

GRANNY'S HOUSE (c) 1985, Jim Deacove

AGES: 4 to 7 years

PLAYERS: Solitaire or as many as 6

CONTENTS: Board, Team Mover, 12 Good Things, 1 Die.

BACKGROUND: This is a cooperative adventure game designed so adults can play games with their children. The game is intended to nourish thought and imagination in children. It is a game to grow and learn with.

OBJECT: To get to Granny's House (top right corner of board) and also have a present for Granny. Bad luck and/or bad planning may send you back Home before getting to Granny's. Then just start another game.

SETTING UP:

1. Put the Team Mover on the starting space, HOME.
2. Decide on the order of turns. Everyone has a separate turn rolling the die, but you all move the same Team Mover along. We are trying to get to GRANNY'S HOUSE together.
3. Fold the Welcome Sign on the dotted line so it will stand up and put it on GRANNY'S HOUSE.
4. Look over the 12 pieces called GOOD THINGS and learn their names from the chart. Put them beside the game board, pictures up. These pieces are used to solve the problems on the OH - OH SPACES.
5. Find the OH - OH SPACES with SLEEPY BEARS, HIGH FENCES, STREAMS, HOT BRIGHT SUNS, and DARK WOODS. These are the problems we have to solve if we land on them.
6. Find the spaces shaped like a diamond. These are the LUCKY SPOTS. If you land on one of them, you get to pick any one GOOD THING. You can pick a GOOD THING from the supply beside the board or else you can pick one that has already been used on one of the OH OH'S. You decide what is the best strategy!
7. Pick any 4 GOOD THINGS to start off with on our journey. *HINT:* Pick things that will solve the OH OH'S coming up. Let one player be the KEEPER OF THE GOOD THINGS.

PLAY:

1. Players take turns rolling the die to see how many spaces along the path to Granny's they move the Team Mover.
2. If you land on a LUCKY SPOT, pick any one GOOD THING from the general supply OR from those already played on an OH - OH. Adults should prompt children to look ahead to upcoming OH OHs. "What's a good idea to pick now?"
3. If you land on an OH - OH SPACE, you have to do something about it, using up one GOOD THING. But you can't use just any GOOD THING. It has to make sense or it doesn't count. Put the GOOD THING used right on the OH - OH SPACE. It stays there during the game, unless removed when someone lands on a LUCKY SPOT and wants to pick it.

HINTS FOR BEGINNERS

- SLEEPY BEAR** - leave the HONEY POT or ..?
HIGH FENCE - climb it using the WOODEN BOX or..?
HOT SUN - wear the SUN GLASSES or ..?
THE STREAM - cross it with an INNER TUBE or ..?
DARK WOODS - use a FLASHLIGHT or ..?

Get the idea? Adults should be open to the imaginative and sometimes very surprising solutions of children. Also get children to think about what they would do. "What should we do now?" Note that sometimes using up one part of a GOOD THING also uses up the other parts. Eg, a BEACH BALL used to float across THE STREAM also uses up the UMBRELLA.

4. If we don't have a suitable GOOD THING to solve an OH - OH, then the Team Mover has to retreat down the FOOTPRINTS to the OH - OH under it. If there is a GOOD THING already there, then we are saved and can stop retreating. Whoever has a turn next, rolls the die and starts moving ahead on the path again. If there is no GOOD THING already there, then we look over the KEEPER'S

COLLECTION and see if we can find one to solve the OH- OH. If we have nothing that works, then we slide down the footprints to yet the next OH - OH. Sometimes we end up all the way HOME and have to start the game over.

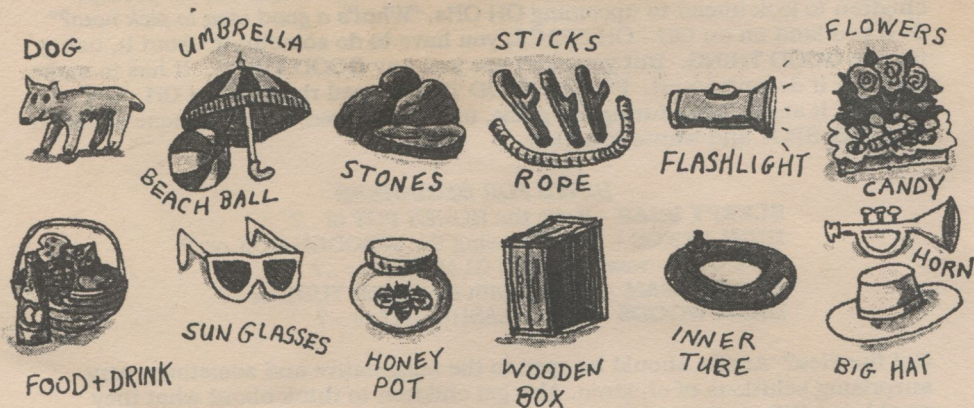
ENDING THE GAME: You don't have to get exactly to GRANNY'S. You can roll a bigger number than you need. Say you are 4 spaces away and roll a 5. You made it! Luckily, you miss the last of the OH - OHs. But remember that you have to bring a gift which Granny will like. If we have no GOOD THINGS left when we get there, then we must follow the FOOTPRINTS down to LUCKY SPOT, #79. Now we can pick one GOOD THING and start off ahead again. Sometimes we may have a GOOD THING, but we know it is not a very good gift. For example, a pile of STONES wouldn't be much to bring, do you think? Good luck and say "Hello" to Granny for us when you get there!

RULES FOR THE EXTENDED GAME:

For those wishing a longer and more challenging game, try playing that once you reach GRANNY'S you now have TO GET BACK HOME AGAIN!

1. Start for HOME with at least 4 GOOD THINGS. If you have fewer, then together decide which ones to add to make up your total to 4. You can choose from the supply still unpicked as well as from those already on OH - OHs. But you may not take back Granny's present!
2. Play as before, taking turns rolling die, moving the Team Mover along and following the rules for landing on LUCKY SPOTS and OH - OHs. But the big difference happens when you are unable to solve an OH - OH. Now you follow the footprints back up towards Granny's to the next OH - OH.
3. If you ever slide all the way to very last OH - OH that you can go to and still can't solve it, then you have to go back to GRANNY'S HOUSE. **THE GAME IS OVER**, we didn't make it HOME and will have to stay overnight until Mom and Dad come to pick us up in the car.
4. If we do get all the way back HOME we must have something nice as a gift, too! If what we have left among our GOOD THINGS is not something that would be liked at Home or else we come empty-handed, we have to go back to LUCKY SPOT #26, pick something suitable and try one more time to get HOME.

MEANINGS OF THE GOOD THINGS:



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