



This game was designed by the 2023-2024, S4-S6 Mandarin students,  
Jordanhill School, Glasgow.

## Pallas's cat Game - How to Play

**Downloads required** – Pallas's cat game board; Level 1 question cards; Level 2 question cards;  
Paw cards.

**Other requirements** – dice and counters

- The player who is the fastest to count to 5 in Mandarin takes the first turn.
- Players roll a dice to move along the board.
- If a player lands on a question tile, the player to their left must pick up a question card of the correct level. Level 1 is taken for any square on the outer circle of the game board. Level 2 is taken for any square on the inner circles of the game board. The player with the card asks the player who landed on the square the question. (*This is because the answers are at the bottom of the card, so someone else must ask the questions.*)
- If the player answers correctly, they stay where they are.
- If the player answers incorrectly, they move back one square.
- When a player lands on a paw print square, they must pick up a paw card and follow the instructions.
- When a player lands on a blue square, they can move up to the next level (*see arrows on board*).

**NOTE:** A player cannot move up a level unless they actually land on a blue square. If they don't land on a blue square they must keep travelling round the same circle.

- The winner is the first player to reach the Pallas's cat face in the middle of the board.