

Race to the Roof

An exciting game of pursuit, from the basement to the attic

Age 5-10

2-4 Players

Contents

- 1 playing board
- 16 room cards
- 20 chance cards
- 4 playing pieces
- 1 dice

Object of the Game

Each player throws the dice to try and get his playing piece from the ground floor apartment right up to the skylight in the attic before all of his opponents.

Preparation

The special thing about this game is that players can arrange the board before starting to play. The rooms of the various apartments can be moved around at will by the players. In this way the board is different each time the game is played. The stories children can tell to fit in with the action are also constantly different.

Each player chooses a playing piece. The chance cards are shuffled and placed face-down in a pile near the board.

Play

Players throw the dice to decide who should start. The player with the highest score starts by moving the corresponding number of spaces through the house. The other players then take their turns. Players dice their way from the room on the very left of the ground floor apartment right up to the skylight in the attic. If a throw lands a player on a space which is already occupied, the player throws again rather than removing his opponent from the board.

Chance Cards

If a six is thrown, the player takes the top chance card from the pile. He then looks through the rooms in the house for the object on his card. These objects are deliberately a little smaller or perhaps hidden somewhat in the rooms. This means that actually looking for the room which contains the object becomes very exciting and not always easy. Until the object is found a player does not know whether he will make a great leap forwards or have to go backwards. As soon as a player finds the object he is looking for, he moves his playing piece to the red space on the room card containing his object. The red spaces are all below the objects they refer to. Players should keep all the chance cards they win.

After a six, players do not have another turn. Towards the end of the game, if a player throws a six and finds that there are no chance cards left, he simply moves six spaces through the house.

End of Game

The first player to reach the skylight in the attic with a direct throw wins the game. If a player throws too high a score on the dice, his playing piece stays where it is.

If players decide to play several rounds one after another, then the chance cards should count as one point each for their owners at the end of a round. The winner of a round scores five points. When the agreed number of rounds has been played, the player with the most points is declared the winner.