

# MIL FUN GAME

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All information has consequence. This game will hopefully teach you that the information choices and decisions you make can have both positive and negative consequences on the larger society.

## PLAY THE GAME

Only two individuals can play the game at a time. The game starts when the players throw a six on the dice. The six qualifies them to place their seed on the start box, and gives them the chance to throw the dice once more.

They count whatever score they play on the dice and place their seed on the box where it falls. If it lands on a positive message, the player is safe and keeps playing. However, if it lands on a negative message, the player is likely to get punished for it - the player either goes back to the beginning to start again or falls to another box showing them the right thing to do with any information they receive.

## RULES OF THE GAME

The game cannot start until the player throws a 6 on the dice. If the player throws any number asides from 6, the next player tries. The players can only move their seed from the start box when they play a 6. Once they play a 6, the player throws the dice one more time to get the next number of steps to move. The first person to get to the finish line wins.

Created by



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