MINOANS

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This is the first game we have constructed. The game concerns the island of Crete and its main archaeological sites, and develops like the so-called "snakes and ladders" games ("gioco dell'oca" in Italian language). It may be played both on- and off-line. 50 squares must be crossed, following a geographic order, from Heraklion to Knossos, the site where the user finds the Minotaur, to be killed.

All the instructions and the game itself may be found in the following home-page, which can be opened only with a specific password given directly by one of the authors of the game (jasink@unifi.it).