

Game of FRED - Game Rules

BEFORE YOU START:

Grab the number of pawns you need and a die from another board game you already own, or borrow one from the neighbours. If your neighbours are grumpy people who don't like fun, borrow it from a friend instead.

WHO GOES FIRST?

Whoever is **youngest** goes first! Whoever reaches **space 39** first wins!

If you land on a space with just a number? Absolutely **NOTHING** happens.

IF YOU LAND ON A SPACE WITH A PICTURE, HERE'S WHAT HAPPENS:

4, 5, and 9 **YEAH**. You get to roll again. That's moving right along!

(Spaces with a greenish vibe are always something FUN.)

11 Dear deer, Fred is bored... You have to skip a turn.

(Reddish spaces are always something ANNOYING.)

13 Yihaa! Jump straight to space **16**.

16 Roll again.

18 Fred wants new shoes and takes forever to choose. You have to skip a turn.

19 Roll again.

23 Oh no! An accident! You must stay here until you roll a **6**, or a **1**, or a **3**.

Otherwise, you'll be lying there forever.

26 **WOW**, lots of money! Use it to buy a trip to space **31**.

28 What now? Fred doesn't feel like playing anymore...Unless you sing a song.

That cheers him up! You don't have to skip a turn. Bet you didn't see *that* coming...

32 Fred has hands! Give your fellow players a handshake and roll again.

35 Fred takes a nap and wakes up on space **30**. Too bad for you!

36 Back to the woods! Go to space **37**. Better than nothing, right?

39 **DEERIFFIC CONGRATULATIONS!** You've won!

Sure, losing builds character, but who cares? You're the winner! Enjoy the glory, the fame, the bragging rights. For now.

And the 'LOSERS'? Let's be honest: **you're the real winners**. You kept your cool. You stayed in the game. You laughed in the face of shoe-shopping delays and naptime setbacks. You've developed patience, grace and you can deal with disappointment. While the so-called winner is busy peaking now, your greatness is still unfolding. **Watch out world!**