

# Bulb Project Board Game!

## Objective

Each player is a daffodil bulb that has been planted at your school. Your objective is to be the first bulb to flower by reaching the Finish stone. Along the way you might pick up some cards that will help you to grow or slow you down.

## You will need:

- One counter per player (recommended 2-6 players)
- One six-sided die
- Printed out game 'board' – assemble the board by lining up the triangles in the centre to make a diamond.
- Printed cards – make sure these are shuffled before you play.

## Instructions

- Place the shuffled cards face-down in a pile (please read below for more info about the cards).
- Every player puts their counter on the Planting Day stone (start).
- Starting the game: the youngest player gets to go first, and then take turns going clockwise.
- Each player takes turns rolling the die. Move your counter along the stones according to the number you roll.
- If you land on a star, take the top card and follow the instructions. You might go forward or you might have to go back! If you land on another star, take another card. Discuss with your friends why you have to go forward or back.
- If you go beyond the finish line, it counts as winning.
- If you have to go back further than the start, you stay on the Planting Day stone.
- The first one to the finish is the winner!

## The Circle Trap

- When you enter the circle trap (ring of stones) you can only escape by ending your turn on the stone that says 'Escape!'
- If you go past the Escape stone, you will have to go around again.

## The Cards

- When you draw a card, follow the instructions, and then place the card in a separate discard pile.
- Once all of the cards have been used, shuffle them and turn them face-down as your new card pile.

## Personalising the Game

- You can colour in the board and the cards.
- Can you think of any other factors that would affect your bulb's growth? You can use the blank cards to add these to your game.