

## **Chance Highway Rules**

### **Rules:**

1. 2-6 people can play the game.
2. Everyone will choose a character of their liking.
3. A random person will be selected to start, and take turns going in a clockwise motion.
4. Each player will roll the two dice and move the amount of spaces shown. If someone rolls a double, that player will move like normal, however, they will be allowed to roll again. For example, if a 6 was rolled on both dice, the two dice combine and you move forward 12, and then you'll be allowed to roll again. (If the player rolls double once again after their first double, they will move normally, but will not be able to roll again.)
5. If anyone lands on a chance space, they will pull a card from the **Chance Card** stack and follow the directions on it. (If you are told to move to a different space, and you land on a chance space again, then nothing happens.)
6. The first player that gets to the finish space is the winner, and the game will end.
7. If you land on the death space (in the middle of the board), you go back to the start immediately.

### **Chance Cards:**

1. Death: This card will send you ALLLLL the way back to the start. (only one death card in the chance stack available to only one person during the entire game).
2. Stop: You cannot move on your next turn.
3. Go forward: You will move a set amount of spaces forward (1, 2, or 3) as shown by the card.
4. Go backward: You will move a set amount of spaces backward (1, 2, or 3) as shown by the card.

5. Jump forward: Roll one dice. The total of that dice will be multiplied by 2. Move that amount of spaces forward.
6. Jump backward: Roll one dice. The total of that dice will be multiplied by 2. Move that amount of spaces backward.
7. Punish: A card that can be held onto. The player with the punish card is allowed to choose a player to punish. That player will have to roll one dice to see how many spaces they move back.
8. Reverse: Reverses the punish effect for the bearer of this card.