

ELIJAH AND THE RAVENS



Directions: The objective of the game is to be the first raven to bring Elijah food. Each player has his or her own "START" location and "HOME" location (Elijah). Players choose a color and put the corresponding marker on their START square and take turns rolling the die. The players roll a die and move counter clockwise that many spaces. If the player lands on a space that is already occupied by another, BUMP that player back to their START space. If someone happens to be on your START space if you were BUMPED back there, BUMP that player back to their own START space. If a player lands at the start of a slide (except those of its own color), they immediately move to the last square of the slide. All markers anywhere on the slide (including markers on the "end spots" of the slide) are sent back to their START space. If you land on a slide of your own color, do not slide, just stay put on that square. The colored squares before Elijah are the "safety zones" and access is limited to only that player of the same color. Markers inside the zone are safe from being BUMPED and being sent back to their START space. The first player around the board and lands on Elijah on the exact number, wins. Continue playing to find out who comes in second, third, fourth, etc. place. For an added challenge, have the players use more markers and try to be the first to bring all their ravens to Elijah.

Markers: Print out markers and cut out. Glue on to card stock and cover with clear contact paper to make them last.

