# GAME OF THE REGIONS OF PORTUGAL (RegionJump)

The game can be played by 2 to 4 single players or teams with 2 or 3 elements.

The play starts with a player who throws a stone at the map of Portugal so that it may fit in a certain region.

A line shall be marked on the ground 1,5m away from the base of the map (Algarve) and players should align their feet there.

An element of the team removes from the pack a card of the region where the stone has fallen which contains a question with 1 of the 4 themes: gastronomy; wildlife; cities; monuments.

The card that has already been used will be placed on a separate pile so that it does not go out again during the same game.

If the team can correctly answer the question, the stone will be thrown again, at another region. The step described in the previous point will be repeated.

If the stone falls in the same region, the team must answer a question about 1 of the other 3 remaining themes.

If a wrong answer is given, or if there is no answer at all, it will be the next team's turn to play.

In case there are 2 failed attempts to hit the map, the team also loses its turn.

The game ends when a team has answered at least one question from each region of Portugal or when the time previously agreed between teams has run out.

Each team has a small map of Portugal where the regions that have already been questioned/answered can be matched.

In case of a tie in the number of correct answers the winner team is the one that has visited the largest number of regions.