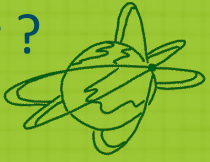


# Who can you trust ?

Refugee or smuggler ?



6 à 12

8+

10'



Game created by students of  
Lycée Classique d'Echternach (Luxembourg),  
Gymnasium Carolinum de Neustrelitz (Allemagne),  
Collège Notre-Dame de Bonne-Espérance d'Estinnes (Belgique).

ERAMUS +



# Who can you trust ?

It seems to be unconceivable ! Two human trafficker have again illegally mixed among you. Can you, with the help of your colleagues, a European group of investigators, uncover these criminal doings ? Can you put an end to this game through selective questions and answers, as well as attentive observation ? Or is it exactly for YOU to remain unrecognized, since you are one of them? In this entertaining deduction game you have to be constantly on guard, as long as you do not know for sure whom you can trust !





# Game contents **(12 PLAYERS)**

- **12 EMPTY MATCHBOXES (ANNEX 1)**
- **10 SILVER COINS (ANNEX 2)**
- **2 GOLDEN COINS (ANNEX 2)**
- **SCISSORS**



# Game goal



The goal is to unmask the two human traffickers.

# Setting up the game

Preparation of the matchboxes: Preparation of the game boxes: as a function of the number of players (min 6, max 12) each player gets a box prepared by the leader as follows.

There must always be both gold coins in play.

Example: 8 players = 8 boxes, 2 gold coins, 6 silver coins

All coins are randomly distributed in the boxes.

The prepared (closed) boxes are mixed and randomly distributed to the players.



# Game process



The youngest player starts the game.

1. Each player looks secretly into his matchbox to determine what identity he owns:
  - golden coin = human trafficker
  - silver coin = investigator

**IMPORTANT:** Make sure that no other player sees your identity, close the box and put it on the table with the top lid in front of you

2. The active player asks one of the following 2 questions to any other player:
  - a) Are you a human trafficker?
  - b) Are you an investigator?
3. The questioned player may only answer with YES or NO. It is up to him whether he tells the truth or not.
4. The active player now has the opportunity to believe this answer or not.
  - If he believes him, the first round is over and the respondent becomes an active player by asking one of the other players the questions listed above.
  - If he does not believe him, he may open the matchbox of the questioned player
    - If the respondent lied, he is out of the game.
    - If the respondent did not lie, the active player is out of the game.

The questioned player becomes the active player.



# Variant

## additional equipment:

2 truth coins

1 hourglass / timer (for example : mobile-phone) 10 minutes

## changement in the game setup :

At the beginning of the game each player gets 2 truth coins.

## changement on how to play :

Rules 1 to 3 stay the same.

Rules 4 and 5 change as follows :

4. The active player now has the opportunity to believe this answer or not. If the player doubts the answer, he must pay 1 truth coin in order to look at the coin (inside the matchbox) of the questioned player.

IMPORTANT : The player is NOT allowed to tell his findings.

5. As soon as any one player thinks to know who the 2 human traffickers are, he has the right to pronounce an accusation :

- if he is wrong : the investigators lose, the human traffickers automatically win and the game is over.
- if he is right : the investigators win, the human traffickers automatically lose and the game is over.

## ATTENTION :

- The human traffickers are NEVER allowed to pronounce an accusation.
- The human traffickers automatically win if the time runs out (10 minutes).



Pandura's Box

<b>Who can you trust?</b>

Who can you trust?

<b>Who can you trust?</b>

Matchbox template

<b>Who can you trust?</b>

<b>Who can you trust?</b>

<b>Who can you trust?</b>

<b>Who can you trust?</b>

<b>Who can you trust?</b>

(ENG) Cut out, fold and glue along the contours as shown in the pictures on the 4th page.

(DE) Wie auf den Bildern auf der 4. Seite gezeigt entlang der Konturen ausschneiden, falten und zusammenkleben.

(FR) Découpez, pliez et collez le long des contours comme indiqué sur les images à la 4ième page.



Pandeura's Box

Who can you trust?

Who can you trust?

Who can you trust?

Who can you trust?

Who can you trust?

Matchbox template

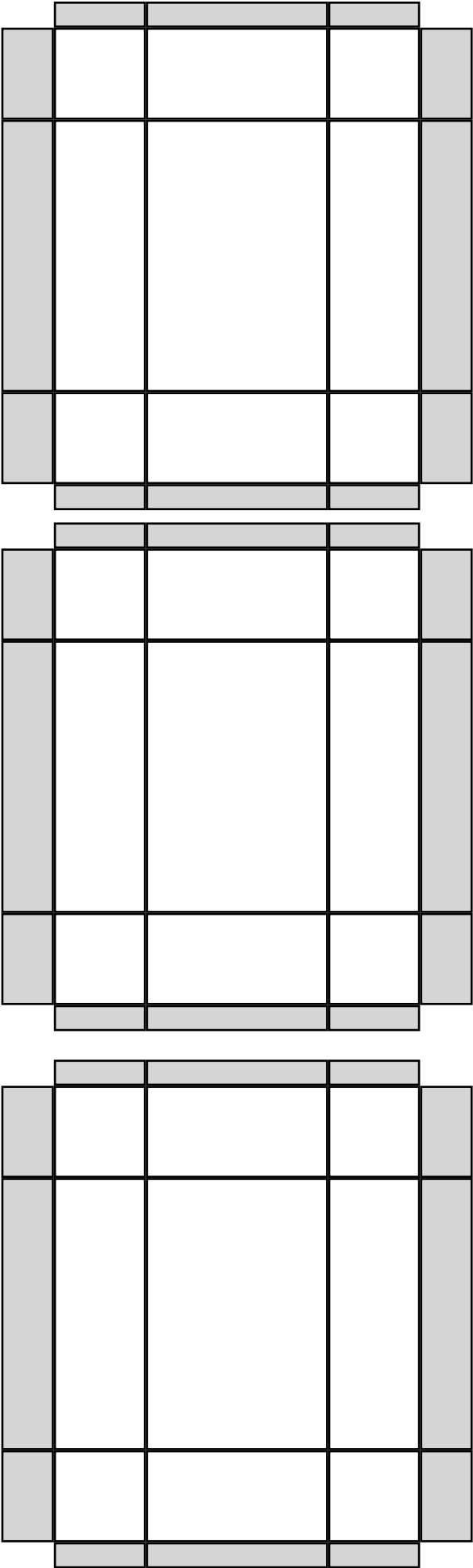
Who can you trust?



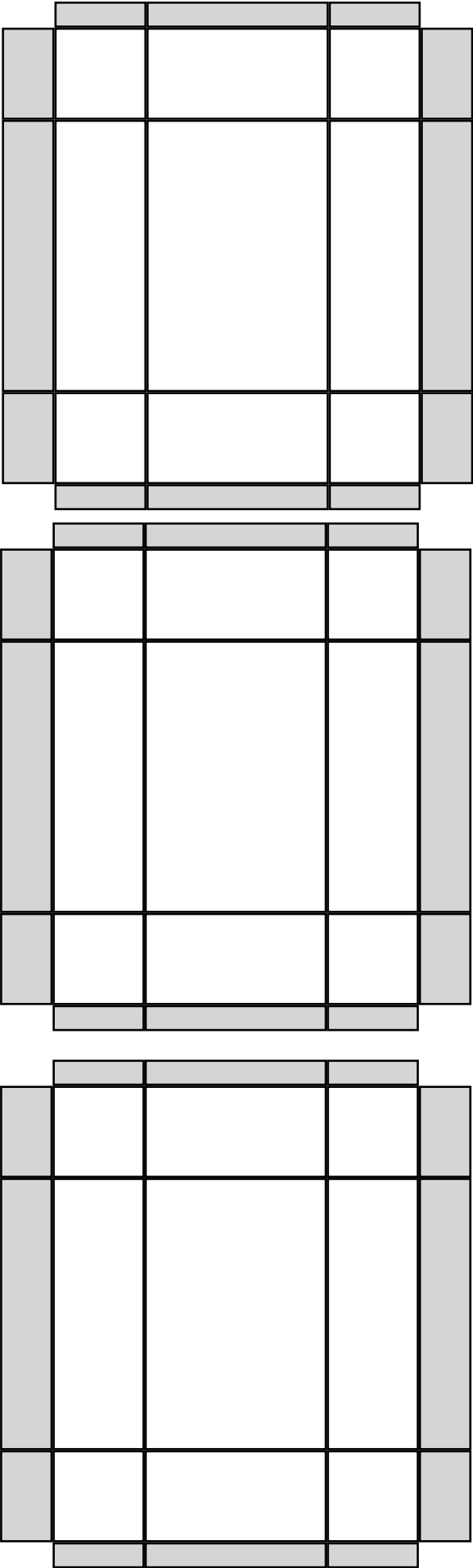




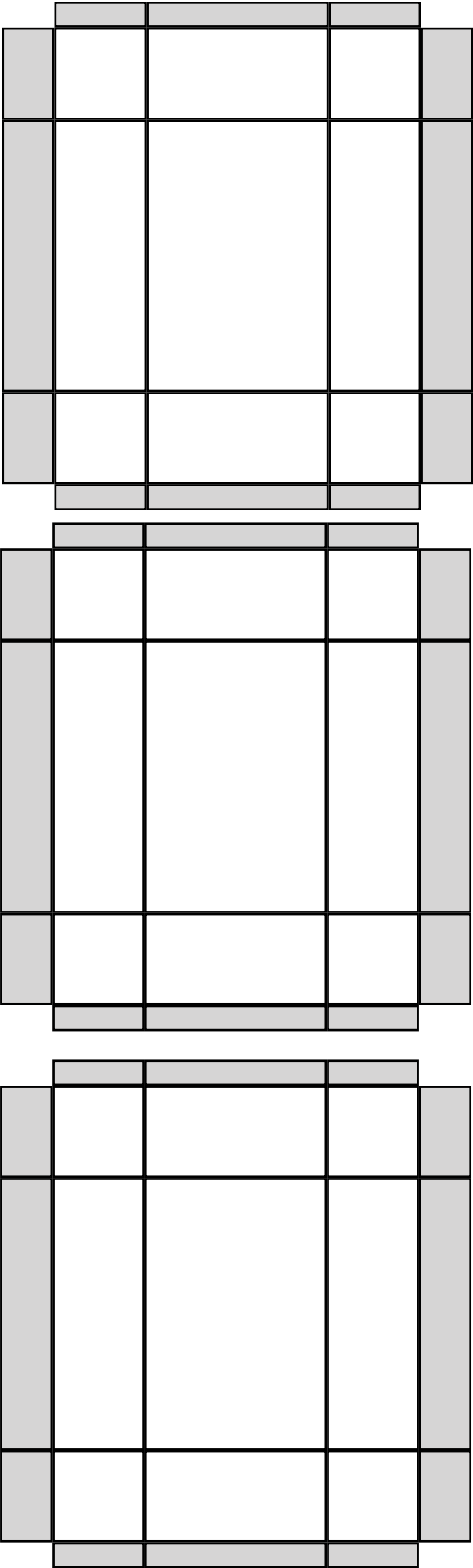
Pandura's Box



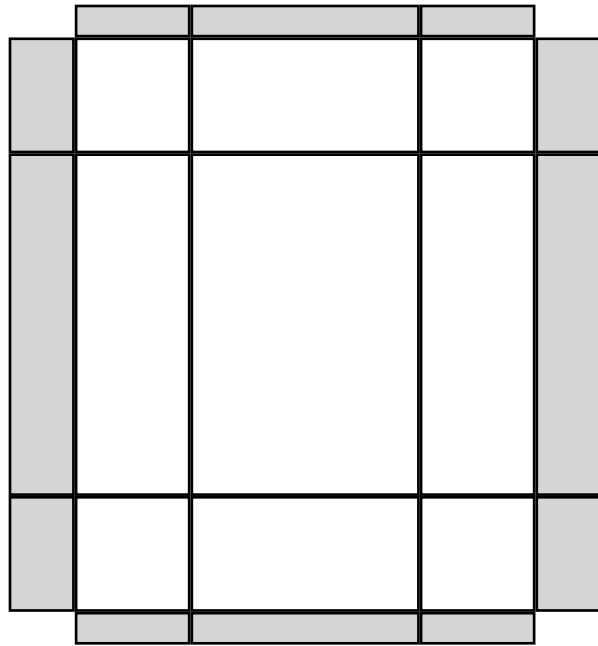
Who can you trust?



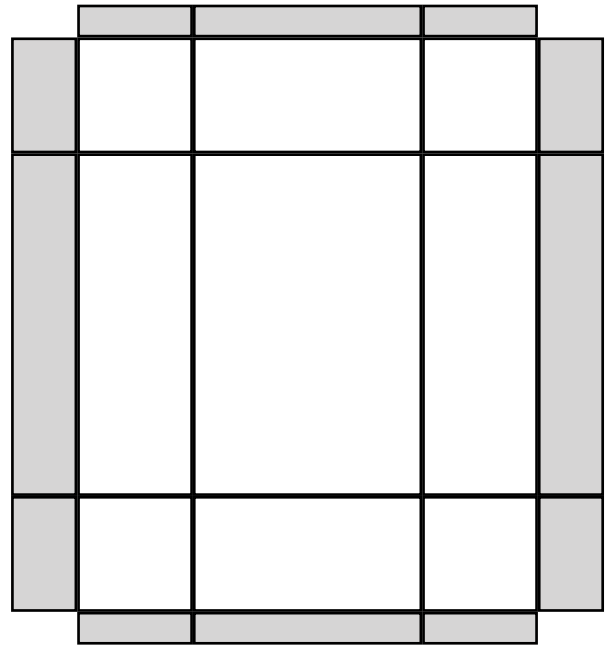
Matchbox template



Pandoura's Box



Who can you trust?



Matchbox template

(ENG) Cut out, fold and glue along the contours as shown in the pictures.

(DE) Wie auf den Bildern gezeigt entlang der Konturen ausschneiden, falten und zusammenkleben.

(FR) Découpez, pliez et collez le long des contours comme indiqué sur les images.

