Dad *a Dice*

TASK CHALLENGE HEART STOP

A family game for two to six players. The goal is not winning. The goal is being there for each other.

WHAT YOU NEED

- A cross-shaped board. A shared loop of 40 spaces; each player has their own START and their own four-space path HOME in the middle.
- Four pieces.
- One die.
- Three decks: 60 tasks, 20 challenges, 12 power cards.
- An hourglass, 90 seconds.

SETUP

- Place the decks separately, face down.
- Each player picks a colour and puts their piece on the START of that colour.
- Each player draws one power card and keeps it turned toward themselves. The others don't see it.
- The youngest starts.

With five or six players you play in pairs. A pair has one piece and one roll.

A TURN

You roll the die and move that many spaces. Then you do what the space says.

- Blue space. Draw a TASK. Read it out loud and do it with the player on your left.
- Yellow space. Draw a CHALLENGE. Everyone does it.
- Red space. Heart stop. A hug and one kind word. Here you may use your power card.
- Path home. When you have gone round the loop, turn into the path of your colour. You don't need an exact roll to get HOME.
- Meeting. If you land where someone already stands, nobody goes back. You hug and play goes on. Nobody gets angry, that is the whole game.

You may use a power card once per game. The effect lasts one round. If you roll a six, draw a new power card.

Nobody is forced. If you don't want to, you say: today I'm just watching. The turn moves on. That is not a loss.

THE CARDS

- TASK. A short thing done between parent and child. Thirty seconds to two minutes. Each one carries an age: 3+, 6+, 10+.
- CHALLENGE. A longer task or mini game for the whole family.
- POWER. A special ability. Twelve cards, named after the twelve heroes of The Evening Story.

Turn the hourglass on any task that says quick.

HOW YOU WIN

The first player to get HOME to the middle wins. The game doesn't end there. The others finish the path.

When everyone is home, each says one thing they will remember.

If you want to keep score, add points. Task one, challenge two, power three. Points are optional.

WHO IT'S FOR

Two to six players. From three years old with an adult helping. From six years old on their own.

A game runs twenty to forty minutes. Short version: play ten minutes, then see who got furthest.

HOUSE RULES FOR YOUNGER CHILDREN

- Play with the 3+ cards only. Set the rest aside.
- The child may choose a card instead of drawing one.
- Show instead of reading. The child repeats.
- Turn the hourglass twice if you need to.
- Shorter path: start on space 20 from your START and play home.
- The adult always answers first. That's how the child sees it's safe.

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