

Zootopia Game Rules:

- Roll with one, six-sided die.
- Before game starts all players roll the die once and whoever rolls the highest gets to go first. Ties result in rolling again.
- Order is clockwise around the player who rolled to go first.
- Highest roller gets to pick their piece first and everyone picks descending from there.
- All brown and yellow squares are regular squares with no special effects.
- There is two shortcut squares that allow players to take an alternate, shorter route.
- Chemical reaction squares will be indicated with a blue outline and dashes.
- If a player lands on these blue outlines and striped chemical reaction squares, read the direction card for the activity to see what benefit you will receive for the game and how to complete the reaction properly and safely.
- A player is not allowed to go backwards.
- If landed on a chemical reaction square, the person landing on it must complete the activity.
- Multiple players can take shortcuts and land on the same squares.
- Chemistry squares can only be activated once per game.
- Chemical reaction squares can only help ONE player per game if landed upon.
- If landed on a second time, chemical reaction squares will not trigger or run the activity.
- Multiple players can take a shortcut per game.
- To follow the shortcut path, you MUST land on the initial square. Then, the following turn you can follow the shortcut if you choose.
- First one to reach the end and light the LED wins.

Safety Rules

- Always wear goggles and gloves to start the chemical reaction.
- If you cannot find gloves or goggles see a game instructor.
- If you feel safer, you can choose to wear an apron to accompany the other safety gear.
- In case of spilled acid or other chemicals see Mrs. Vogl or a game instructor. **DO NOT** clean it up on your own.