

## Discover Holland

<b>Duration:</b>	45-90	min
<b>Number of players:</b>	1-4	player/s
<b>Materials/ Tools needed:</b>	boardgame	
<b>Publisher:</b>	Marco Durieux	
<b>Game Designer:</b>	Marco Durieux	
<b>Language</b>	Dutch (title: Ontdek Nederland) / Eng	
<b>Links:</b>	<a href="https://pen-en-pion.nl/en/discover-holland-with-this-game/">https://pen-en-pion.nl/en/discover-holland-with-this-game/</a>	

<b>Type of game:</b>	<b>Main topic:</b>
<input checked="" type="checkbox"/> board <input type="checkbox"/> card <input type="checkbox"/> role play <input type="checkbox"/> simulation <input type="checkbox"/> computer <input type="checkbox"/> Serious <input type="checkbox"/> Other:	Visit different cities and villages to develop your (typical Dutch) products.

**Short description/ Goal of the game:**

While visiting cities and villages you develop and upgrade your products. Play your cities/villages tactically, because everybody can visit them and use their power.

As soon as someone has made all the products of their assignment card, the game ends. Then the counting starts and because you get a lot of point for different parts of the game, the end score can be surprisingly different than you thought.



**Educational value/ Learning Objectives:**

Apart from the fact that in this game you travel past all sorts of places in the Netherlands, you are also playing very strategically. It is up to the players to pay more or less attention to topography. If you want to pay more attention to topography, choose the expert version in which different routes also score points.

## Recommendations for use:

### Pro's & Contra's:

- (-) The game takes time. Not only to learn, but also to play (good).
- (+) There are several versions of the gameplay: solo, family, expert. You can adjust the version of the group you're playing it with.

## Tips and Tricks for Facilitators

### How to adapt game for different groups, topics, occasions/needs

- This game can be adapted to other countries / areas. There is no game board needed, only single cards. So if you take time to make new cards / or ask students to make cards you can make this game around a new country or even fantasy-area.

### Feedback questions

Questions about strategic choices.

