

Game Instructions: **The first team to reach Nashville wins!**

Set up:

Board Creation:

The students will make: (see Teacher Information and Assignments A, B & C).

20 HAZARD SPACES
40 PLACE SPACES
HAZARD CARDS

There must be a minimum of 60 game board spaces, 40 Place Name spaces and 20 Hazard Spaces from NATCHEZ (start) to NASHVILLE (finish). These will be the game board spaces. The playing board may be the classroom with the desks serving as the spaces (see diagram)

Game Play:

One person from each team spins spinner or rolls the die, highest goes first, second highest second, etc.

To start the game,

1. Spinner - rolls or spins.
2. Piece Mover- moves game piece forward the number of squares indicated by the number on the die or spinner.
3. If the game piece lands on a hazard square, the Spinner spins again to find out which kind of card to take.
4. The Piece Mover/Reader takes the top card of the appropriate color and reads the instructions.
5. The Health, Money or Equipment Keepers make the appropriate adjustments to their lists.

The first team to reach Nashville wins!

Team Assignments:

The students will be divided up into no more than 6 teams. Students will be assigned a team job. Students may rotate jobs on a team. (jobs can be combined) Each team will need an appropriate game piece to represent their team.

Team jobs include:

1. **Spinner** or die roller – rolls or spins for the team's turn
2. **Piece Mover/ Reader** – moves the team game piece and reads hazard card
3. **Health keeper** – keeps tabs on the health for that turn
4. **Money keeper** – keeps tabs on gain or loss of money for that turn
5. **Equipment keeper** – keeps tabs on gain or loss of equipment for that turn