

## Instructions (must have 2 or more players)

### **Choose your family and your car:**

It would be easy to choose a family based on your natural ethnicity or race, but this game is about learning! So, shuffle the deck of blue "Family History" cards. Each player or team representative should roll the dice. In order of highest to lowest, draw a "Family History" card from the deck. Keep this card in front of you for the rest of the game.

Each Family should have 3 decks of cards. One Advantage deck, One Disadvantage deck, and one Challenge Deck. Shuffle each deck separately, keep them separate, and place the decks face down (color side up) in front of you for the remainder of the game. You will be playing from these cards.

Once you have selected your family card you can choose a car. Each car represents a family. Each car can be played by an individual person or a team/family (you can choose any color you like).

### **Choosing which family goes first:**

Each player/one representative from each family needs to roll the dice again. The player that rolls the highest number will go first. From that player the game will continue clockwise.

*Note: You will face challenges that might require you to phone a friend, get up and move around, or refer to the reference sheet for the correct answers. Be prepared for any and everything.*

### **What you Win:**

Get together as a family/team and decide what a happy retirement looks like for you. Jot those things down. If you reach the big house first, whatever you wrote down is what you will win!

When you reach the big house, whether it be first or last, read your dream retirement aloud to the group.

### **To begin the game:**

a representative from each family will read their "Family History" card aloud to the group. This card tells how your family arrived in the United States and where they are now. Please keep in mind, EVERY family has the SAME amount of advantages, disadvantages, and challenges, no family, ethnic group, or race is greater than the other.

Before each turn, spin the wheel to determine which deck of cards you must draw from. For instance, If it lands on "advantage" draw from your advantage deck, read the card aloud, and do as instructed on the card.

*Note: Some challenge cards will require you to stay where you are instead of advancing or moving backwards. If you are not instructed to move ahead or backwards, stay where you are until your next turn.*