

Road To Liberty

Step Into The Story Of Delaware's Fight For Freedom



DECEMBER 7, 1787

Be the first to reach Battell's Tavern by traveling along the colorful path and learning cool facts about Delaware during the Revolutionary War.

Contents:

- 1 gameboard
- 1 deck of Action Cards (yellow)
- 1 deck of Chance Cards (blue)
- 5 player pieces (bell, cannon, drum, hat, horse)

Setup:

1. Open the gameboard and place it on a flat surface.
2. Shuffle the Action Cards and the Chance Cards separately.
3. Place each deck face-down on the board where marked.
4. Pick a player piece and put it at the Start space.

Gameplay:

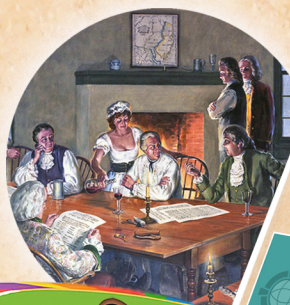
- The youngest player goes first. Then play goes clockwise.
- On your turn, draw one card from the Action Card (yellow) deck and move your player piece forward.
If your card shows one color, move to the next matching color space.
If your card shows two colors, skip the first and move to the second matching color space.
- After moving your player piece, discard your Action Card into a pile off the gameboard.
- When the cards run out, reshuffle to keep playing.
- More than one player can share the same space.

Special Spaces:

- If you draw a brown square Action Card, find the matching brown picture space and move there—even if it's backwards.
- If you land on Duck Creek Crossing or Cooch's Bridge, you get to take a shortcut to the top of the path.
- If you land on a blue space with the Delaware Public Archives logo, draw a Chance Card (blue) and follow what it says and remember, some Chance Cards (blue) can protect you.
Keep "You are inoculated for smallpox" to block "You catch smallpox."
Keep "You take your Oath of Allegiance" to block "You are suspected of treason."
- If you land on a space with a British soldier, you lose one turn.
- Get to Battell's Tavern by landing on the last yellow space or by drawing a card that would take you past it.



**The first to reach
Battell's Tavern
wins!**



AGE 7+

2 to 5 PLAYERS

10 minutes



archives.delaware.gov