

The Salvation Army in the Community



Instructions

This game is for 2-6 players or teams*.

Aim of the game

The aim of the game is to travel around the town, helping different people in the community. Players must complete four different coloured tasks and return to the Church & Community Centre to win the game.

Setting up the game

Place the TASK cards and CHANCE cards at the top of the board, face down. Each player/team chooses a character and places it in the centre of the board at the Church & Community Centre.

How to play

At the start of the game, each player/team should be dealt one task card from the pile. Roll the dice to decide which player/team will go first. For each turn, the player reads their task card aloud to the other players and then rolls the two dice to move their character around the board in order to reach their first location. (Players may move around the board in any direction except diagonally. Players may also land on the same space as another player.)



When players arrive at their task destination (this may take more than one turn), they should place their task card on the matching picture to complete the task. Players should mark their score card to show which colour task they have completed. (This will be the end of their turn, even if the number thrown on the dice is more than they need.)

At the beginning of their next turn players take another task card to determine where they will go to next. If a player picks up a task card which is the same colour as one that they have already completed, the player must place the card face up on the space next to the task cards and wait until their next turn to take another card. (When it's time to take a new task card, players can choose to take the face up card, or the next face down card on the original pile).

Chance cards

If a player lands on a mobile phone square they pick up a chance card. Chance cards contain messages which might be actions to complete, facts to read out, or situations which affect the game. Players follow the instructions on the card then place the card at the bottom of the pile. If for any reason it is not possible to carry out the instruction on the card they should take another.



Different ways to play

For a simple, short game, don't use the chance cards, and/or reduce the number of tasks which players must complete to two or three. For a longer game, keep playing until all the tasks have been completed, or use one dice instead of two. Maybe you can think of your own ways to play!

*For larger groups 2 extra characters (Karla and Paulo) could be added to make 8, although remember this will affect play (eg the number of task cards available for each player will be reduced) so you may need to adapt the game slightly - see 'Different ways to play'.





Character name.....

Red

Brown

Blue

Grey



Character name.....

Red

Brown

Blue

Grey



Character name.....

Red

Brown

Blue

Grey



Character name.....

Red

Brown

Blue

Grey



Character name.....

Red

Brown

Blue

Grey