

The Nossebro Game.

You'll need: One dice and a piece for each player (use a raisin, a lego, a button, a buttercup flower or any little item!)

The rules:

In Nossebro there are five bridges.

At the top of the boardgame in descending order you'll see:

1. Hångbron (The Suspension Bridge)
2. Gångbron (The Pedestrian Bridge)
3. Stenbron (The Stone Bridge)
4. Järnvägsbron (The Railway Bridge)
5. Träbron (The Wooden Bridge)

To start you'll need to roll a one.

To get in to The Market you'll have to roll the exact same number as there are squares between you and The Market.

You'll move from Start (Kvarnen - The Mill) to Mål (Finishing line) (Nossebro Marknad -Nossebro Market) by rolling the dice.. Count the dots on the dice and move as many squares forward.

Important: You'll have to cross all five bridges before you can enter The Market.

- First time around the board you'll cross bridge 1 Hångbron to The Market. Then move your piece directly to Kvarnen.
- Second time around the board you'll cross bridge 2 Gångbron to the Market. Then move your piece directly to Kvarnen.
- Third time around the board you'll cross bridge 3 Stenbron to The Market. Then move your piece directly to Kvarnen.
- Fourth time around the board you'll cross bridge 4 Järnvägsbron to The Market. Then move your piece directly to Kvarnen.
- Fifth time around the board you'll cross bridge 5 Träbron to The Market. **Congratulations! You are the winner.**

Some of the squares have a number - read below what you have to do in these squares.

First one to Nossebro Marknad wins..

1. You hear a whistle as you cross over **Hångbron**. Whops! The football match starts in two minutes! Go directly to **Fotbollsplanen**. (The Football pitch) Unfortunately there are penalties dragging out the time. Miss two turns then head back to 1 to continue.
2. You are staying the night at **Campingen** (The Camp Site) and looking up all the fun things to do around here. Miss one turn.
3. Footballmatch. Nossebro vs. Grästorp. Nossebro wins by one goal! 4-3. Take a celebratory jump one square forward.
4. The gym has a workout - go three squares back.
5. When you crossed **Gångbron** you heard a loud whistle from afar. **Ångbåten Nossan** (The Steamboat Nossan) will dock in an hour. It's not everyday you get to go on a steamer! This you want to try! Miss one turn.

6. When you cross **Stenbron** you'll see the big, bright yellow house on your left; **Amiralen**. This used to house the fire station, police station and various other things. Even a brewery. Bring a bottle of **Sockerdricka** (a sugary soft drink) and take a seat on a hill and have your drink whilst you miss one turn. Then continue from 6.

7. Last Wednesday of every month is the **Nossebro marknad**. (Nossebro Market). You don't want to miss it! Move four squares forward to get there quicker.

8. The roundabout! Oh nooooo!.. Move six squares back.

9. Your Sockerdricka bottle needs to be returned for recycling. Walk over to the Soptunna 9 (waist bin 9) and miss one turn whilst you sort out your recycling. Then go back to 9 to continued. Well done for not littering. High five!

10. Grab **The Worlds largest scissors** that you can find here in Nossebro and walk over to **Gångbron** to trim some reeds. Follow the path and walk over to the crossing at **Nossan** (Nossan River). This will take some time so miss two turns. Then return on the path back to 10. Thanks for helping. You are so kind!

11. Miss one turn and sit down to fish under **Järnvägsbron**. You probably get a fish as River Nossan is said to be full of different species.

12. Miss one turn and go fishing under **Träbron**.

13. **Kvarnen** (The Mill) is open today. You really don't want to miss it! Go back to Start and watch as they mill flour. Then dust yourself clean and continue from Start when it's your turn.

14. Go running! Run two quick squares forward.

15. Whops! Lots of traffic on **Retrovägen** today. Move two squares back to let the traffic pass.

16. **Körv mä brö** (hot dogs) is being served here. Probably the best ones in the whole world! The sausage is made here! In this lovely, little town. Miss one turn and eat yourself full to brim. You can not ever eat enough hot dogs here in this town...

17. Take the path to Soptunna 17 (waist bin 17) to throw away your paper napkin you got with the hot dog. Miss one turn whilst you sort out your recycling then return to 17.

18. The roundabout! Oh dear! Nooooo!.. move six squares back.

I have made this board game. I hope you have had a lovely time in our town. And even if you made it to the market or not, you'll soon know it doesn't matter. There are nice things all around here. Just so you know. Hugs and kisses from me. Text and pictures Margaretha Fridén at Margarethas Verkstad och Galleri. Amiralen. Nossebro. www.margaretafriden.se NB on my website you'll find **updated rules** as well in **different languages**.