



## How to...

# Make a surreal 3D game

Olaf Falafel is a children's author, illustrator, dad and a stand-up comedian. During the lockdowns he hosted online art clubs (tinyurl.com/TWJolafart), combining art and comedy. His current favourite joke is, 'Why can't you hear a pterodactyl in the bathroom? Because it has a silent pee!'

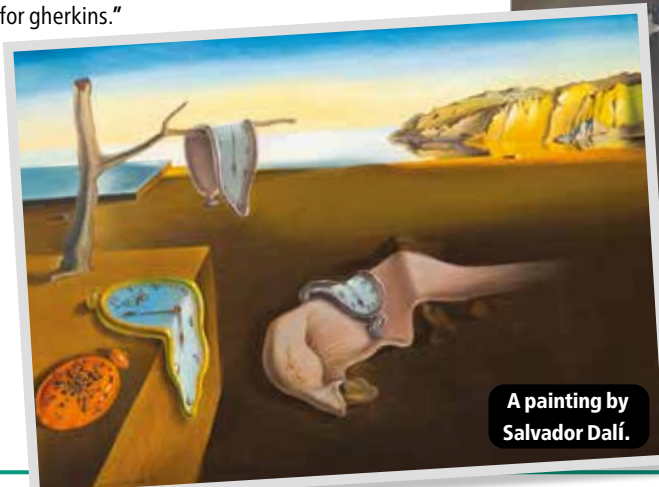
Now, let's get on with the show – over to you, Olaf...

"If you've ever watched any of my comedy or any of my Art Clubs then you probably already know that surrealist art is my favourite. Surreal means a bit weird, strange, unusual or unexpected and two of the best surrealist artists are Salvador Dalí and René Magritte.

Dalí is famous for his bizarre paintings, like the one below, that feature things like melted clocks, elephants with really long legs, ships being powered by butterflies and the Sun coming out of an egg.

Magritte was a Belgian artist. His work mixes up things that you wouldn't usually expect to see together – such as trains coming out of fireplaces and boring businessmen raining down from the sky. He is also famous for a painting of an old-fashioned smoking pipe with the words 'This is not a pipe' written underneath it in French.

I thought it would be cool to make my own version of the classic snakes and ladders board game but give it a 3D twist. Also, to make it surreal, I'm swapping the snakes for worms and the ladders for gherkins."



A painting by Salvador Dalí.



Olaf Falafel's surreal 3D game.

OLAF FALAFEL: ALAMY



## How to...

### What you need

- Pencil
- Ruler
- Scissors
- Sheets of plain white paper
- A selection of empty, clean tins and boxes
- Sticky tape
- Glue stick
- Thick card for the base
- Sticky tack
- Thick black pen
- Colouring pens



**4** Arrange the items on the base. Keep them securely in place with sticky tack.



**8** Draw some gherkins of different lengths on paper. Then colour them in and carefully cut out.



**12** All you need now is a dice, counters (I used Lego figures) and a person to play with. Have fun!



**1** Measure and cut out strips of white paper to fit right round each tin. Stick down with tape.



**2** Now draw around the tins to make circles to cover the top of each tin. Cut out and glue them on.



**3** Wrap each of the boxes and the thick card for the base in white paper so they are fully covered.



**5** With the thick black pen, start to draw a pathway that starts from one end of the board.



**6** Make sure the pathway goes over all the items, starting at the bottom and finishing at the top.



**7** Divide the path into squares, colour them in and number them. Draw at least 50.



**9** Glue each end of the gherkins to your path, connecting one space to another of a higher number.



**10** Draw some long worms and colour in. Remember to add a face on each, then cut them out.



**11** Glue the worms' heads onto numbered spaces and the tails onto spaces on the level below.

## HOW TO PLAY

- 1 Place a counter for each player on the start.
- 2 Take it in turns to roll the dice and move your counter around the board.
- 3 If you land at the bottom of a gherkin, you get to zoom up to the top of the gherkin.
- 4 If you land on a worm's head, you must slide down the worm to its tail.

- 5 If you roll a 6, you're allowed to go again.
- 6 The winner is the first player to get to the finish by rolling the exact number needed to reach the last space.



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