

On My Way to Court

These are the rules of the game:

Be the first player to get to the courthouse by following the path that has a picture of how you got to the courthouse.

1-4 players can play.

Use coins, paperclips, or erasers as game pieces.

Drop 3 extra coins on a flat surface.

Count the number of heads and move ahead that number.

If there are 1 head and 2 tails, move forward 1 space.

If there are 2 heads and 1 tail, move forward 2 spaces.

If there are 3 heads and no tails, move forward 3 spaces.

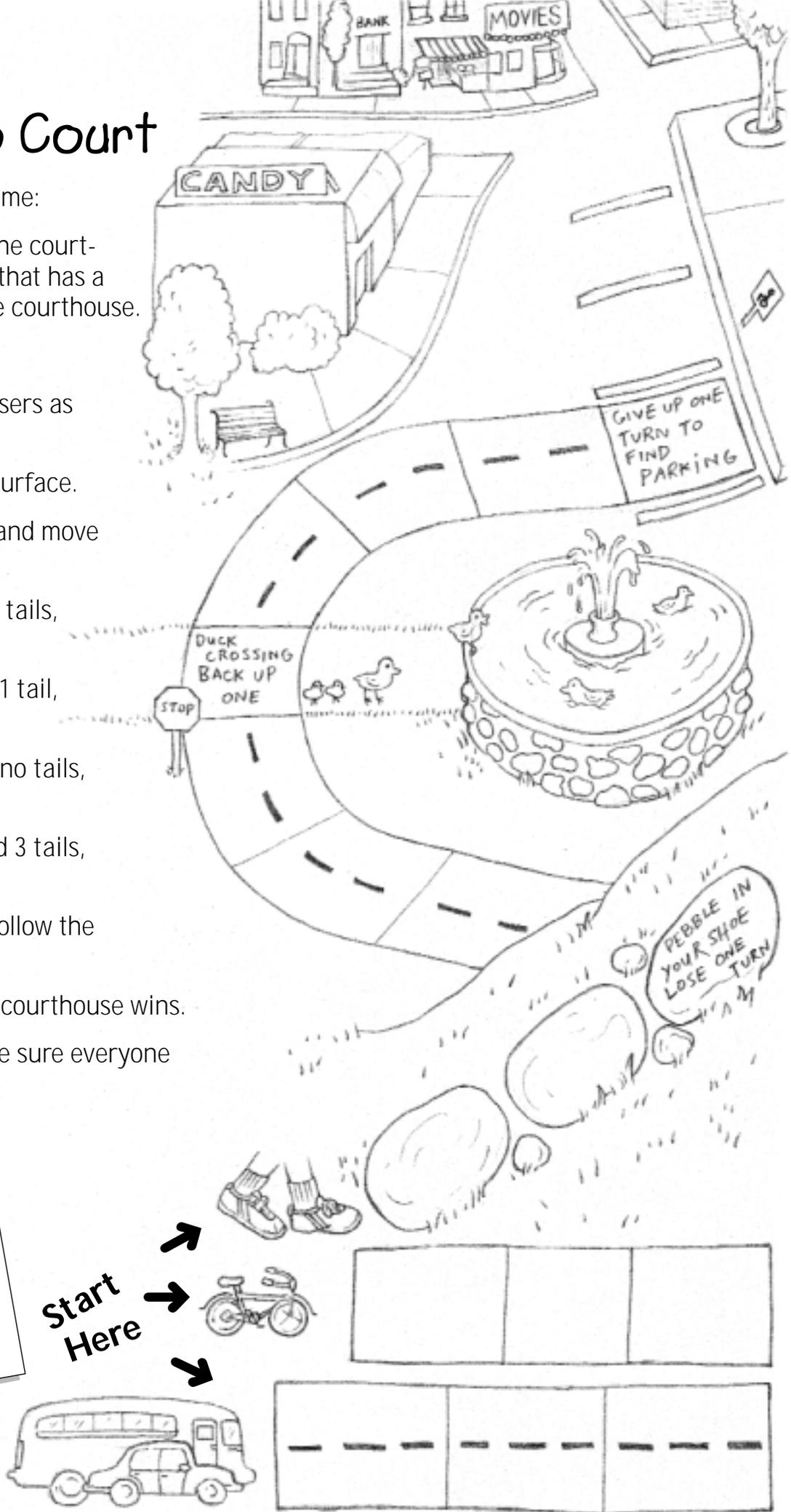
If there are no heads and 3 tails, do not move.

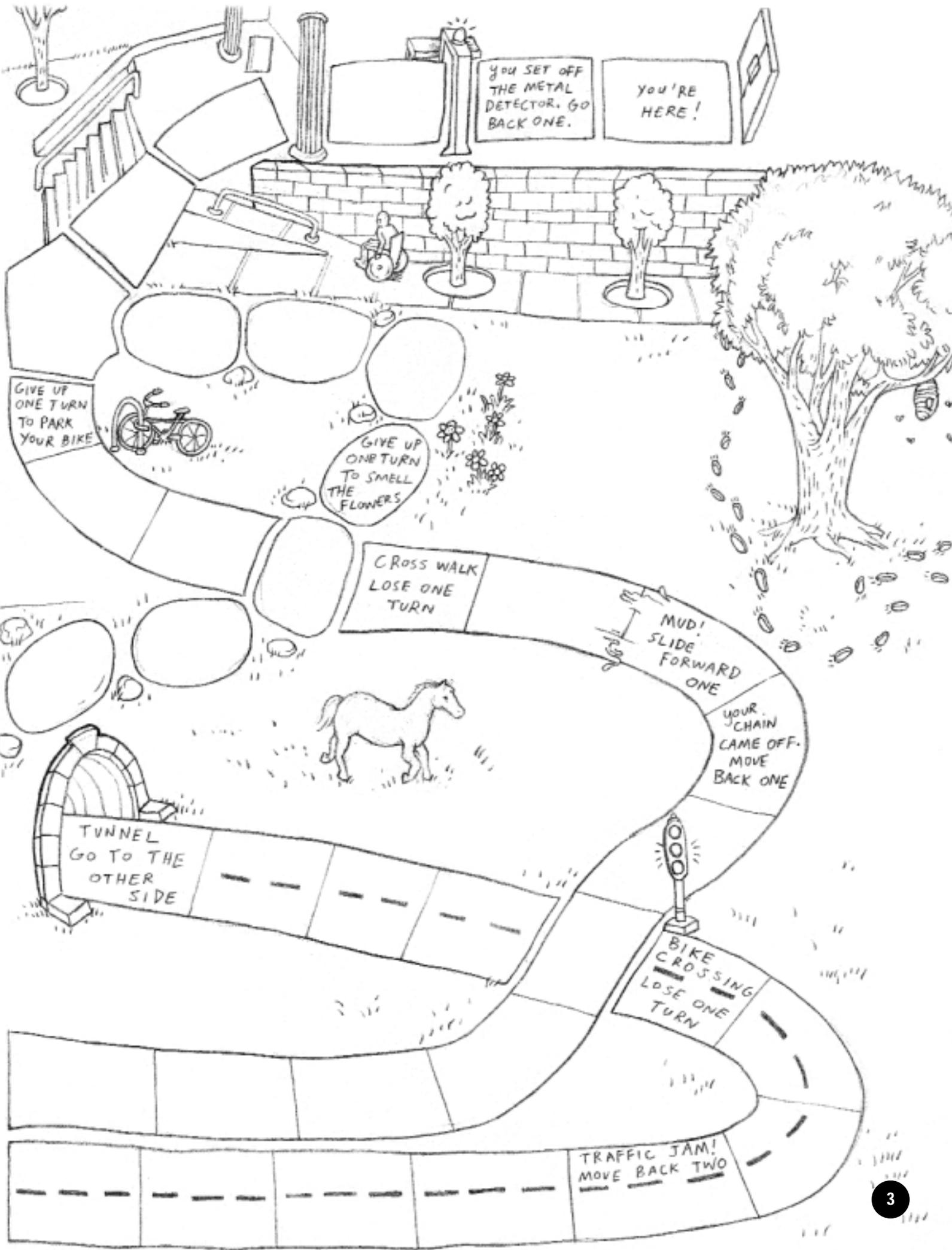
When you land on a space, follow the instructions on that space.

The first player to get to the courthouse wins.

At the end of the game, make sure everyone gets their game pieces back.

Circle on the game all the objects that you saw on your way to court today. If you saw a horse, then circle the horse. If what you saw today is not here, draw a picture of it on the game.





YOU SET OFF THE METAL DETECTOR. GO BACK ONE.

YOU'RE HERE!

GIVE UP ONE TURN TO PARK YOUR BIKE

GIVE UP ONE TURN TO SMELL THE FLOWERS.

CROSS WALK LOSE ONE TURN

MUD! SLIDE FORWARD ONE

YOUR CHAIN CAME OFF. MOVE BACK ONE

TUNNEL GO TO THE OTHER SIDE

BIKE CROSSING LOSE ONE TURN

TRAFFIC JAM! MOVE BACK TWO