



SAFEHOUSE

(GAME GUIDE)

Fill your safehouse slots to win!

CONTENTS

Game board includes 4 built in safe houses hosting 10 bully victim card slots in each safehouse.

5 playing pieces
24 bully victims tiles/face cards
4 bystander tiles
10 hero chips + sticker pack
15 hero cards
15 bully cards
money pack (25/\$10's, 25/\$5's, 35/\$1's)
1 eight sided dice
Instruction manual

SET IT UP

- Shuffle the bully cards. Place the cards face down on the playing card symbol space located in the center of the board marked "Bully".
- Shuffle the hero cards. Place the cards face down on the playing card symbol space located in the center of board marked "Hero".
- Place the 24 bully victim cards on the bully victim spaces they match around the board, face up. Ensure that you can see the cost on the lower portion of bully victim spaces.
- Place the stickers bearing Cobraman's logo on the hero chips.
- Place the 10 hero chips and dice next to the board.
- Each player takes their place next to a bully victim safe house.
- Each player takes 1 playing piece to place on PASS.
- Give each player \$10.00 (1) \$5.00 (2) \$1.00 (5) = \$25.00 Total
- Choose someone to be the banker.

GAME OBJECTIVE - QUICK OVERVIEW

TO WIN YOU MUST FILL YOUR BULLY VICTIM SAFE HOUSE FIRST!

- Buy/rescue bully victims to fill your safe house. When you land on a bully victim space, buy it and insert the bully victim card into your safehouse card slot.
- The more bully victims you buy, the more cash you collect when you pass "PASS".
- Fill your bully victim safehouse to win.
- Kids age 4 – 8 learn to count & exchange currency.
- Kids learn valuable lessons about bullying and are encouraged to exercise acts of kindness and heroism.

HOW TO PLAY

YOUNGEST PLAYER STARTS, THEN PLAY CONTINUES CLOCKWISE

- On your turn roll the dice.
- Move your playing piece clockwise around the board that number of spaces.
- Where did you land? Follow the instructions for "BOARD SPACES".
- When your turn's over, the player to your left goes next.

BOARD SPACES

PASS space

- When you land on or pass "PASS", collect your current safehouse value from the bank. The safehouse value is determined by how many bully victims you've rescued, marked 1 through 10 in your safehouse. Basically, you receive \$1 for each bully victim in your safehouse when you pass "PASS". No bully victims? Collect \$1 when you pass "PASS".

BULLY VICTIM SPACES

- If no one has bought/rescued the bully victim you may buy the bully victim or not. It's your choice. If you choose to rescue/buy the bully victim pay the price on the space to the banker and place the bully victim card in the safehouse card slot starting at space "1" filling the slots in order until all 10 card slots are filled. Make sure the cards are placed face down in your safehouse. Placing the cards face down will enable players to see when they collect a color set, as well as determine when someone lands on their bully victim space and owes them money.
- If the bully victim space is owned by another player, pay the bully victim value. For example, if the bully victim you land on is in safehouse slot #3, pay the player who owns the bully victim space \$3.00
- COLOR SET = Bonus hero chip! It pays to collect a color set of bully victims.

When you rescue an entire family (bully victim families have the same color board space), you receive a bonus "hero chip. Place the hero chip in your safe house slot.

BULLY CARDS

- Bully cards are bad news, but they teach valuable lessons about bullying. If you land on "Bully" space take a card, read it aloud and follow the instructions.

HERO CARDS

- Hero cards are good news. These cards reward kids for acts of kindness and bravery. If you land on "Hero" space take a card, read it aloud and follow the instructions.

BYSTANDER

- Land on "bystander" space and pay \$1 fine to the bank for being a bystander. Shame on you!

BIG BAD BULLY

- He's mean. He's big. He's bad. He's here to stop you from rescuing bully victims. Land on the big, bad, bully and he'll lock you inside the school locker.



CORRIDOR

- If you land here, do nothing. Place your playing piece on the corridor section.

HERO LANE

- Either take a flight by paying the bank \$3 and moving to any space, or do nothing. If you decide to take a flight and happen to pass "PASS" along the way, collect the current value of your safe house. Once you've landed on your new space, continue your turn as usual.

SCHOOL LOCKER

You have 3 options to get out of the school locker:

- Use your get out of locker free card at the start of your next turn if you have one. Place the card at the bottom of the hero card pile, then roll and move.
- Roll a "7" on your next turn.
- Pay \$2 at the start of your next turn and move as normal.

WHAT HAPPENS IF I RUN OUT OF MONEY?

- If you can't pay another player in full, turn over what cash you do have to the player. If you have no cash, turn over 1 bully victim from your safehouse to the player. If you have no bully victims or cash, go to the school locker. See rules for getting out of the school locker.

ADDITIONAL

- The bully and hero cards that instruct players to hang on to the card, must return the card to the bottom of the deck after the card has been played.

HAVE FUN AND REMEMBER - SAY NO TO BULLYING!

Bullying Facts & Stats:

<http://www.cobraman.ca/bullycide>

<http://www.cobraman.ca/bullying>