eeBoo

Lion in my Way

A Game of Imaginative Problem Solving

FOR 2-5 PLAYERS • AGES 5+

Objective:
Work together to create silly or serious solutions to the obstacles presented, using the Tool Cards dealt.

Contents: *25 Path Cards, 100 Tool Cards*

1. Dealer places the "Home" Path Card (The House) aside, shuffles remaining cards and draws the top one, putting it on the table. Dealer shuffles the Tool Cards, deals as follows, and players place their cards face up in front of them.
2 to 3 players—8 cards each
4 players—7 cards each
5 players—4 cards each

2. Youngest player selects a Tool Card from her hand and offers an explanation of how it could be used to overcome the obstacle pictured on the Path Card on the table.

3. Play continues, with each player picking a Tool Card and explaining how it could surmount the problem on the Path Card. Creativity is encouraged, be flexible about the capacity of the tools.

4. When everyone has had a chance to offer their proposals, work together to design new solutions, using any of the Tool Cards displayed or combining them, if desired.

5. After group solutions are offered, select the best suggestion—by consensus or vote. Your group decides criteria for "best." It could be most effective, silliest, or most inventive.

6. This ends round one and all Tool Cards that were in consideration during proposals are collected and placed at the bottom of the Tool Card deck. Tool Cards are replenished from the top of the deck. A new Path Card is placed on the table, adjacent to the first one, and players offer solutions as in round one.

7. Play continues as time and interest allow, or you can start with a pre-determined number of Path Cards to solve. For a short game, use 10 Path Boards, 15 for a moderate game, 20 for a longer game. Or go for a marathon and use them all! In subsequent games, try to avoid repeating solutions used before.

8. When the final obstacle has been conquered, place the Home Path Card at the end of the road and congratulate one another for making it home together!

Alternate Play:
1. Tool and Path cards are placed face down in piles. A Path Card is turned over.

2. First player draws the top Tool Card and offers an explanation of how that tool could be used to overcome the obstacle.

3. If the other players endorse the solution, the player wins that Path Card. If the first player cannot come up with a satisfactory solution, other players can offer suggestions to win the card. If no one offers a feasible solution, the next player draws a new Tool Card and offers a solution using it. Play continues until the obstacle is successfully overcome. Tool Cards are placed at the bottom of the deck.

4. A new Path Card is exposed and the next player draws a Tool Card and offers a solution.

5. Play continues for a set amount of time or through a set number of Path Cards.