**Iditarod Game**

**You need:**

Chance Cards 16 Dog Cards

Checkpoint cards Game Piece (overhead markers, 4 colors)

You move along the trail by rolling a dice. You move however many spaces show on the dice. You start at Willow and finish in Nome.

Each Musher Starts with 16 dogs, you must reach Nome with at least 8 dogs.

When you reach the Checkpoint of Ophir:

 Roll the dice

 Even you go North Route

 Odd you go South Route

 Remember, you still need to answer the checkpoint card correctly to roll and move!

First player to Nome wins, only if they answer the Checkpoint Card correctly! They may continue to answer Checkpoint Cards each time their turn comes.

But if someone else reaches Nome and answers the Checkpoint Card correctly, they will be considered the winner.

You can draw a chance card when you land on the Chance Space. You need to follow the instructions on the card.

**Examples of Chance cards are:**

 Bonus supplies Spoiled supplies Dog drop Loose a turn

As you travel the trail, you have to stop at each checkpoint. You need to draw a Check Point Card. When you draw the card, the player to your Left will read the math problem. Do not show the player the answer! .If you answer the Checkpoint card wrong, you must wait until your next turn to try again.

**Rules of Check Point cards are:**

 Solve the math problem on the card

 **If correct**, you may roll again to continue your turn.

 **If incorrect**, you stay at Check Point and try again. . You have 3 chances at each checkpoint to answer correctly. After 3 chances, you loose 1 dog, then roll to move on your next turn.

 **If your roll has you moving past a checkpoint,** you must still stop at the checkpoint to draw a Check Point Card. If you answer correctly you may continue with your turn.

CHANCE CARDS

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| Bonus Supplies: Extra food for you and your dogs Roll again | Bonus Supplies: Extra Booties for your dogs Roll again |
| Injured Dog Drop 1 dog | Bonus Supplies: Extra food for you and your dogs Roll again |
| Lost Vet Book Lose 1 turn | Left Vet Book Move back to the your last checkpoint |
| Cold Weather/High Winds Lose 1 turn | Moose in trail Roll dice  Roll a multiple of 3, move ahead 3 spaces |
| Great Trail Roll Dice Multiple the number on the dice by 2 Move that many spaces | Cold Weather Drop 1 dog |
| No Wiind Roll Dice If you roll an even number, move ahead 2 space | Change places with the person in the lead. If you are the 1st racer, move the nearest checkpoint |

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| Wolves on trail Loose turn | Cold Weather Loose 1 turn |

CHANCE CARDS

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| Reporter wants interview Loose 1 turn | Weather Warm Roll Twice, move the sum of the dice |
| Weather Warm Proceed to next Checkpoint | Trail fast Roll twice, if product is more than 15, move ahead 5 spaces |
| Decide to rest Loose 1 turn | Trail Groomed Roll dice, if the square of the number is even, move ahead 3 spaces |
| Vet Book states “Dog Watched” Loose 1 dog | Moose Alert Roll Twice, if difference is odd, move ahead 3 spaces |
| Injured Dog Loose 1 dog | Your leader is running great, Roll twice, if the product is a multiple of 5, then move ahead 5 spaces |
| Feeling rested Roll twice and add your rolls together Move that answer | Dog injured Drop 1 dog |
| Wolves on trail Loose turn | Supplies not a check point Loose turn |
| Vet Book Checks out Roll a multiple of 2 and multiply your roll by 2  Not a multiple of 2, move the number on your dice | Warm Weather Roll odd number, move ahead 1 space Not an odd number, lose turn |

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