

How the game works:

1. The players agree on the order of the turns: e.g. the youngest player starts the game, or the one with the longest pinkie, or the one who is first in the alphabet, etc.
2. Each player takes a turn to move clockwise (from Marjapaikka to Poukama, etc.) along the steps of the game board, through the corner squares.
3. The player picks up a question card and answers the question or continues the sentence corresponding to the colour of the step and gives reasons for the answer. The used card is returned to the bottom of the deck.
4. Special steps in the corners of the game:

Marjapaikka:

The player picks up a card and chooses the question he wants to ask and who will answer it. If the player wishes, he can also answer it himself.

Poukama;

The player gives good feedback to one of his/her teammates. Players roll one die and the feedback is given to the player with the lowest number. The game master makes sure that the feedback is really good and encouraging.

Lähde;

Here a player receives good feedback from other players. Fellow players roll one dice and whoever gets the highest number gets to give feedback. The game master makes sure that the feedback is really good and encouraging.

Puro;

Here the water flows at such a speed that the player goes straight to Poukama, without passing through the Marjapaikka

In MeikäMeikä-game everyone is a winner. Congratulate each other!

Game developers wish you a good gaming time

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Game layout design Roope Sillanpää Art., www.rsart.fi



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