

how to build the game boards

parallel
paths

step 01

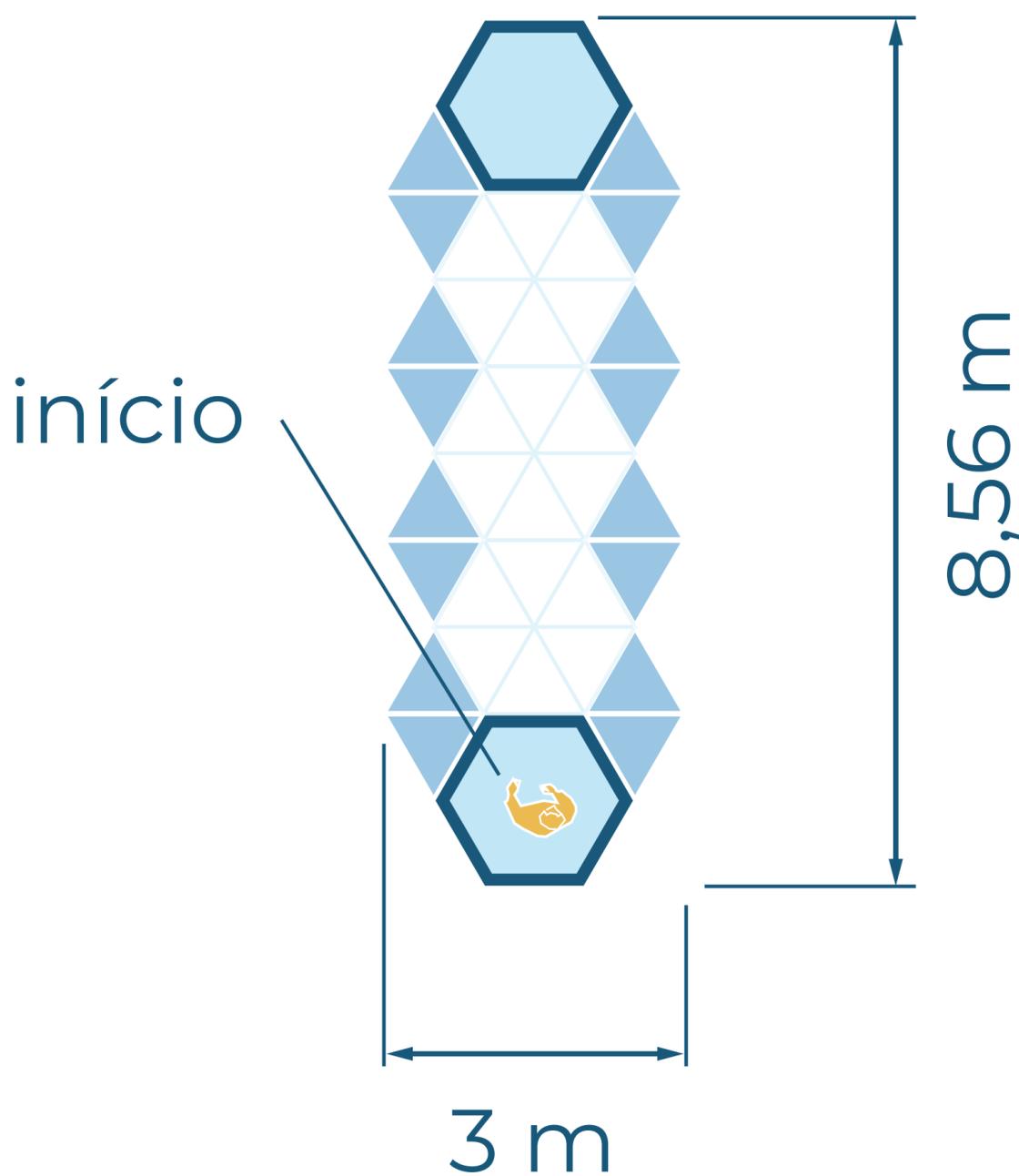
define the location:

identify the space where you can draw your board: it can be a wide sidewalk, a square, a backyard, or any free space.

step 02

space required

to build the parallel paths you will need this space:



step 03

separate the material

to **draw**, you will need:

- . a template
- . a box of chalk

to **paint**, you will need:

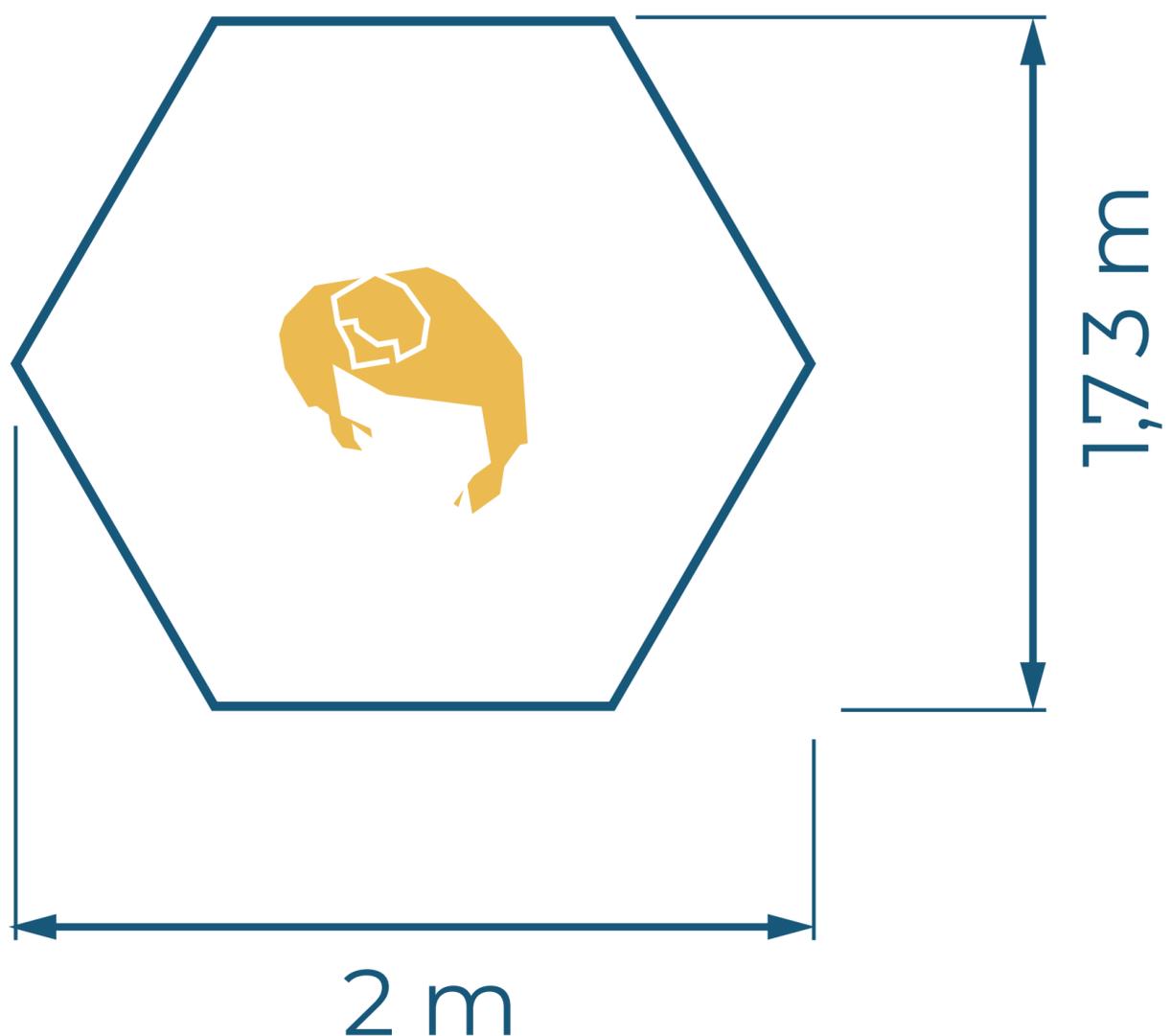
- . 3 cm roll
- . 15 cm roll
- . brushes
- . paints of different colors

step 04

base module

the base module of the trays is a hexagon of 2x1.73 m.

it is important to keep these dimensions to ensure safe physical distance between players.



step 05

mold

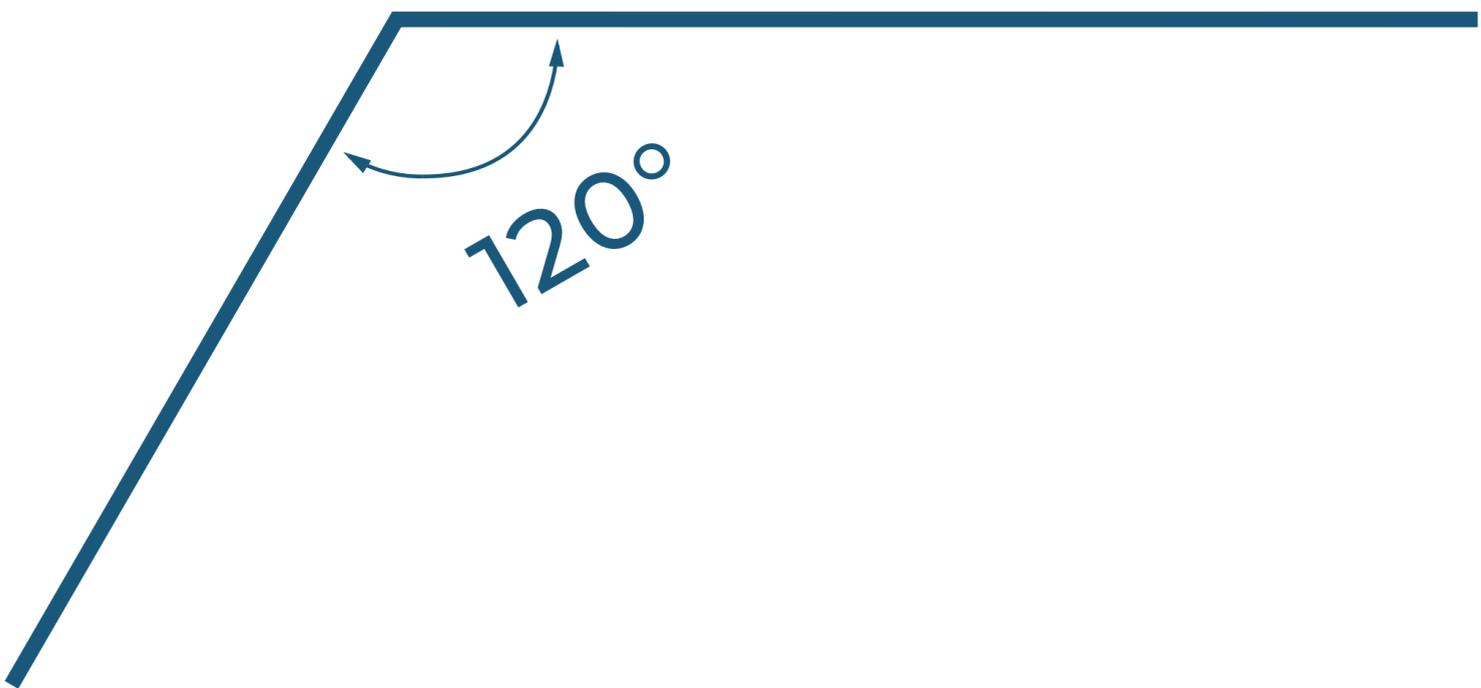
to draw the hexagons, you need to build a template. this can be done with any of these materials:

- . 2mm polystyrene sheet
- . rigid paper (ordinary corrugated cardboard, parchment paper or thick cardboard)
- . wooden slats
- . or some sturdy, firm material that you have available

step 06

mold

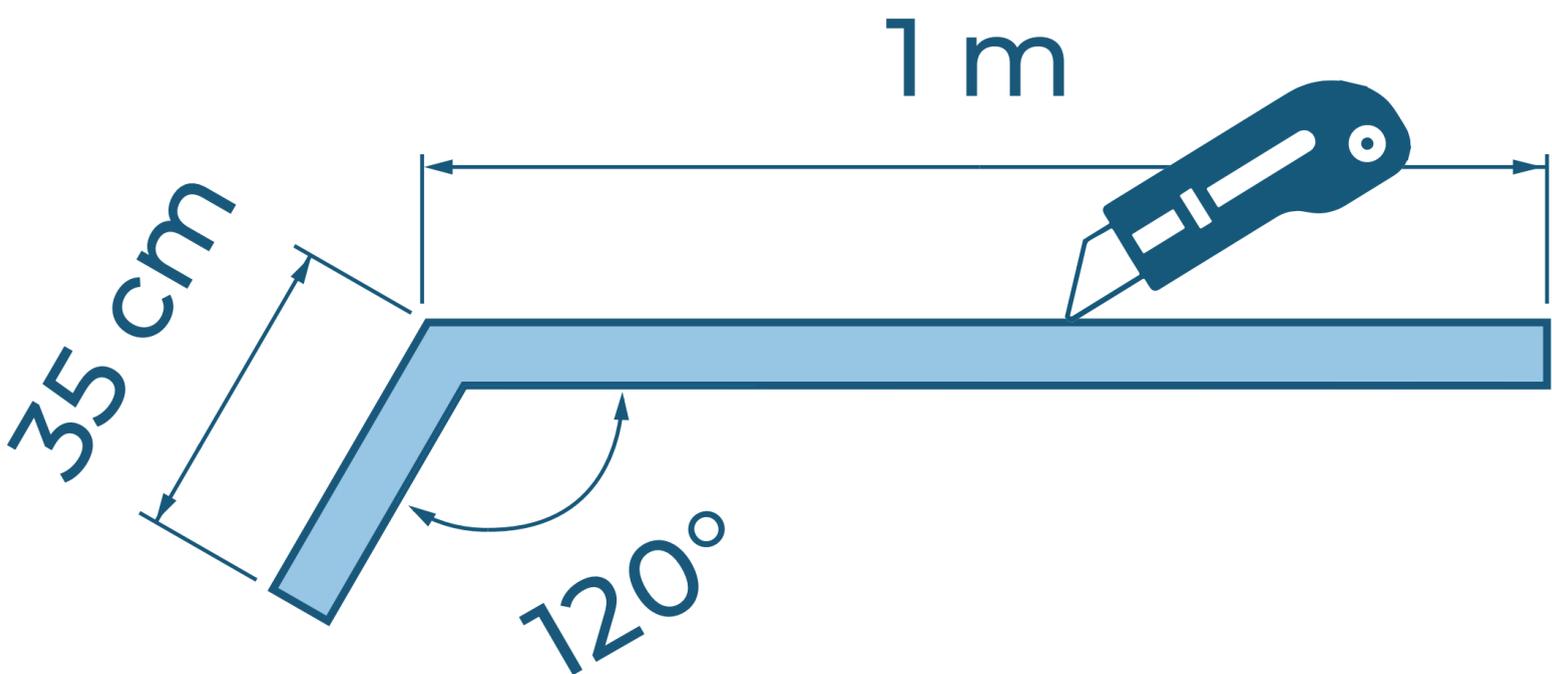
print or trace the angle below on an ordinary sheet of paper as a guide. you will have the 120° angle template, the angle of the corners of the hexagons.



step 07

mold

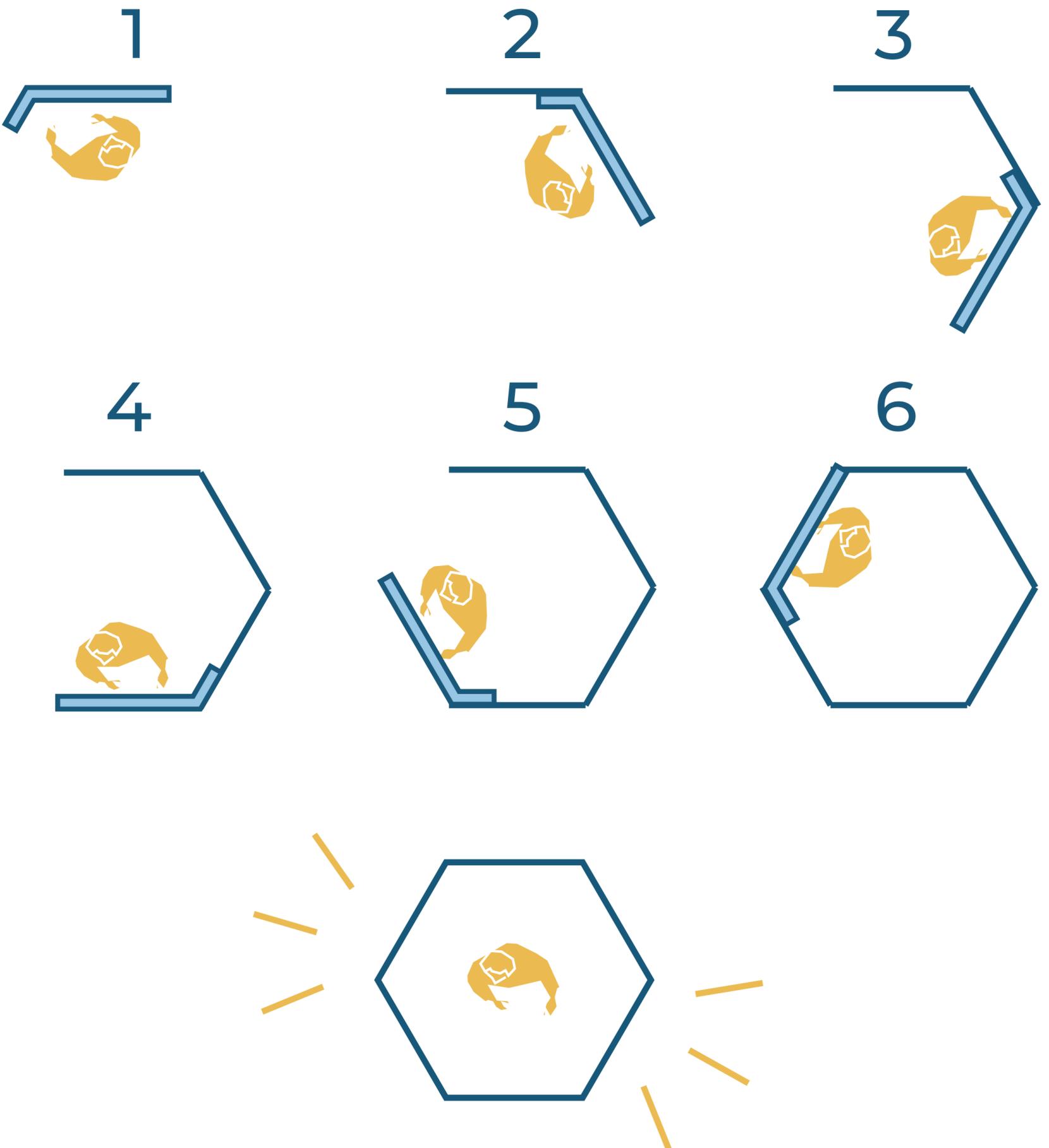
cut the chosen material according to the following measurements. you can cut it with scissors or stylus, depending on the material.



step 08

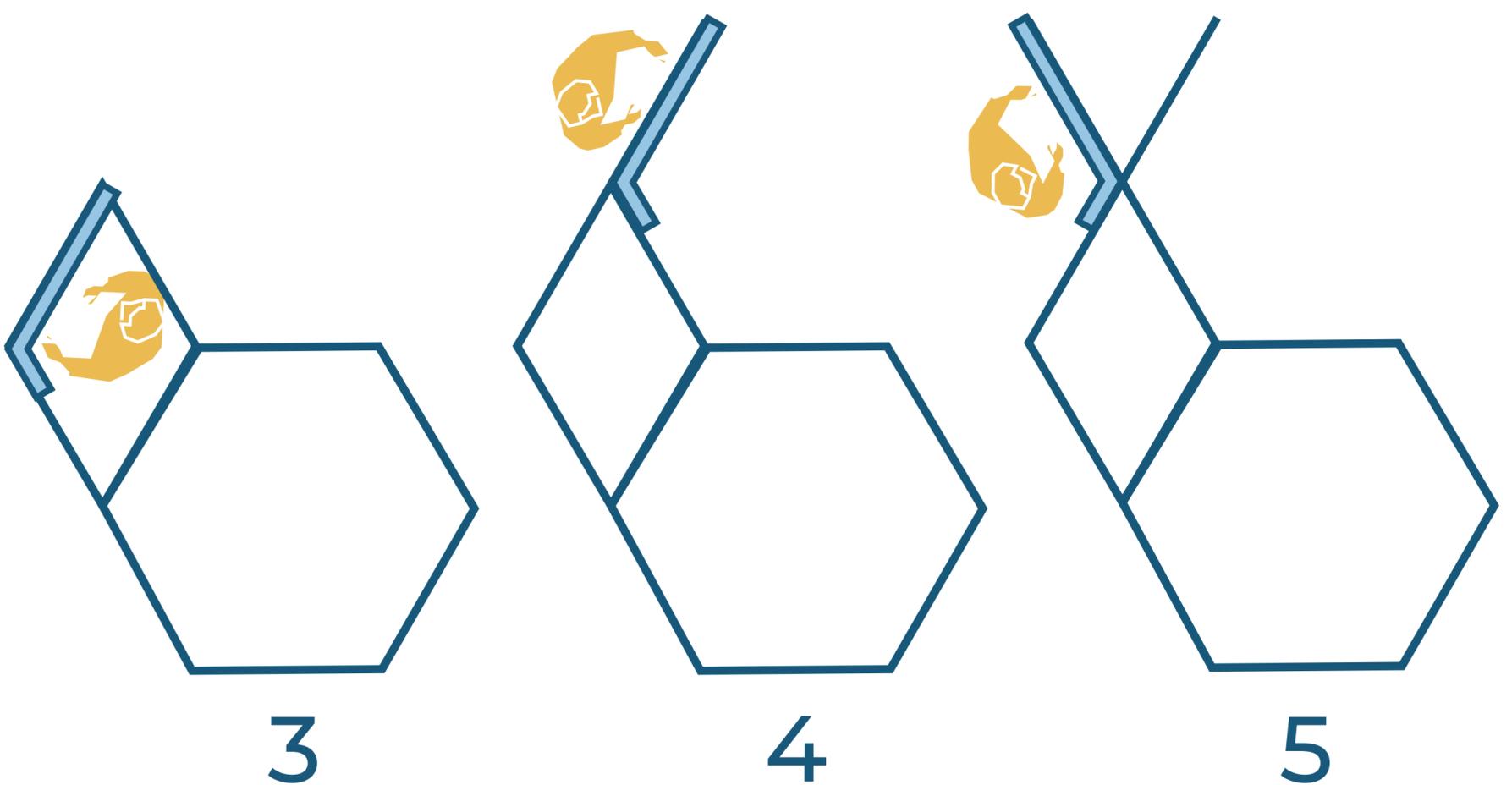
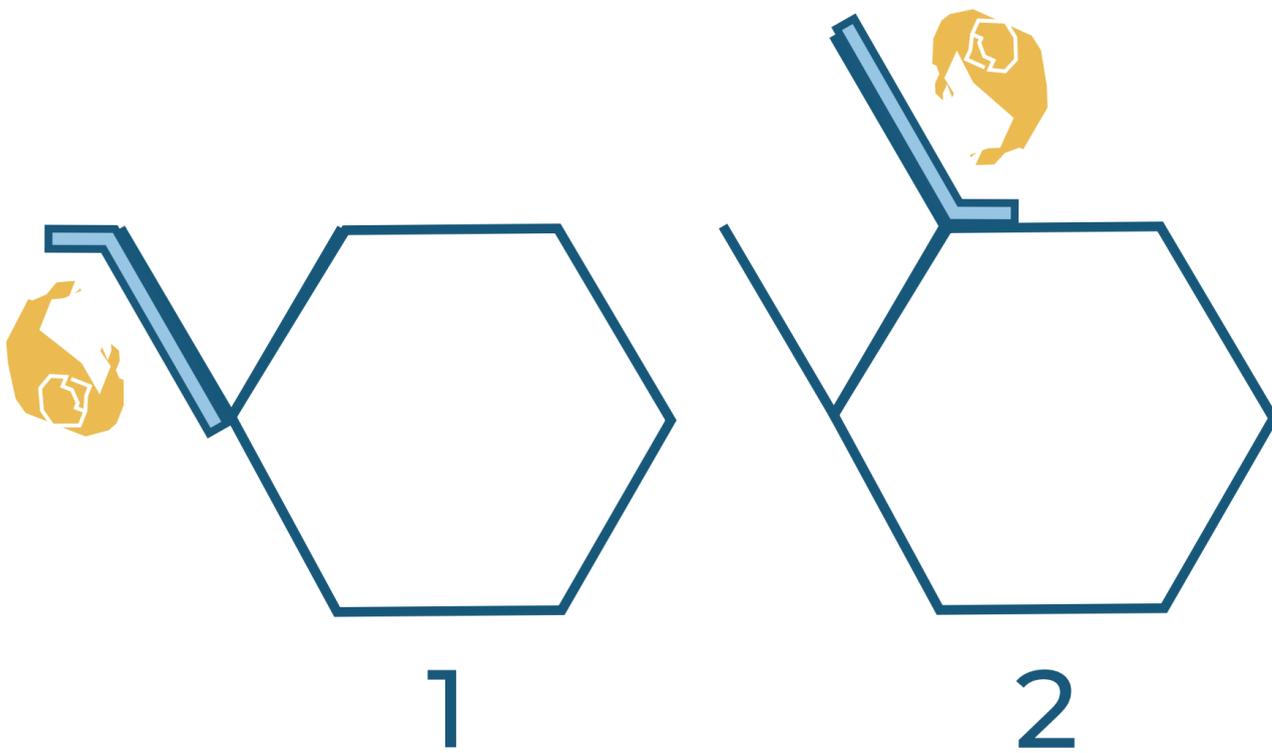
initial hexagon

to draw the first hexagon, position the template as indicated below and line it up with the chalk.



step 09

start by drawing the initial hexagon. then follow these next steps:



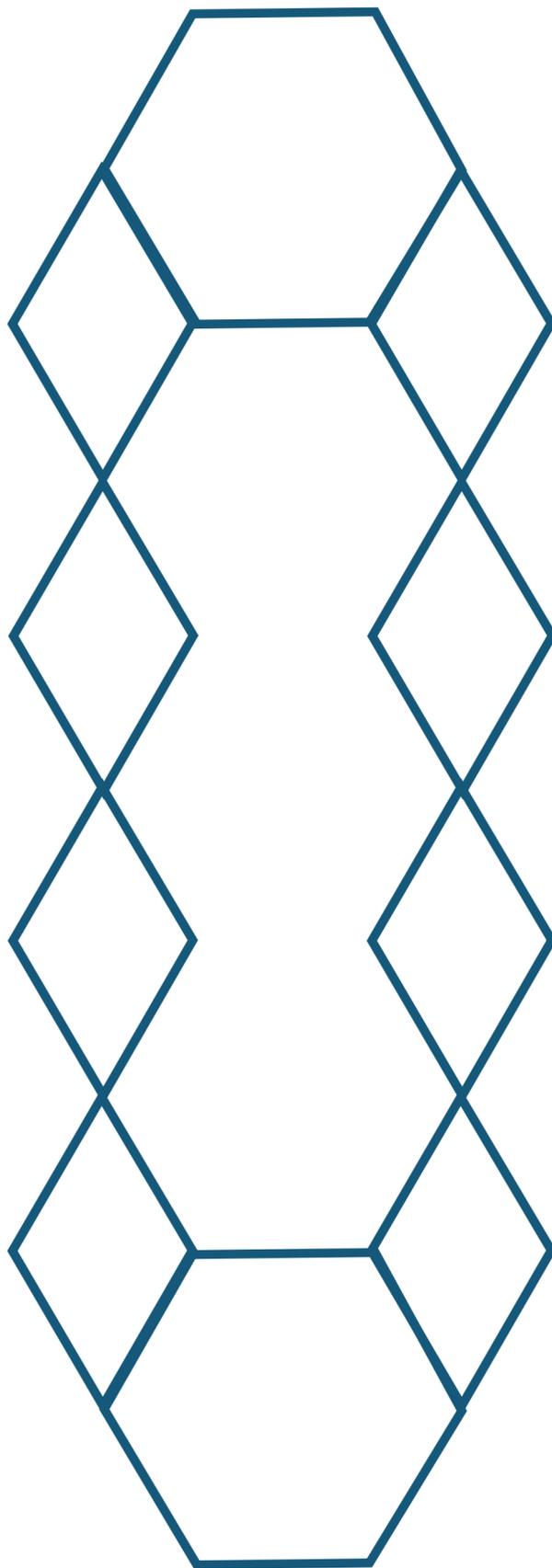
step 10

repeat the process until you build the two paths that connect the two superhouses.



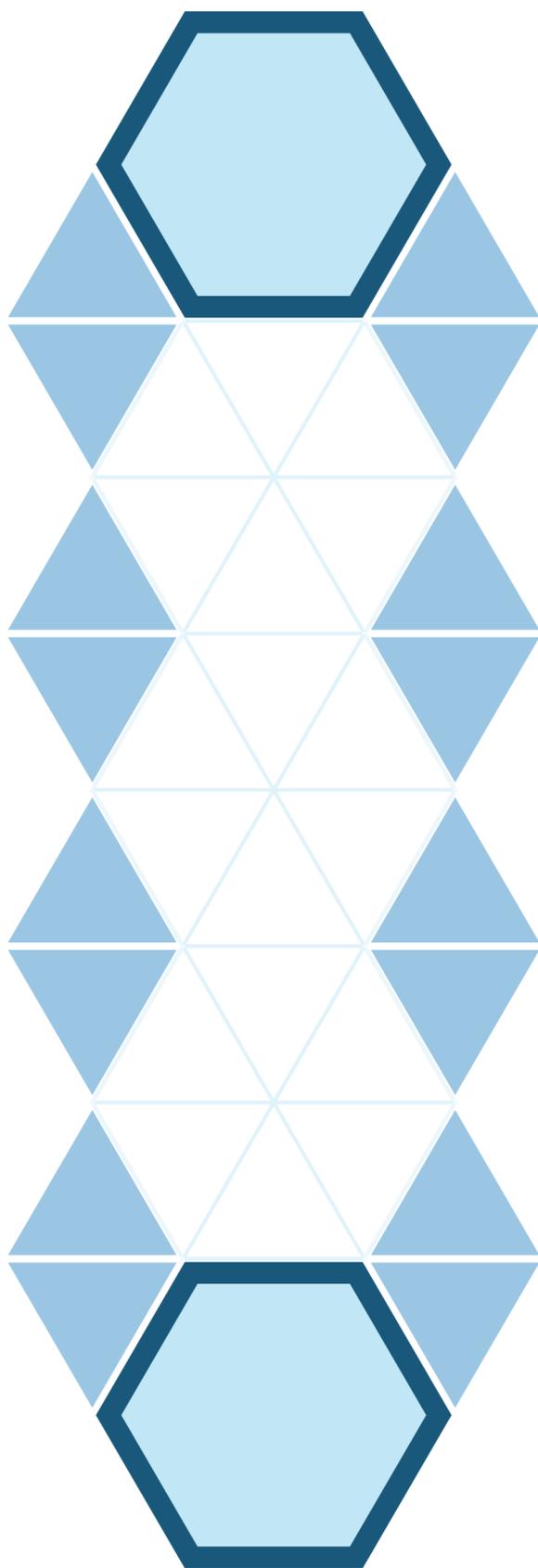
step 11

the base of the board should look like this:



step 12

now you can paint it!
with the small roller, paint over
the lines made in chalk and also
inside the houses in color or style
you prefer, with with the
exception of the **superhouses**.



step 13

superhouse

the **superhouses** are the houses with themes and actions from the games. in them are also the markers to access the **augmented reality** here in the application. they have borders with written themes and can be painted with colors or patterns that have a relationship with the themes.



step 14

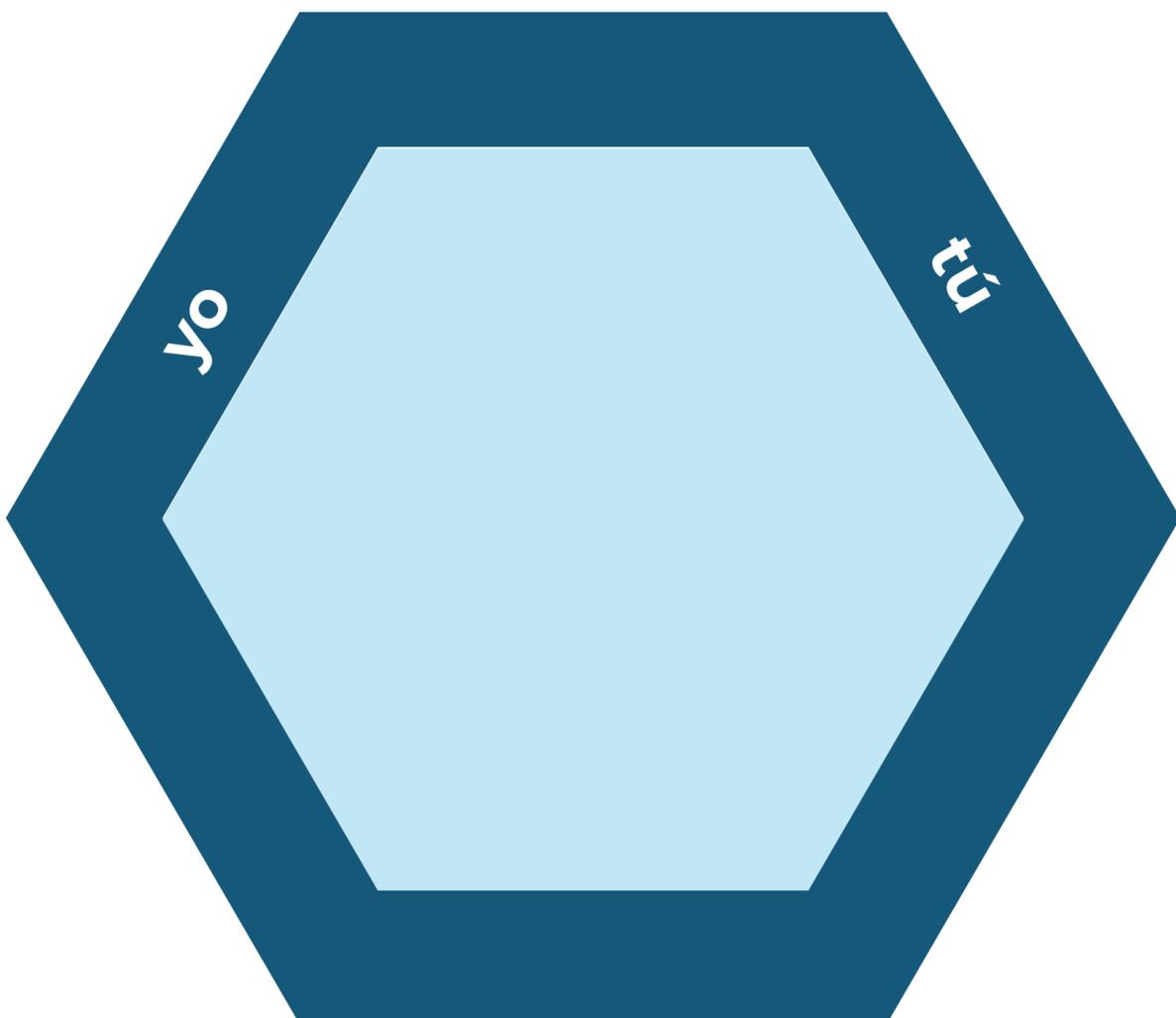
to paint the superhouses, start painting the border the color that you prefer. use the larger roll to fill the 20 cm band.

then paint the inside with a specific color or design that reminds you of the theme **you** and **me**.



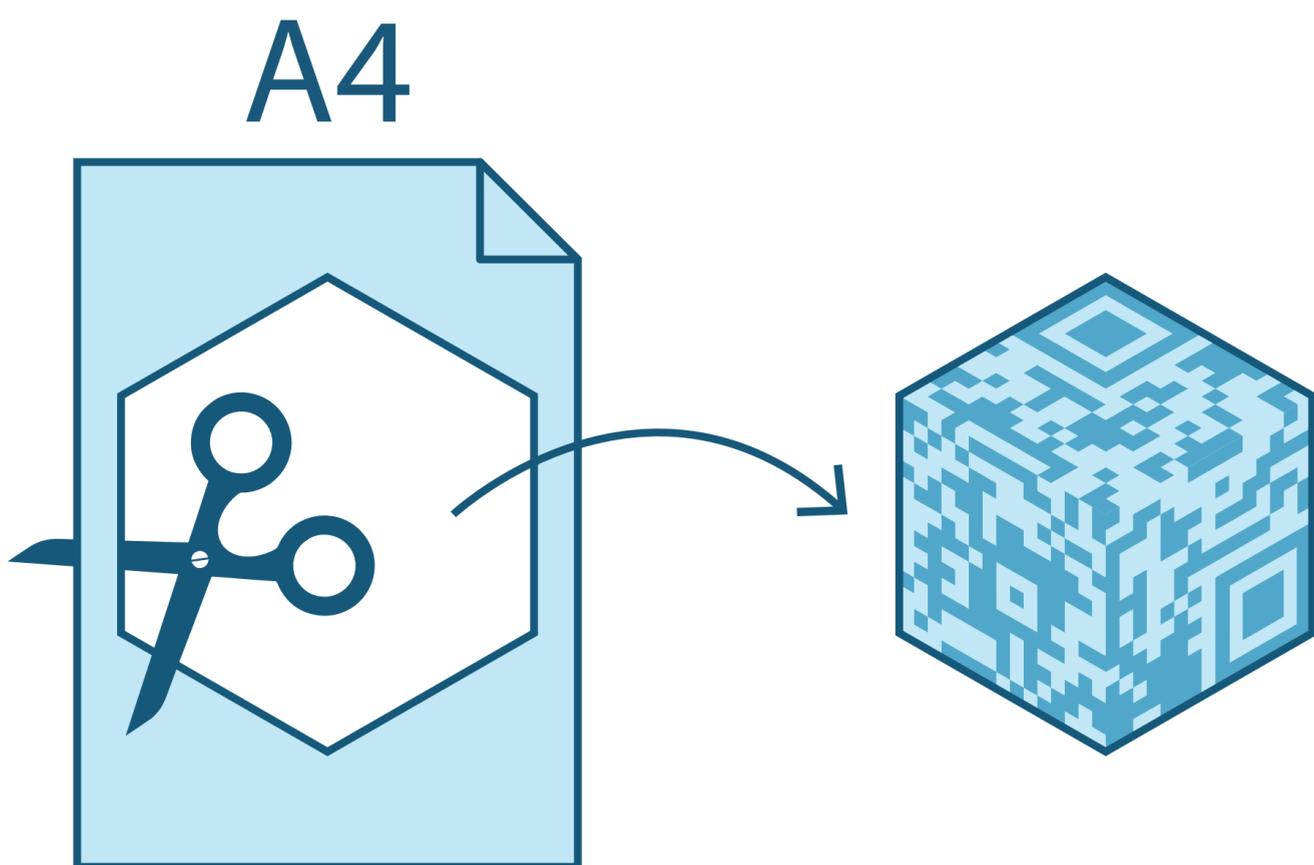
step 15

with ink or chalk, write "me" on one side of the hexagon that makes room for a path and "you" on the other side that makes room for another path.



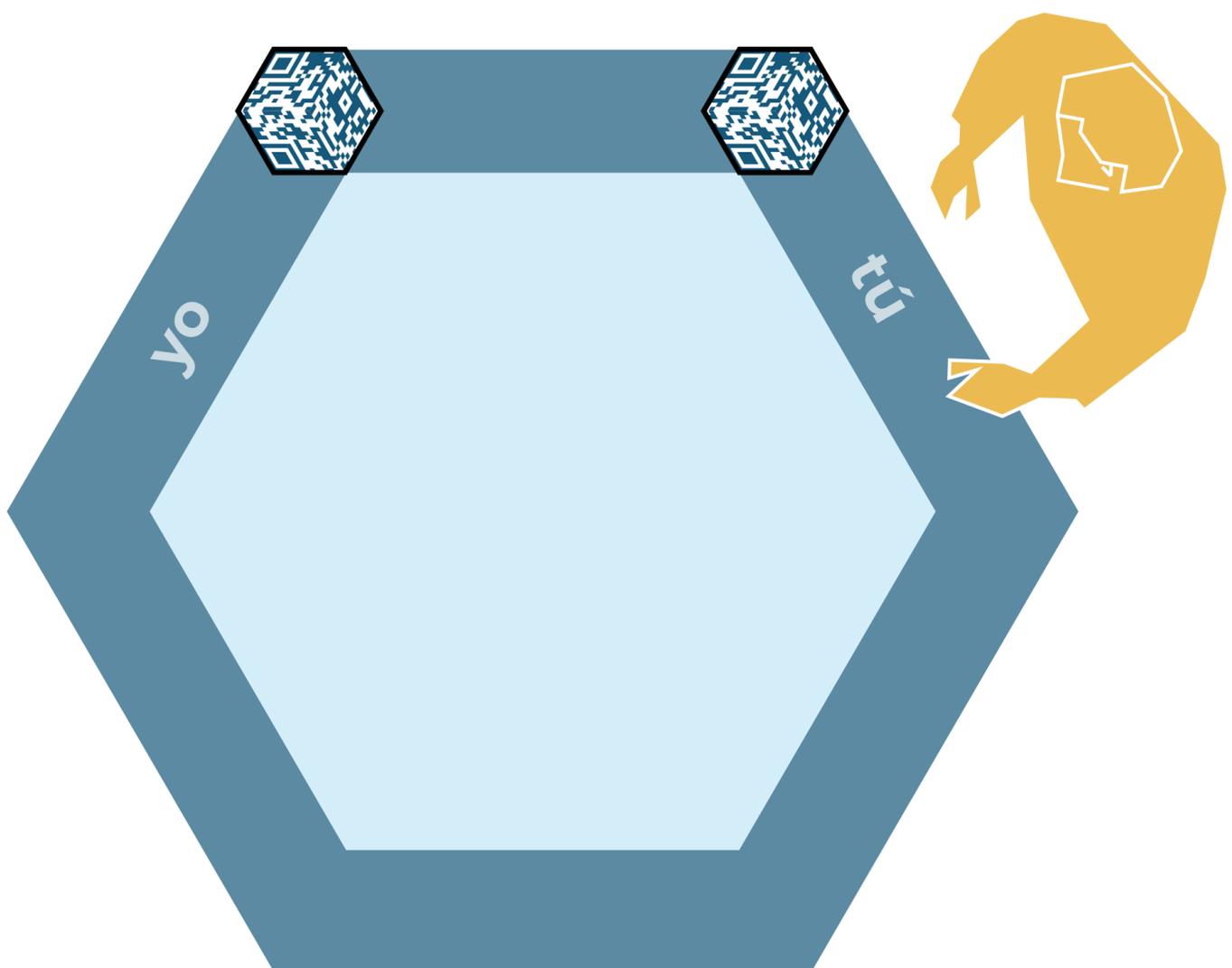
step 16

to activate the augmented reality, print the markers on letter-size paper. they are available for download on another PDF available in the implementation guide



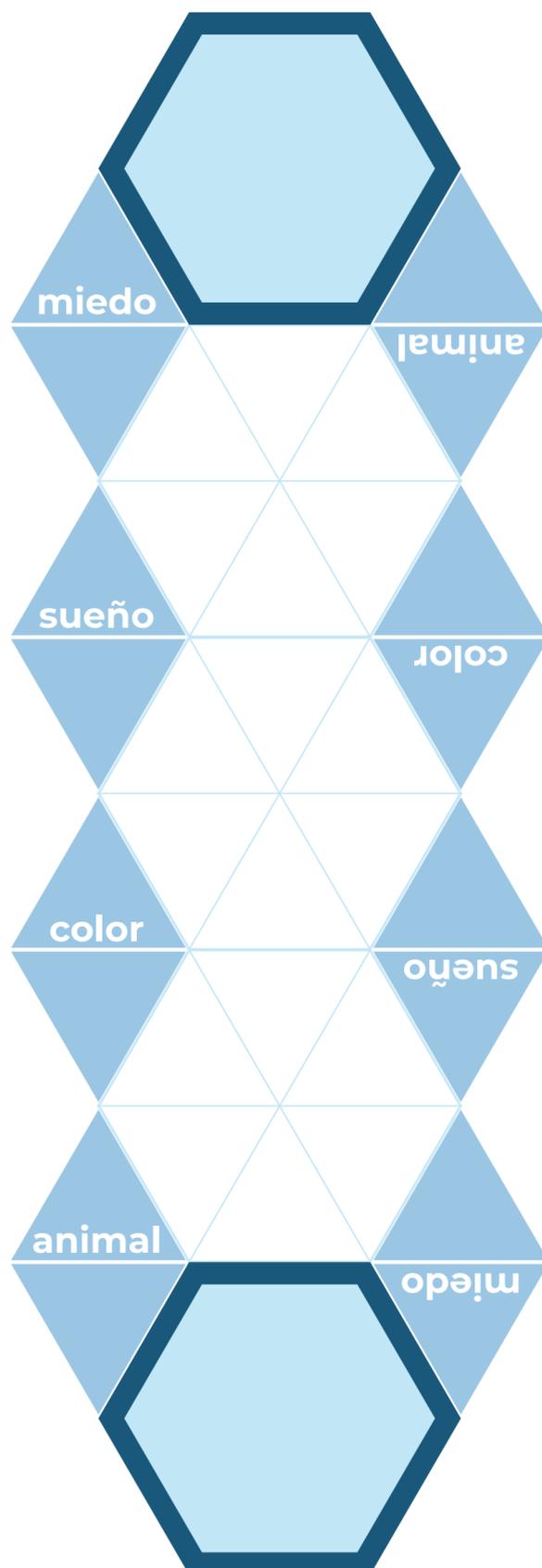
step 17

if you prefer, you can also use the print as a stencil: cut out what is black, place it on the ground, and spray paint it.



step 18

with ink or chalk, write in the paths the subjects of each house: fear, dream, color, animal.



congratulations!

now you have made your own board. invite more people and let's play!

