

## Hometown WindPower

*Powering Your Home with Wind*

### Object of the Game:

To become the winner of the game, one must be the first player to advance all four of their game pieces from their color start to their color home by the exact count of cards.

### Contents for the Game:

- Game Board
- Deck of Cards
- 4 groups of 4 game pieces (16 total)

### Before You Play:

1. Divide students into groups of 4
2. Have each student pick a color (red, blue, green, or yellow)
3. Shuffle or mix the cards and place them on the board in their designated space
4. Have students place their 4 game pieces on their start space
5. Youngest player will start, continue clockwise
6. Players move game pieces clockwise on the board

### How to Play:

Each player begins their turn by drawing a card and moving accordingly. To begin one must draw a 1 or 2. Players can jump over any opponents game piece, counting the space as a normal space. If player's piece lands on an occupied space, the opponents game piece is moved back to their start space. When a player has possible moves they must move, when no move is possible they forfeit their turn.

### Notes:

- Two game pieces of the same color may never occupy the same space. If the only possible move would make a player land on a space already occupied by another of their own pieces, they forfeit their turn.
- If players run out of cards in the draw pile, shuffle the discards and use them.

### Wind Cards:

Wind cards allow players to take one of their game pieces from their start on any space that is occupied by an opponent. the opponent then must move their piece back to start. If there are no game pieces in the players start, they forfeit the opportunity to use the card.

### Winning:

When all four of a players game pieces are HOME, they win!

## Game Pieces

1	2	1	2
3	4	3	4
1	2	1	2
3	4	3	4

1	2	3 Low Wind Speeds Move 5 Spaces Backwards	4
1	2	3 Power Outage Move 5 Spaces Backwards	4
1	2	3 Turbine Inspection Move 5 Spaces Backwards	4
1	2	3 Low Coal Prices Move 5 Spaces Backwards	4

5	6	7 Wind Stops Blowing Move 7 Spaces Backwards	8
5	6	7 Low Demand for Electricity Move 7 Spaces Backwards	8
5	6	7 Turbine Maintenance Move 7 Spaces Backwards	8
5	6	7 -40 Degrees Move 7 Spaces Backwards	8

9	10	Wind	Wind
9	10	Wind	Wind
9	10	Wind	Wind
9	10	Wind	2



