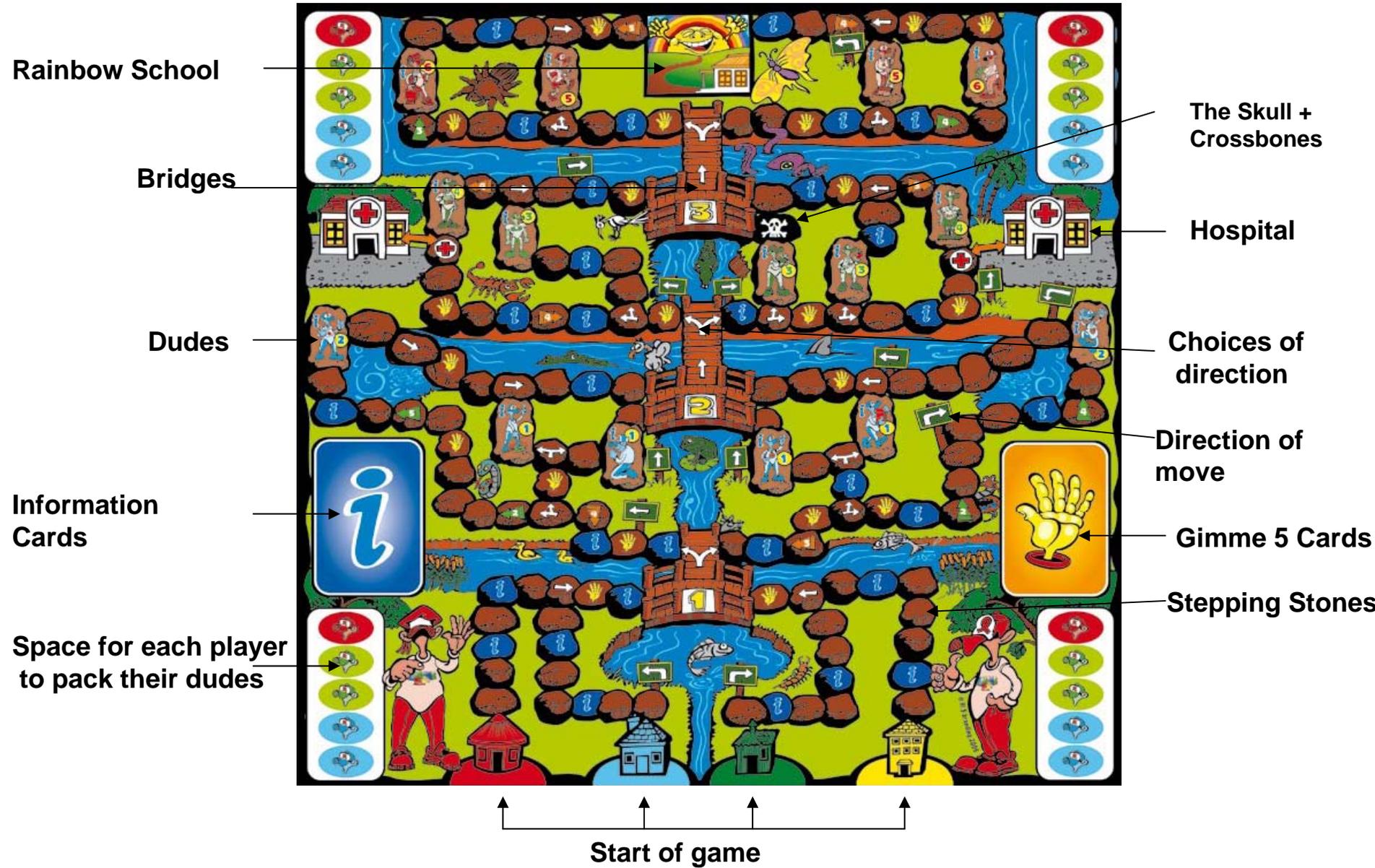


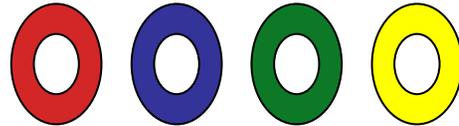
# Gimme 5 Board Game



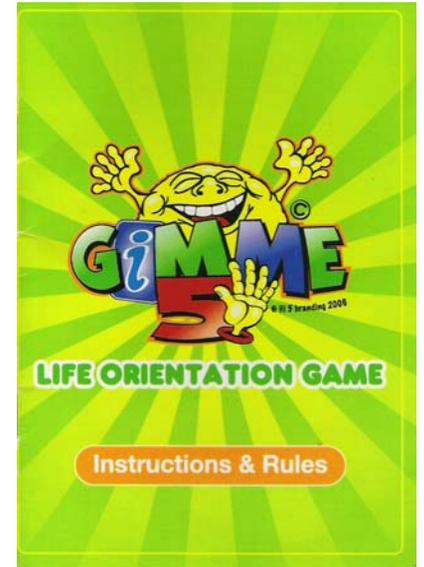
# The GIMME 5 Collection in addition to the Board



Dice



Playing tokens to move  
around the board



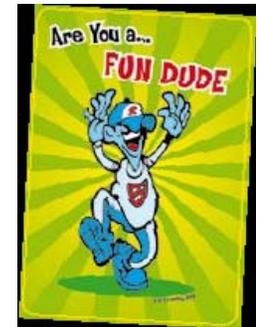
Booklet



Pack of GIMME 5  
cards

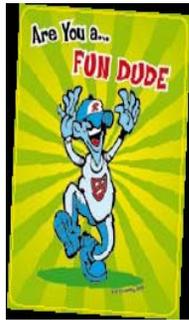


Packs of information cards  
with questions and answers



16 dudes

# How to play the game



2  
pts

Place appropriate  
miniature dudes  
on allocated spot  
on the board



If a player lands on the "i"  
the player on their right will  
pick a card from the deck  
and ask the player a  
question. Player can  
proceed if correctly  
answering the question.  
Incorrect answer, the  
player will wait for the next  
round to answer another  
question correctly before  
proceeding.



Place tokens on corresponding colours

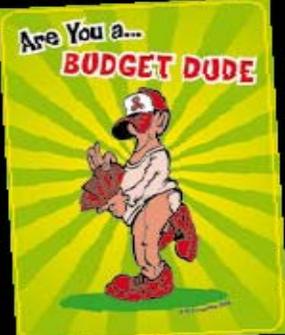
**START**



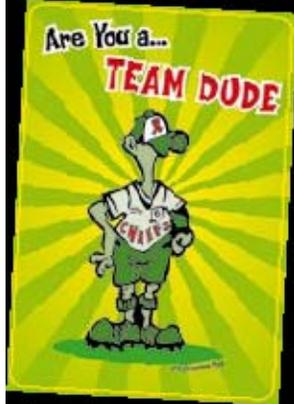
If a player  
lands on the  
hand, player  
must pick a  
GIMME 5 card  
from the deck  
and carry out  
the instruction.



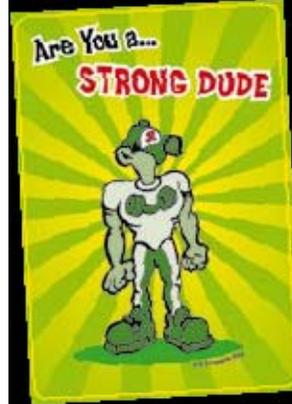
The person that throws the  
highest score starts first



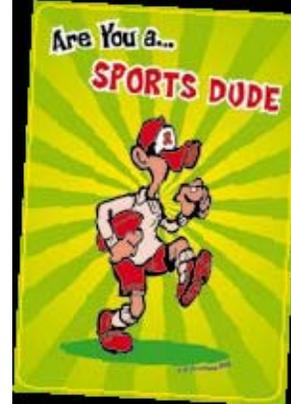
6 pts



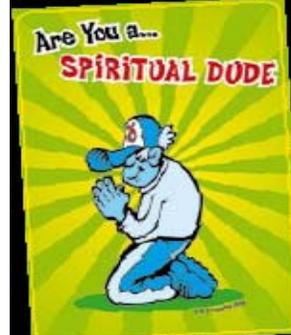
4 pts



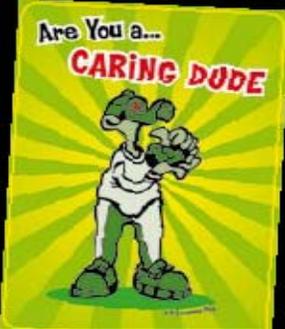
3 pts



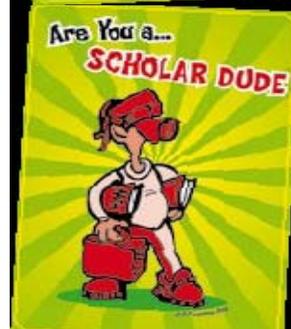
5 pts



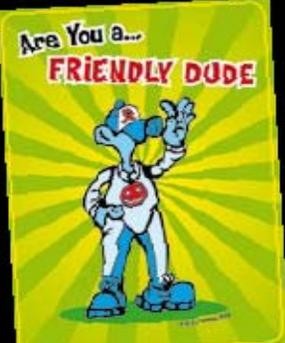
1 pt



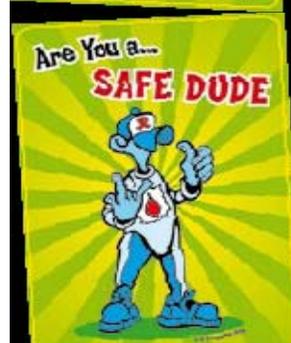
3 pts



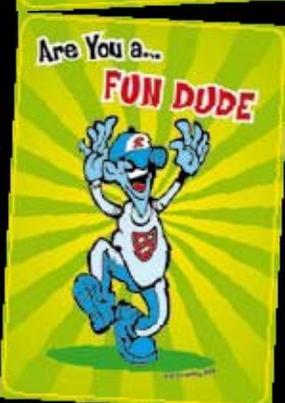
6 pts



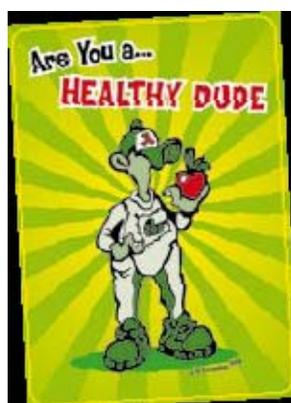
1 pt



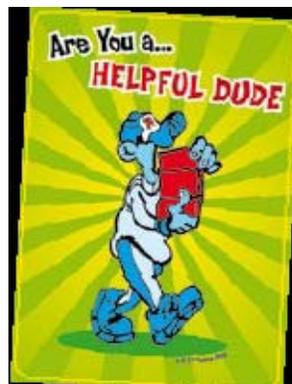
2 pts



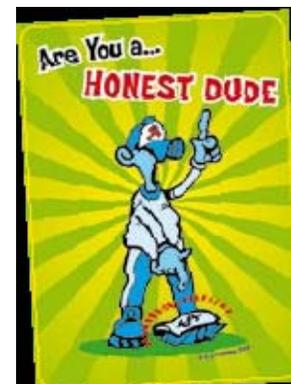
2 pts



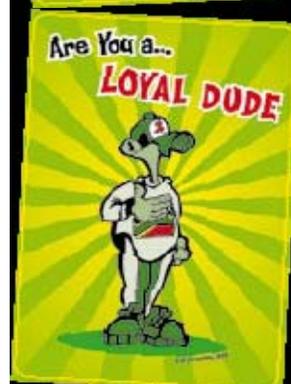
3 pts



1 pt



1 pt



4 pts

The Dudes represent the characteristics a person must possess in order to live a Positive and Healthy life.



THERE ARE 4 BAD DUDE CARDS WITH NEGATIVE POINTS VALUE.

Gangster Dude = Minus 6 Points

Drug Dude = Minus 5 Points

Alcoholic Dude = Minus 5 POINTS

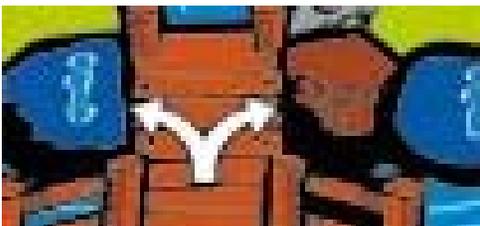
Nasty Dude = Minus 6 Points

As in life, whenever a person become involved in these acts, society has a negative perception of the person. The person also stands a chance to be arrested, end up in an institution for rehabilitation.

## Gaining a better understanding



Starting from the hut, the house, the shack and the mansion, it shows that HIV/AIDS affects all people, no matter their station in life.



The stepping stones and the bridges are the obstacles and the hurdles the person has to overcome as he/she progresses through life

As the players progress during the game, they are allowed to plot their own path to success. They have the choice of either moving right or left, keeping in mind the pitfalls along the way, but if they persevere they will succeed.



The skull represents the dangers that people engage in such as drugs, alcohol, unsafe sex etc., and if a player lands on the skull the player loses all their possessions and have to move back to the start of the game..



The Hospital as in real life, is where you land up if you live an unhealthy or dangerous life



Gimme 5 cards will sometimes bring the player luck, and other times bad luck. As in real life we sometimes win the Lotto and other times we lose our life long savings on gambling and bad business deals



The information cards represent knowledge and skills that people must have in order to make informed decisions in life. If the questions are answered correctly the player proceeds. If incorrectly answered player must wait for next round to answer another question correctly before proceeding, proving that without education it will be difficult to succeed in LIFE!!!! The info cards are questions and answers covering the Modules in the manual, namely HIV/AIDS, Communication, Decision Making and Relationship skills.



When all the knowledge and skills are acquired, the person lives a ***HEALTHY, POSITIVE LIFE!!!!!!!***

The ultimate goal is to reach the **RAINBOW SCHOOL**.