

Black Game Rules

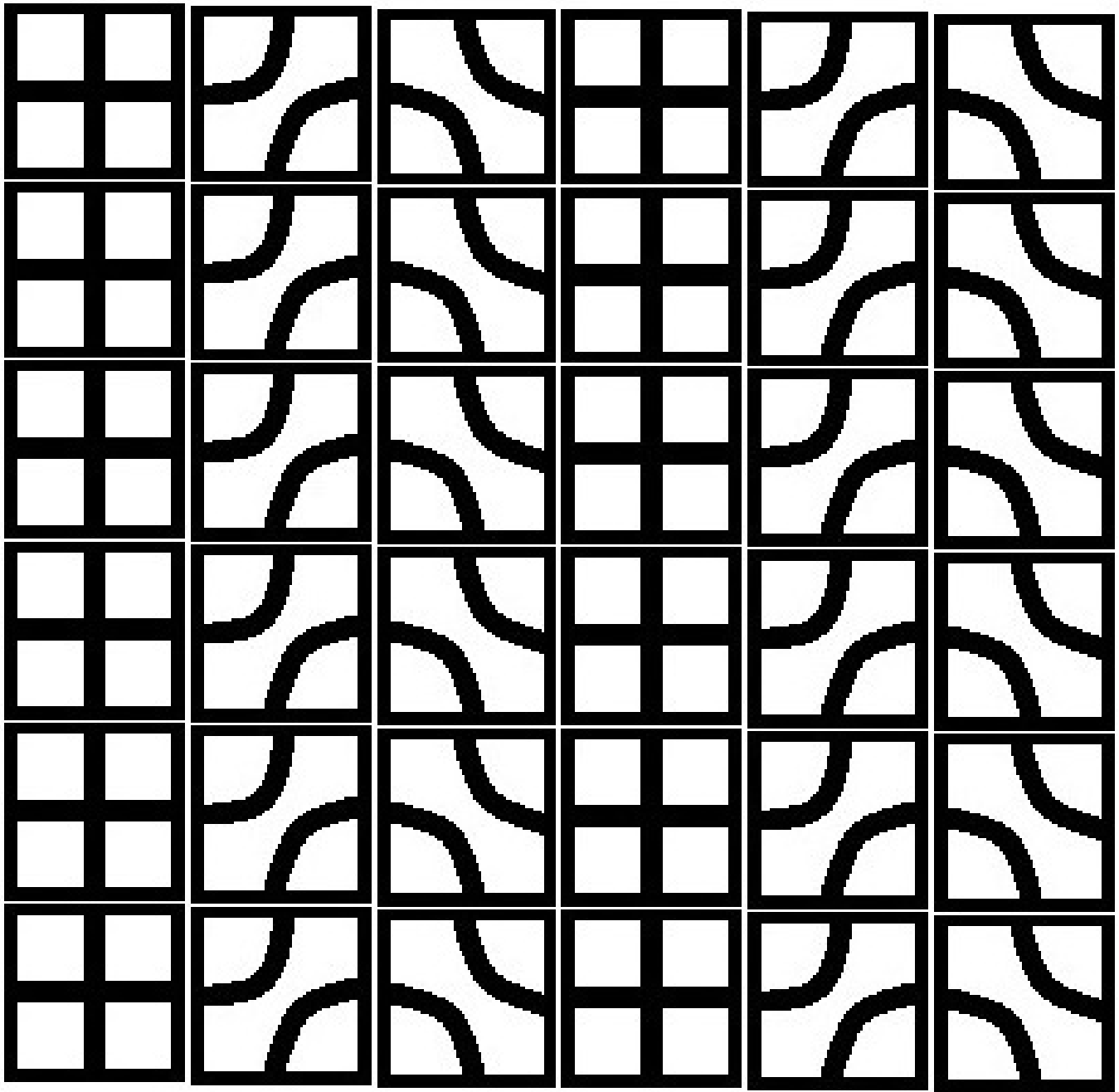
Using the tiles from the pocket, players alternate turns by filling in lines of a roadway. A player may choose any of the patterns on his or her turn. The intersection pattern may only be used in a straight line; only the curves can make turns in the road.

The game starts in the upper left-hand corner marked "S" and the object of the game is to reach the bottom right-hand square marked "F" without forfeiting the game by forcing the road off of the grid.

Players must not play a turn that forces the road to leave the page; if the main roadway cannot stay on the page with their turn, the player forfeits the game.

BLACK

A Road-Building Game For 2 Players



These are the game pieces; you will need to cut out each of the squares before playing. You can create a pocket for these pieces by following the instructions found here:

<http://lemonadebyll.blogspot.ca/2013/06/file-folder-games-for-middle-grade.html>