

# GAME RULES:

## GOAL:

Complete all 24 prompts on this reading challenge, following the game rules. Match one book to each prompt for a total of twenty-four new reads.

## REQUIRED:

- A six-sided die
- Board game
- Genre Cards
- Chance cards (6)

## HOW TO PLAY:

### 1. COMPLETE A GENRE CARD

Before beginning play, pick six different genres and record them on a genre card. (See example.)

Choose any six genres to start. Get as specific with these genres as you like. Using sub-genres or niche genres will make the challenge more difficult. For this challenge, all prompts must be completed using only the genres on your Genre Card, so pick wisely!

(Example)

GENRE CARD:	
1.	<u>Historical Mystery</u>
2.	<u>Non-Fiction</u>
3.	<u>Fantasy</u>
4.	<u>Sports Romance</u>
5.	<u>Romantic Suspense</u>
6.	<u>Science Fiction</u>

### 2. ROLL THE DIE TO MOVE

Roll the die to move around the game board. Each square on the board contains a book prompt or an action. When moving around the board, skip prompt squares you've already completed.

### 3. COMPLETE THE PROMPT

You've rolled the die and landed on a prompt. Now, match the number on the die to your genre card to determine the required genre for this prompt. You **must** complete this prompt using that genre.

For example, let's say your opening roll is a 4. You move forward four squares and land on the prompt, "Author from somewhere you've vacationed."



(Example)



Because you rolled a 4, you must complete that prompt using a book from genre number four on your genre card. (In our example, we said genre four is "Sports Romance." So, we would choose a sports romance written by "an author from somewhere you've vacationed.")

If on our next turn we roll a 3, we would complete that next prompt using a book from genre 3 on our genre card (in this example: fantasy).

Work your way around the board game, completing all twenty-four prompts on this challenge. Unless otherwise stated, **prompts must be completed using the genre that matches your dice roll.**

### 4. FINISH ALL TWENTY-FOUR PROMPTS

Once you have completed a prompt, cross it off the game board. When moving around the game board, skip over completed prompts so that you only land on open squares.

Complete all twenty-four prompts and reward yourself with a new book (or two) for being so ridiculously talented at this game.

# SPECIAL SQUARES:

## START: NEW BOOK SMELL

Start on this square. If you land on it during game play, roll again!

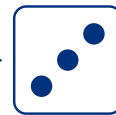
## HOLDS OVERDUE

Any time you land on the “Holds Overdue” square, **you must swap out one genre on your genre card.** Roll the die to see which genre you must swap.

The genre must be different from the other five genres currently on your genre card. (It may, however, be a sub-genre of one of the other genres.)

Starting Genre Card:

GENRE CARD:	
1.	<del>Historical Mystery</del>
2.	<del>Non-Fiction</del>
3.	<del>Fantasy</del>
4.	<del>Sports Romance</del>
5.	<del>Romantic Suspense</del>
6.	<del>Science Fiction</del>



NEW Genre Card:

GENRE CARD:	
1.	<del>Historical Mystery</del>
2.	<del>Non-Fiction</del>
3.	YA Dystopian
4.	<del>Sports Romance</del>
5.	<del>Romantic Suspense</del>
6.	<del>Science Fiction</del>

You must now use this updated genre card for the rest of the game. (Unless or until you land on the Holds Overdue space again.)

If you land on Holds Overdue multiple times, you may switch back to a previously used genre. (For example, in the above example, we swapped Fantasy for YA Dystopian. The next time we land on Holds Overdue, we could replace another genre for fantasy.)

For added difficulty, complete the challenge without re-using genres.

## FREE LIBRARY

Roll again! For the next prompt you land on, choose any genre from your genre card.

## BOOK SLUMP: HEAD TO HOLDS OVERDUE

If you land on Book Slump, head directly to “Holds Overdue.” Do not compete any other prompts on your way there. Once you arrive at Holds Overdue, roll the die and swap out the corresponding genre on your genre card. (See “Holds Overdue” instructions on previous page.)

## CHANCE CARDS:

On the board are four different squares marked “Chance.” When you land on chance, **randomly select one chance card to complete.** (Either print and shuffle the cards, or roll the dice to determine which card to complete first.)

There are six different chance cards, each with unique rules. (With the exception of chance card #2, these cards can be completed using any genre. You are not limited to the six genres on your current genre card.)

At the end of the game you will have completed four of the six chance cards.

## EXTRA RULES:

### TWO IN A ROW:

Uh-oh, the sticker on your limited edition left a sticky residue. If you roll the same number twice in a row, the author’s last name must fall after your previous author in the alphabet.

### THREE IN A ROW:

You rolled the same number three times in a row. Your bookshelf has collapsed from the weight of all your books! Shuffle the genres on your genre card. (Same genres, just different numbers for each.)

