

LOCATION- BASED GAME

**'LOGIC AND MATHS'
AROUND THE PALACE IN LUBOSTRÓN**

The Location-based game was created using topics related both to

- * historical events around the palace in Lubostroń
- * and mathematical –logical subjects of Erasmus+ Project.





The game was invented by Polish students and successfully conducted for Italian friends from Riolo Terme and Casola Valsenio during their visit in Lubostroń (PL) on 26th October 2016.



GAME RULES



- * We divide you into seven national mixed groups. In each group there have to be two Italians and one Polish.
- * You have to walk from place to place, do the tasks and answer the questions.
- * For a good answer you get 3 points, and one piece of the puzzle. Then you have to put them together. You can ask for hints, but you'll lose one point for each hint.
- * The winner is the group which collects the highest number of points and all the puzzles.
- * Time is also important. You have two and a half hours.

Good Luck! Let's go!!!

1. STOP -in front of the PALACE



In this task you have to calculate how many years have passed since the palace was built till today. If you do not know the answer you can use hints.





2. STOP -Tangram



You have to do a Tangram:

* Form a specific shape using the seven pieces of Tangram together.

Good Luck!



3. STOP - a Candle

Hi, my name is Marianna and I am or rather I was one of the Servants of Skórzewski. I was locked in this dungeon. After my death Skórzewski build a wall and locked this part of the dungeon. But... you have to come there for a task. There you can see a plate, a jar, a lighter, a candle and some water. You task is to blow out the candle with the help of the jar, the plate and water.

!WARNING!- You can't pour the candle with the water!!!

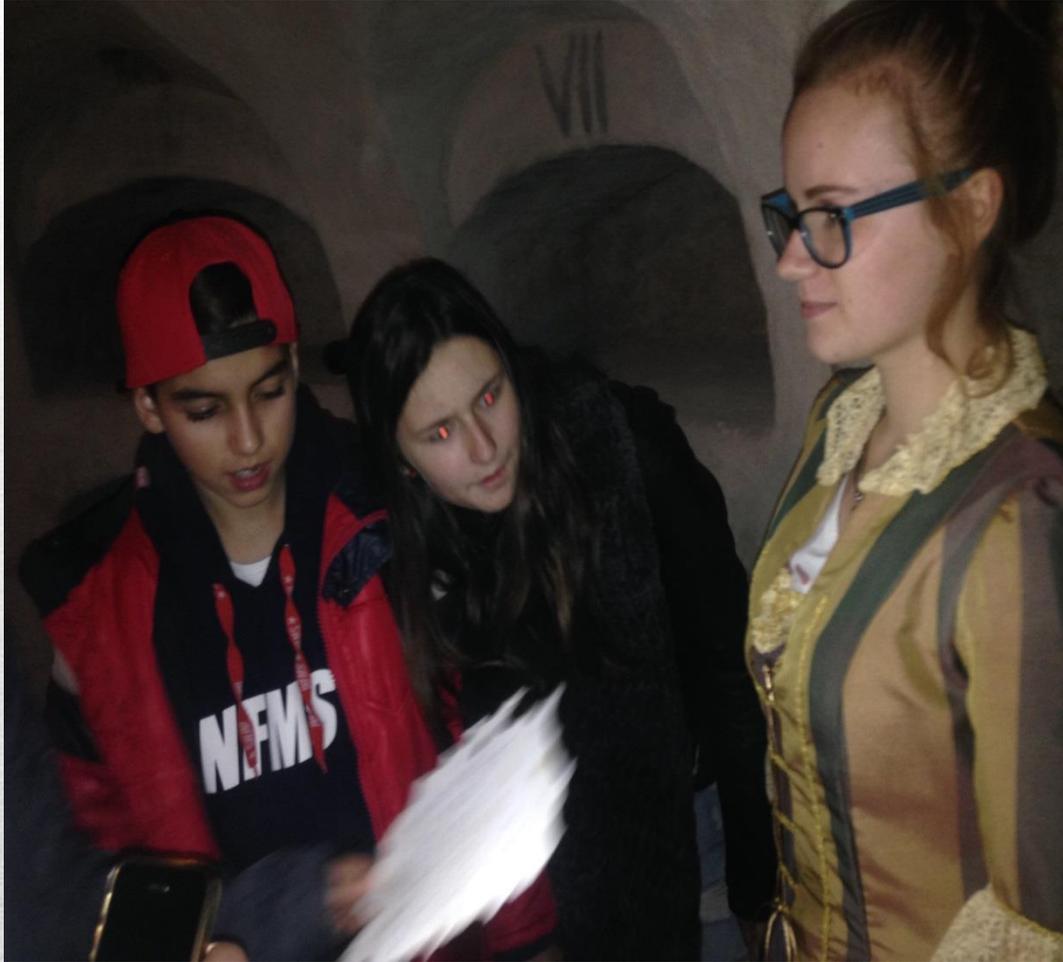
Hints- You must put the candle on the plate with water and put this jar on it.





4. STOP - a Bottle

Your task is to find the letter hidden in a bottle. The letter explains the task to do. You can use two hints. If you use one hint you lose one point. If you do the task without hints you get 3 points.





5. STOP - Give Me a Password

If you want to ride a carriage and feel like Skórzewski give me the password.
The password is the result of the previous operation.



6. STOP - Rubik's Cube

Hi, your task is to build a Rubik's Cube using the construction sticks.
You have two minutes to do it.







7. STOP – a Mystery

Who am I?

Hint: I stopped the Sun and moved the Earth.

It's a glass building. There are works of art. It's opposite the palace and it's really amazing.





Thank you

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