fog around. There are two options and the group must decide for the next turn.

Keep going

Roll the dice twice. The first roll is the number of steps you have to make and the second indicates direction as you are disorientated by the fog.

- 1 - downwards
- 2 or 3 - left
- 4 or 5 - right
- 6 - upwards

Stay put

You wait until the fog dissipates and are cold and damp.

You lose 2 energy and 2 motivation.



ROUNABOUT

It becomes clear to the group that they have been taking a more roundabout route than necessary.

This issue is raised with the guide, who rejects the suggestion and argues that this would be impossible given the guide's expertise and experience. The debate continues for some time before it is decided that it is best that the group keep going.

You lose 1 motivation.





EVENTS



EVENTS



EVENTS



EVENTS

STONE COLLECTOR



The Teaching Assistant knows the Headmaster of the School has an interest in geology and has been collecting interesting stones along the path.

The teaching assistant gives these to the headmaster, who is really touched by this simple act of kindness.

You get 1 motivation.



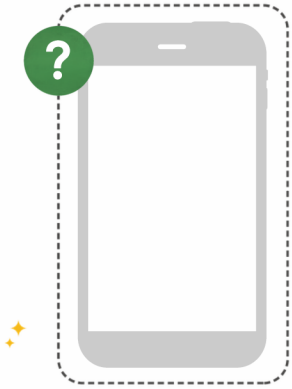
GADGET

The Young Teacher likes new gadgets and brings along a very powerful infrared flashlight. This light is so powerful it can allow navigation even in heavy fog.



Keep this card in case the fog card is drawn, at which point the flashlight can be used and allow two rerolls of the dice, with the most favourable outcome available for the group to choose.

LOST MOBILE PHONE



Return to the last landmark to find the phone, which was left behind after taking pictures. If no landmarks have been achieved, return to start.

TWISTED ANKLE



A team member twists their ankle and needs to move slowly. So for the next 2 turns, reduce your dice roll result by 3. If the result is 1,2 or 3, then the pawn remains stationary for this turn.



SPECIAL SKILL



SPECIAL SKILL



SPECIAL SKILL



SPECIAL SKILL



SPECIAL SKILL



SPECIAL SKILL



Special skill of
YOUNG TEACHER



Look on the bright side

You can tell a funny story to raise the motivation of the group by 1.



Special skill of
YOUNG TEACHER



Look on the bright side

You can tell a funny story to raise the motivation of the group by 1.



Special skill of
SENIOR TEACHER



Here, let me help!

As an experienced hiker, you can gather food for the group, which increases energy by 2.



Special skill of
MOUNTAIN GUIDE



I know a way!

You can guide the group through a shortcut by passing through the forest. You can make up to 4 steps in the forest, but you have to end your move on a path.



Special skill of
SENIOR TEACHER



Here, let me help!

As an experienced hiker, you can gather food for the group, which increases energy by 2.



Special skill of
MOUNTAIN GUIDE



I know a way!

You can guide the group through a shortcut by passing through the forest. You can make up to 4 steps in the forest, but you have to end your move on a path.



SPECIAL SKILL



SPECIAL SKILL



Special skill of
TEACHING ASSISTANT



Learning to take initiative

You can double the amount of energy you retrieve from a camp or an event card.



Special skill of
HEADMASTER OF SCHOOL



Leading from the front

Your experience and wisdom allow you to cancel out the outcome of an event card of your choice. In other words, the event card is simply returned to the bottom of the deck with no consequences applied.



CHARACTER



CHARACTER



YOUNG TEACHER - character description

You are a newly graduated teacher, eager to prove yourself in your new role. You are a high achiever, enthusiastic, and always ready with fresh ideas and suggestions for making things better.

However, often, when you propose changes, you're met with polite but firm responses like, "That's not how we do things here". The passion that once fueled you is starting to feel like a drain. You still care a lot, but compassion fatigue might be setting in.

This hike feels like a much-needed reset. Maybe outside the walls of the classroom they'll be more open to your ideas. Maybe you can reignite your own motivation before the frustration takes over.



TEACHING ASSISTANT - character description

You have been working as a teaching assistant at the school for years, and while you generally enjoy your work and find most of the teachers polite and professional, you've learned that your role is seen as less important than that of the teachers. Decisions are made without you, and your input, when offered, is rarely taken seriously.

Over time, you've grown accustomed to rarely making decisions for yourself because you assume someone else knows better.

You're hoping this hike will give you a chance to connect with the teachers outside the rigid structure of the school. Maybe in a different setting they'll see you as more than just an assistant. More importantly, maybe you'll start to see yourself that way too.



CHARACTER



CHARACTER



MOUNTAIN GUIDE - character description

You are a seasoned mountain guide and an expert hiker, with years of solo treks and group expeditions behind you. To you, leadership is about action, not endless discussion. Committees talk; leaders do.

You know what you're doing, and you expect others to follow. When they don't, it frustrates you – you have little patience for hesitation or questioning. On the positive side, your decisiveness is an asset in tight situations.

As the leader of this group, you won't tolerate delays or indecision. You know the way, you know what's best, and you expect everyone to keep up.



HEADMASTER OF SCHOOL - character description

You have been the headmaster of the school for several years, and while you once found deep fulfillment in your role, that passion has slowly been overshadowed by the relentless demands of leadership.

More and more, you feel trapped between opposing forces – students and parents on one side, the school board on the other.

Over the years, this constant tug-of-war has worn you down. Instead of feeling like a leader, you often feel like a scapegoat. The joy you once had in your work has been replaced by a sense of detachment.

This hike feels like a rare opportunity – space to step away from the pressure, to clear your mind and maybe even reconnect with the side of education that once inspired you.



CHARACTER



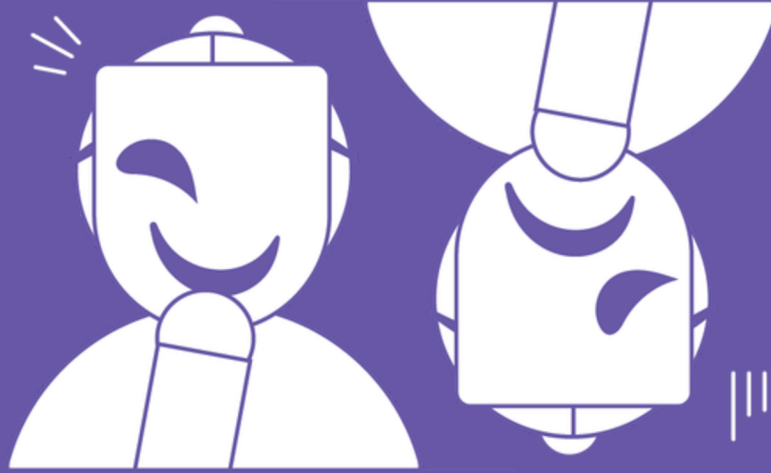
SENIOR TEACHER – character description ✨

You are a senior teacher who has worked at the school for many years.

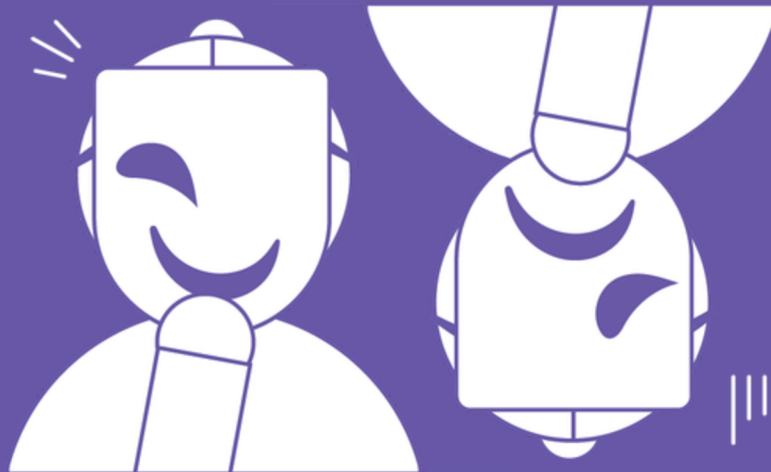
As an experienced hiker, you prefer practical solutions over emotional discussions, and while you care about the school, you tend to keep a certain distance from your colleagues.

However, you have a good working relationship with the Headmaster of the School and even consider her a friend, but his growing indifference to the staff, students, and school concerns you. If the headmaster leaves, you know there's a good chance you'll be expected to step into his role – something you have no interest in.





ROLEPLAY



ROLEPLAY



★ HEADMASTER OF SCHOOL – role play descriptions



Wrong sleeping place debate:

You show emotional detachment.

Line to start, i.e.: "Well, it's not like we can change the past. Let's just stay here—it's only one night. It doesn't matter where we camp." You shrug, avoid eye contact, and let others take the lead, exuding a sense of disinterest.

Sunset view – pantomime – no talking:

Your emotion is relief.

Gestures: Exhale deeply with a visible sigh of relief, stretching your arms behind your head. Sit down and gaze at the view with a contemplative look. Slowly stand and give a thumbs-up or a slow nod to the group.



★ SENIOR TEACHER – role play descriptions



Wrong sleeping place debate:

Your emotion shows calm authority.

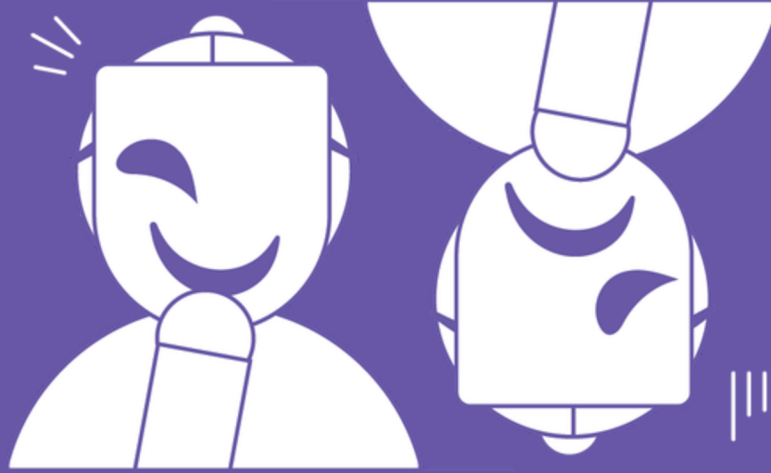
Line to start, i.e.: "This isn't ideal, but it's not a crisis. Let's figure out what supplies we have and whether moving camp tonight is feasible." You speak firmly but reassuringly, making logical suggestions and encouraging everyone to focus on solutions.

Sunset view – pantomime – no talking:

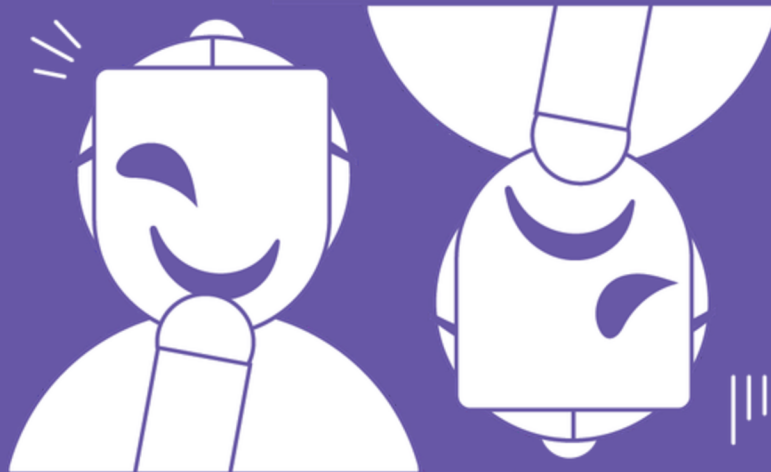
Your emotion is pride.

Gestures: Stand tall, hands on hips, gazing at the horizon with a peaceful smile. Let your face beam with joy, and take a deep breath as though filling yourself with courage. Encourage others to join you with an inviting wave and nod.





ROLEPLAY



ROLEPLAY



MOUNTAIN GUIDE - role play descriptions



Wrong sleeping place debate:

Your major emotion is authority.

This is an example to enter the debate: "Enough talk. We're moving camp – there's a spot near the stream I saw earlier. Grab your gear and let's go before it gets dark." You speak firmly, with commanding gestures, pointing out directions and assigning tasks without room for debate.

Sunset view - pantomime - no talking:

Your major emotion is encouragement.

Gestures: Cup your hands to cheer, then clap as you beckon them forward and point ahead. Run alongside with pumping fists, finishing with a triumphant fist in the air.



TEACHING ASSISTANT - role play descriptions



Wrong sleeping place debate:

Your major emotion is insecurity.

You can start, i.e.: "I knew this would happen, but no one ever asks what I think. What if we can't find water tomorrow? Are we even prepared for this?"

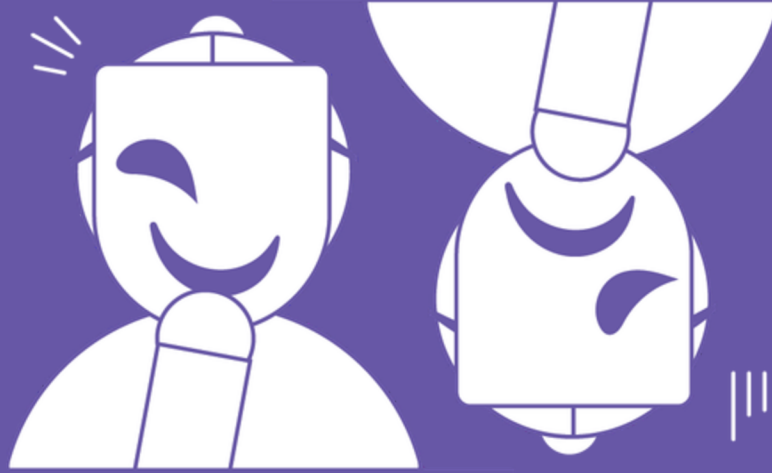
You fidget, glance at others for reassurance, and hesitate when speaking, your voice reflecting uncertainty.

Sunset view - pantomime - no talking:

You show the emotion gratitude.

Gestures: Look around in awe, placing a hand on your heart to show appreciation. Offer imaginary snacks or water to the group, smiling warmly. Gesture a "thank you" to the Mountain Guide by placing hands together or bowing slightly.





ROLEPLAY



Wrong sleeping place debate:

Your major emotion is frustration.

You can start the debate, i.e.: "If we'd just followed my suggestion to double-check the map, we wouldn't be in this mess! Why does no one ever listen to me?" You use animated gestures and speak quickly, showing visible annoyance but trying to regain control by offering ideas.

Sunset view - pantomime - no talking:

Your emotion is enthusiasm.

Gestures: Jump excitedly or clap your hands in joy. Pretend to take photos with an imaginary camera, pointing at different parts of the view. Look around eagerly, as if searching for the next thing to explore.

