EU Trek

A journey of discovery

How to play

0. Introduction

Welcome!

This game takes you on a journey through Europe. You will visit the different countries already in the European Union (EU) and the countries which hope to join in the future. You will answer questions about the countries you travel through and learn about them while you also play a tile-matching game to win jokers, which will help you move forward on your journey.

Ready? Let's go!

Number of players: individual

Duration: approximately 10 minutes per country

Countries to play:

- The 28 European Union Member States
- Candidates and potential candidates (countries wishing to join the European Union in the future): Bosnia and Herzegovina, Serbia, Montenegro, Kosovo*, Albania, the former Yugoslav Republic of Macedonia and Turkey

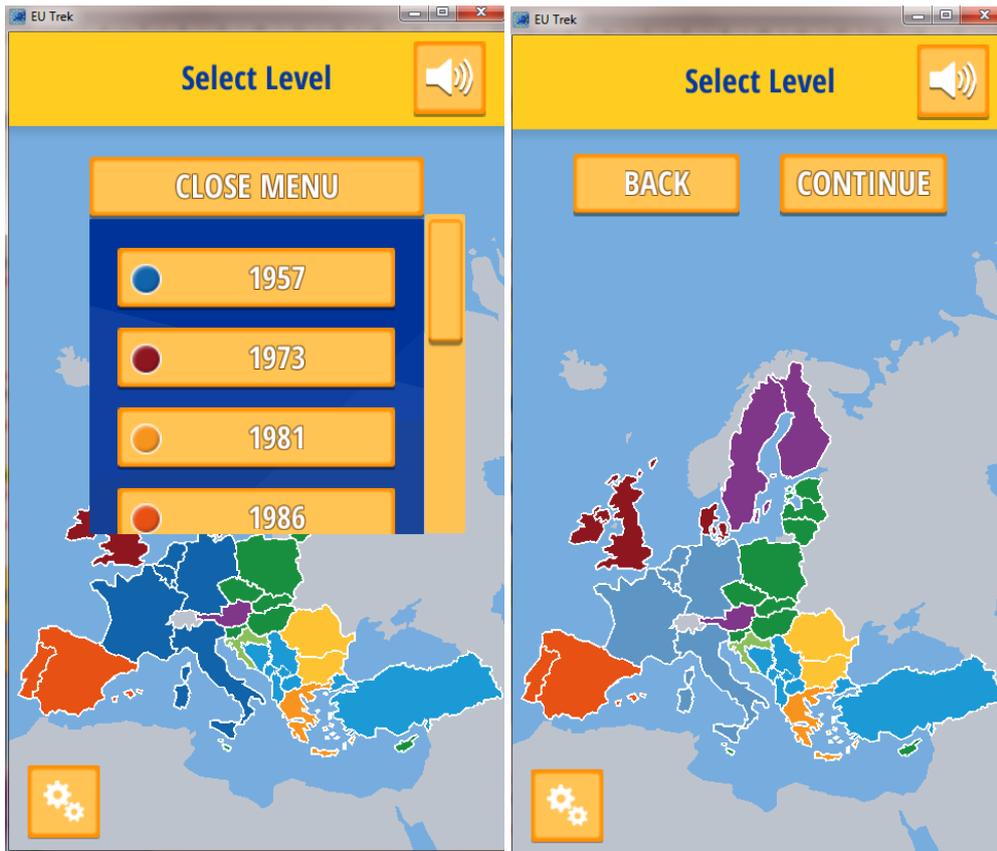The game ends when all countries have been played.

1. Starting the game

After a short introduction screen, the game will show a coloured map of Europe. All countries in bright colours are playable levels. The colour indicates which level the country is part of. The EU member states are part of different colour blocks representing the year when they joined the European Union. The countries in light blue (Bosnia and Herzegovina, Serbia, Montenegro, Kosovo*, Albania, the former Yugoslav Republic of Macedonia, Turkey) are currently candidates or potential candidates hoping to join the EU.

2. Select a level

This can be done from the „Select Level" menu on top of the screen. Click on a year and all the countries which joined the EU that year will be highlighted on the map.

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* This designation is without prejudice to positions on status, and is in line with UNSCR 1244/1999 and the ICJ Opinion on the Kosovo Declaration of Independence

Press the NEXT button to select the country from this level you want to play. Press the BACK button to go back to the dropdown menu and select a different year/level.

Press on the "Candidates and potential candidates" button to play the countries which hope to join the EU in the future.
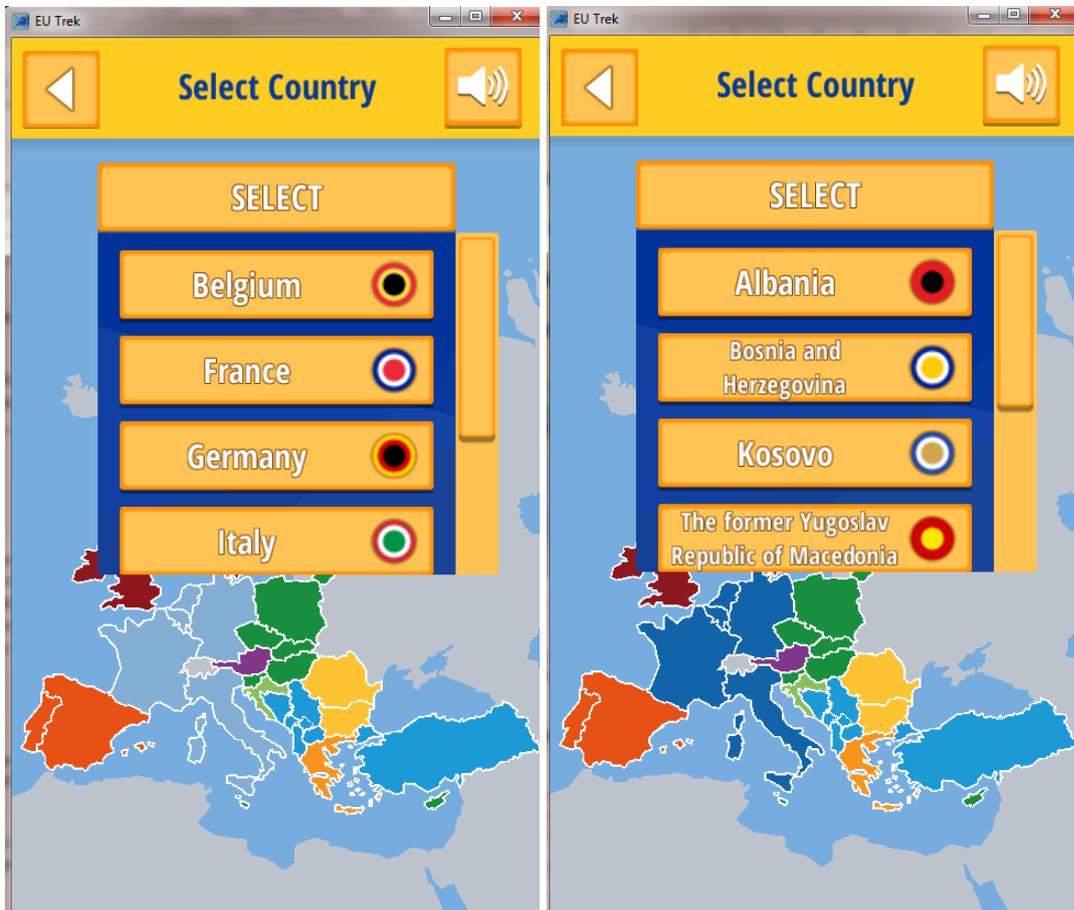
Note: The settings menu (cogwheel icon, bottom left) is accessible only from this screen. The user can navigate through the back button to come back to this screen when in a different section of the game.

The settings menu gives access to the tutorials, legal notice and also opens the option to reset the game.

3. Select a country

After you select a level, the next step is to select a country. Did you start by selecting a year? These are the countries that joined the EU in this year. Did you start by selecting "candidates and potential candidates"? These are the countries hoping to join the EU in the future.

Choose which country you want to play first. Once you have finished the selected game, you will be directed back to this list to choose another country from the same level. You can also go further back and choose a country from a different level.
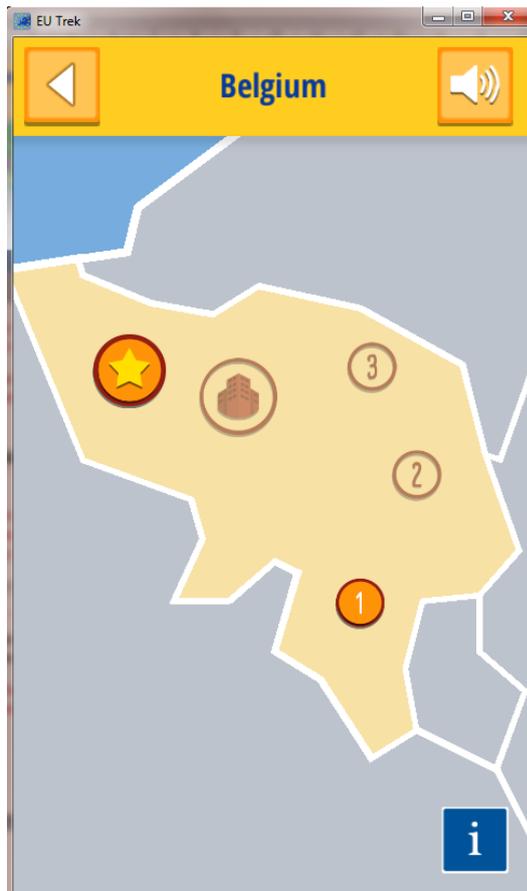
Once you have chosen the country to play, the game will zoom into that country. Click "CONTINUE" to start playing. At any time, you can click "BACK" to select another country.

4. Play a country

Once you've entered a country, you see three levels (numbered 1, 2 & 3), which you have to play to reach the capital. In turns, you will play a tile-matching game, then a quiz. Click on '1' to start playing.

The playthrough of each country follows the same scheme.

- Tile-matching game
- Quiz
- Tile-matching game
- Final Quiz (Capital)
- Bonus round (optional quiz) – can be played at any moment when in a country.

Click on the blue "i" button to get more information on the country you are visiting. Any country you have already played is marked on the map in dark blue (the EU member states) or grey (candidates and potential candidates). This helps you see which countries are still left for you to play.

4.a. Tile-matching game

In the tile-matching game the player will have to get in a line at least three symbols of the same colour and shape in order to break them. The difficulty of the game will gradually increase in terms of time, points, ice and moves.

- **Time:** The game is over/lost when the time is over. The remaining time is shown at the bottom right of the screen.
- **Points:** The game is won when the set amount of points is reached by breaking blocks. The number of points gained is shown at the bottom left of the screen.
- **Ice:** These are blocks with ice-like background image. Blocks will have to be broken by moving the tiles and creating a row of three or more identical symbols. The game is won when all ice blocks are broken. The number of ice blocks left to be broken is shown at the bottom right corner.
- **Moves:** The game is won when the set amount of points is reached/all ice blocks are broken within the number of moves available. The number of moves left is shown at the bottom right corner.

Three different boosts for the tile-matching game can be earned by completing quizzes, visualised as Time+/Move+, Line clearer and Colour clearer.

- **Time+/Move+:** Adds some time or moves to the default amount set at start of the tile-matching game.

- **Line clearer:** Clears all blocks in the same row or column.
- **Colour clearer:** Clear all blocks of the same colour.

4.b. Quiz

The player will be asked different questions concerning the selected country. All questions follow the same multiple-choice format: one question and four possible answers, out of which only one is correct.

Some questions include additional information popping-up in a new window after the answer has been selected. Other questions include a little icon prompting images or media content to help the player find the correct answer.

As additional help, the player can win jokers during the tile-matching part and at the bonus level. There are three categories of jokers:

- **Skip question:** The correct answer will be selected automatically.
- **50:50:** Two wrong answers will be automatically removed.
- **Try again (star icon):** If the selected answer is wrong, the player will have one more try.

The player will have to answer correctly at least 3 out of 5 quiz questions to complete the game. Answering all 5 questions correctly will unlock a booster for the tile-matching game.

If you are good in the tile-matching game, you will be able to win jokers to help you in the quiz round and vice versa.

Jokers (for the quiz) and boosts (for tile-matching games) can only be used once and need to be won again in order to be available again. There is no possibility of saving a joker or booster once used.

4.c. Bonus round

The bonus round (star button) is an extra quiz that can be played at any time when in a country. In the EU countries this includes questions regarding the countries that wish to join the EU in the future – the candidates and potential candidates. When playing the candidates and potential candidates, the questions of the bonus round are about the European Union.

It is not compulsory to answer correctly the questions in the bonus round. The player wins automatically a joker at the end of the bonus round notwithstanding its score/result. The joker earned can be used for any of the quizzes in the game.

5. Completing a country

Once you have finished playing the quizzes and the tile-matching games in the country, you will be invited to choose the next country to play – either from the same level (the same year of joining the EU for Member States or another country hoping to join the EU if playing the candidates and potential candidates). You can also play any other country in the game, even from a different level, by navigating through the game with the back button. When a country has been completed, its name is greyed out in the list of countries and it cannot be played again. It becomes playable again if the game is reset via the settings menu.

6. Completing a level

When the player finishes all countries of a specific level, the level is greyed out in the "Select Level" overview and countries are marked on the map in dark blue (if EU Member States) or grey (if candidates and potential candidates). If the level completed was one with EU Member States, before moving to a different level, the player will be invited to visit one of the countries wanting to join the EU in the future. After playing one of the candidates and potential candidates, the player will come back to the "Select Level" screen, where he/she can continue the journey by choosing another level/country to play.

A finished level cannot be played again until the game is reset.

7. Settings

In the settings menu, the player has the option to reset the game via the button labelled "Reset Game". When selecting this option, all saved games will be erased. Please restart the application afterwards. Additionally, the player has the option to re-read the tutorials which are shown during the first playthrough.

8. Technical specifications

The game is available in two versions: Browser and Stand-alone (offline).

The Browser version can be played via the EUs website on all common and up-to-date browsers (e.g. Microsoft Edge, Mozilla Firefox and Google Chrome). No further configuration or special user rights are required.

The stand-alone or offline version of the game can be downloaded from the website of the European Commission. The installer file works with every up-to-date Windows operating system. After double-clicking the downloaded file please follow to the installation instructions. After the installation, the game can be launched via its shortcut.