

Getting There: The Game

Rules



GOAL: Everyone Arrives at their destination.

SETUP

- Each player gets \$10
- Shuffle challenge and resource decks and place them face down
- Each player gets 4 resource cards, including 1 “Solve With My Own Plan.” These are the resource cards with a sticker on the back.
- Put a token on start. You can use a piece from another game, a small toy, or anything you have!
- The youngest player will go first and play will go to the right from that person

TURN

1. Draw a challenge card
2. Solve by:
 - Using a resource that helps you solve the challenge
 - Trading a resource card with another player IF they want to (1 trade per turn) and playing that
 - Spending money (IF the card says)
 - Using “Solve With My Own Plan” (once per game)
3. Everytime you use a resource card, draw a new one
4. If solved, move forward
5. If not solved, stay or move back (as card says)

SOLVE WITH MY OWN PLAN

This card can only be used one time during the game. For anyone to solve with their own plan, all players must agree that the plan would work in reality. If all players agree, then the player can solve the challenge and move forward one space.

GAME END

The game ends for each player when they successfully complete all challenges and move the “arrive” area. Play until everyone has a chance to land on the “arrive” area.