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COMPONENTS

GAME BOARD PATH

- Erasmus+ path with 68 spaces
- Start and Finish clearly labeled
- Optional special tiles:
 - Bonus Card
 - Swap Spots
 - Lose Turn

QUESTION CARDS

- Create 3 draggable stacks labeled:
 - Easy Cards (1 Space)
 - Moderate Cards (2 Spaces)
 - Difficult Cards (3 Spaces)
- Each card can be flipped or revealed manually (or just read aloud).

PLAYER'S TOKEN

- Select a game piece to represent you on the board.
- Click on your favorite and drag it to the START tile on the game board slide.

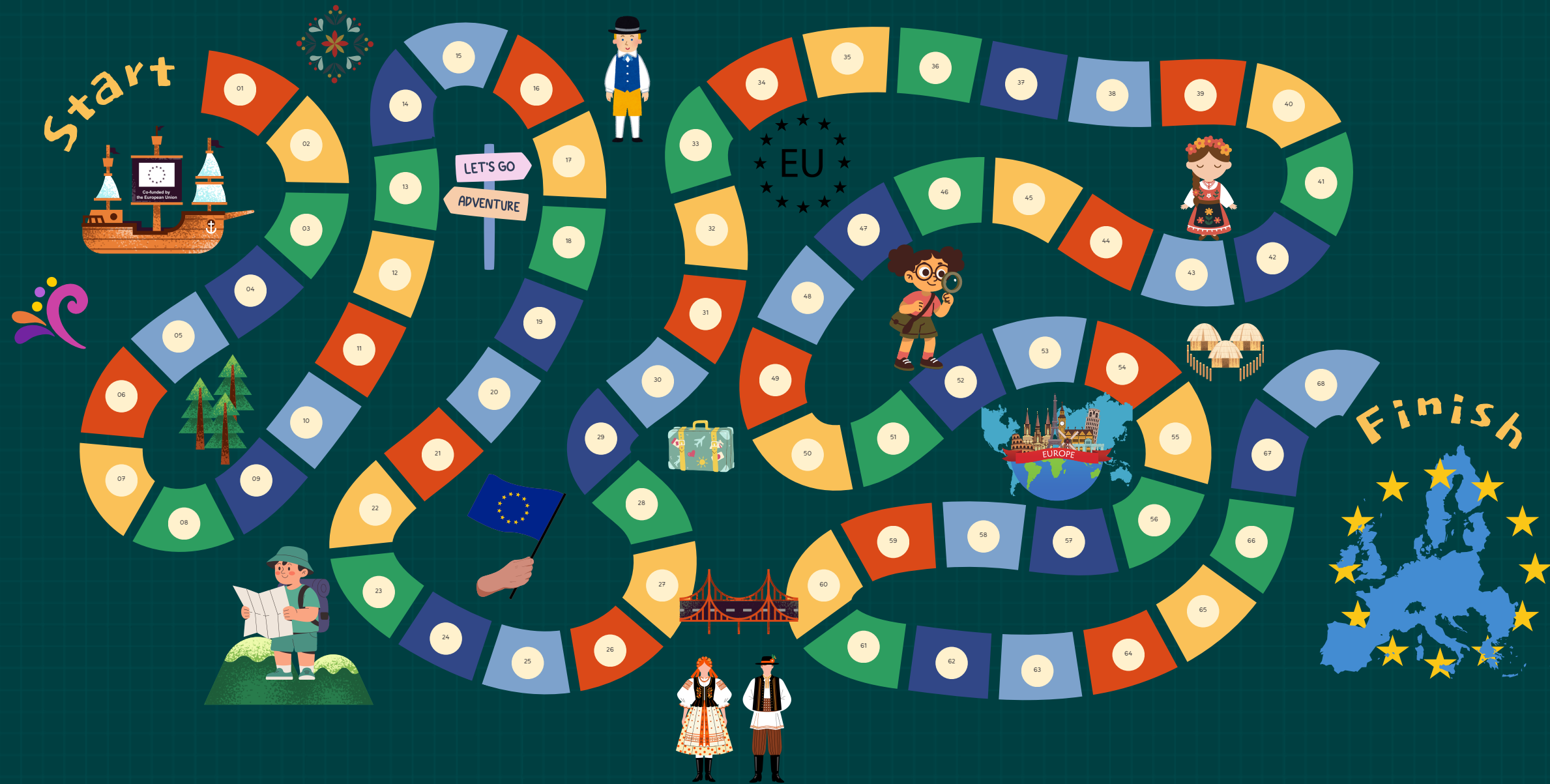
SKIP TOKENS

- Include 3 types of power-up chips:
 - Swap Places
 - Skip Another Player's Turn
 - Steal the Question

ERASMUS + BOARD GAME

- Pick Your Token: Choose your pawn and place it at the START tile.
- Take Turns: Roll a virtual die or go clockwise.
- Draw a Card: Choose a difficulty level and draw a card from the deck.

- Answer & Move: Correct answer? Move forward by the point value (1, 2, or 3 spaces). Wrong answer? Lose that number of spaces.
- Next player may try to steal.
- First to reach the FINISH wins!



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