

Faire: Sample Board Game Rules

(Using *James and the Giant Peach* as the chosen book for a sample game called *Peach Crossing*)

1. The object of [insert Board Game name] is to get from Start to Finish.

*The object of **Peach Crossing** is to be the first player to get from the starting square at **Hilltop** to **New York City**.*

2. All players begin with their game pieces on Start. Roll the dice / spin the spinner. The person who rolls the highest number goes first.

Choose from game pieces of Old Green Grasshopper, Centipede, Ladybug, Miss Spider, Glowworm, Silkworm, Earthworm or James. All players begin at Hilltop. Spin the spinner. The person who spins the highest number goes first.

3. The first player rolls the dice (or spins the spinner) and moves that number of spaces.

The first player spins the spinner and moves that number of spaces.

4. If there is an action on the square the player lands on, then he/she must take that action. Once he/she has completed the turn, play continues with the next person on their left.

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Spaces on the board from "Peach Crossing"

- *Discover giant peach and crawl through tunnel inside. Advance two extra spaces.*
- *Peach rolls off a cliff with you inside. Go back two spaces.*
- *You make wonderful new friends inside the peach. Advance three spaces.*
- *Peach is sinking as sharks start eating it. Go back two spaces.*
- *Seagulls help the peach fly fast in the air. Go forward four spaces.*
- *You wave at Cloud Men, but they seem angry. Go back one space.*
- *Peach is falling too fast after airplane cuts the strings. Go back two spaces.*
- *Peach lands perfectly on top of the Empire State Building. Go directly to New York City.*



5. More than one player can occupy the same space.

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6. Players cannot move any further back in the game than Start even if the action on the square tells them to go back more spaces.

Players cannot move any further back in Peach Crossing than Hilltop even if the action on the square tells them to go back more spaces.

7. The first player to get to Finish is the winner.

The first player to get to New York City is the winner.

The game board for Peach Crossing might be curvy like Candy Land with a drawing of the peach tree at the top, cliffs and waves, then clouds, and then skyscrapers on the bottom. Or it might have an image of a peach on every few squares. Or it might use peach and green colors.

