

12

13

14

15

16

17

11

18

10

19

9

20

8

21

7

22

6

23

5

4

3

2

1

« START »

ACTION Sticky-Finger Detective

YOU WILL NEED:

- A dice
- A game piece for each player
- The board game in this book
- 20 Magnifying Glass cards (you can punch out the cards from the next page or download them from www.guard-your-heart.ca to print and cut out)
- 30 white hearts (you can punch out the hearts from the next page or download them from www.guard-your-heart.ca to print and cut out)
- Reading is required to play this game (if you need help, ask someone who can read to play with you)

HERE WE GO:

- In this game, players are faced with the decision: How do I act correctly? The questions are all about the topic of stealing. Be careful: more than one answer can be correct!
- The youngest player rolls the dice, then moves their game piece on the board in the direction of the arrow. In the same way, each player moves their game piece forward according to the number they roll. Game pieces will always land on an ACTION square.
- If a player passes the START square, they may go around again. The game is played until all Magnifying Glass cards from the deck have been answered.
- The winner is the player with the most white hearts at the end of the game.
- Players will find out how to collect white hearts in the ACTION square's instructions.



ACTION SQUARES:

Magnifying Glass: The player to the right of the one on the ACTION square draws a Magnifying Glass card from the deck and reads it out loud. The reader is not allowed to answer the question. The player whose game piece is on the ACTION square must answer the question. If their answer is correct, the player wins a white heart and places it in front of them. If the player doesn't know the answer or answers incorrectly, the player to their left may answer the question. If that player answers correctly, they win a white heart.

Red: The player misses their turn.

Green: The player rolls the dice again and moves their game piece forward according to the number rolled. If they land on an ACTION square, it is played.

Blue: The player rolls the dice again and moves their game piece back according to the number rolled. If they land on an ACTION square, it is played.

Heart: The player wins a white heart.

Remember.

I DO NOT WANT TO STEAL!