

# About the Game

This game was developed as part of the Erasmus+ training course **“Shift Happens: From Comfort Zone to Competence”**, organised with the aim of supporting youth workers and young people in developing skills, knowledge and competences through non-formal education.

**Project:** Shift Happens: From Comfort Zone to Competence

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**Venue:** Moravec, Czech Republic

The game was **created and tested** by participants during the project and is **designed as a practical tool** for youth work, educational activities and other non-formal learning settings.

This project was **co-funded by the European Union** through the Erasmus+ Programme.

The game may be freely used, adapted and shared for educational and **non-formal learning purposes**.

**Enjoy using the game in your own activities!**

**Brno.**  
**For you.**



Co-funded by the  
Erasmus+ Programme  
of the European Union

# **Adapt & Discover: The Hidden Rules Challenge**

## **Introduction**

Welcome to Adapt & Discover: The Hidden Rules Challenge, a fast-paced game that tests your adaptability, observation, communication, and problem-solving skills.

There are 3 teams of 5 players. Each team has its own activity and a secret rule that only its members know.

Throughout the game, players will rotate between teams, observe and participate in different activities, and try to uncover the hidden rules of the other teams.

When a player successfully guesses another team's hidden rule, they receive a Winning Card. The card serves as visible proof that the rule has been correctly identified. Teams should keep their Winning Cards where everyone can see them.

The objective is simple: be the first team to collect Winning Cards for the hidden rules of the other teams and become the Adaptability Champions!

# THE RULE HUNTERS

## Team 1

### Intellect Word Game

#### Your Mission:

Help your team create words that belong to the same hidden category.

#### Secret Rule:

All words must belong to one secret topic or category (for example: food, animals, colors, countries, etc.).

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#### Instructions:

1. A clue word will already be written on the board (for example, BANANA).
2. Create new words that fit the same category.
3. Visitors may also add words and try to identify the category.
4. Do not directly tell visitors what the category is.
5. Continue adding suitable words while keeping the category secret.

**Your goal is to communicate through examples, not explanations.**

# THE RULE HUNTERS

## Team 1

### Bucket Toss Challenge

#### Your Mission:

Score as many points as possible by throwing balls into the bucket while following your secret rule.

#### Secret Rule:

- \* Boys may throw only blue and yellow balls.
- \* Girls may throw only red and orange balls.

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#### Instructions:

1. Follow the secret rule at all times.
2. Do not tell visitors what the rule is.
3. Act naturally and continue playing when visitors join your station.
4. Visitors may observe and participate, but they must discover the rule on their own.
5. Do not give direct hints or reveal the answer.

**Your goal is to protect your secret while still playing the game correctly.**

# THE RULE HUNTERS

## Team 1

### Word Chain Challenge

#### Your Mission:

Create a continuous chain of words by following the secret pattern.

#### Secret Rule:

Each new word must begin with the last letter of the previous word.

Example:

APPLE → ELEPHANT → TIGER → RABBIT

?

#### Instructions:

1. Say words one by one in order.
2. Make sure each word starts with the last letter of the previous word.
3. Visitors may join and participate.
4. Do not explain the pattern or give direct clues.
5. Keep the word chain going while protecting your secret.

Your goal is to maintain the pattern and let visitors discover it through observation.

The image shows a 3x3 grid of award certificates. Each certificate is a purple, cloud-like shape with a white border. The background of the entire grid is white, decorated with a repeating pattern of stylized flowers in pink, red, orange, and green. The flowers are of various sizes and orientations, creating a vibrant and festive atmosphere. Each certificate contains the word "CHAMPION" in a bold, white, sans-serif font, followed by the name of a challenge in a smaller, white, sans-serif font. The challenges are "Bucket Toss Challenge", "Intellect Word Game", and "Word Chain Challenge".

**CHAMPION**

Bucket  
Toss  
Challenge

**CHAMPION**

Intellect  
Word  
Game

**CHAMPION**

Word  
Chain  
Challenge

**CHAMPION**

Bucket  
Toss  
Challenge

**CHAMPION**

Intellect  
Word  
Game

**CHAMPION**

Word  
Chain  
Challenge

**CHAMPION**

Bucket  
Toss  
Challenge

**CHAMPION**

Intellect  
Word  
Game

**CHAMPION**

Word  
Chain  
Challenge