I’m trying to develop a board game based on the book Hariet’s Daughter

<http://www.goodreads.com/book/show/1592048.Harriet_s_Daughter>

It’s a fairly popular book for high school curriculum purposes it explores race relations specifically from the Afro-Caribbean perspective in Toronto, Ontario, Canada.

ABOUT THE FORMAT

I’m putting all my working files in a google doc that is publicly viewable. I welcome any and all comments but for now I shall be the only one editing documents.

ELEMENTS

These are aspects of the book I want to include

- Strong willed main character playing Harriet Tubman

- other children playing slaves, note these kids are multiracial

- Slaves, note there is NO racial specification for characters

- Slave Hunters

- Slave Hunting Dogs

- Toronto- will map the area (for now St.Clair area, will identify geography later)

- the **21 mile** journey to freedom

* underground railway game

Characters

* Zulma
* Ti-cush

- other character likely rock fancy braids with beads and all that

Passes

Passes to travel without overseer. (to be named later using real sites in Canada). Players move forward.

Auction block (at least one auction block in which slave must go back to beginning)

Safe Havens-this should include safe houses, aboriginal areas, abolitionist houses

GOALS

Target demographic:

for this game is middle school to high school.

Game Types:

Game should be confrontational and competitive between the two factions

(Slaves vs Slave owners/Hunters)

Option 1: Human Players (Slaves) co-operative vs

Human Players co-operative (Hunters)

Option 2: Human Players (Slaves) competitive vs

Board (Hunters) [race style/Euro style]