

# THE WORLD'S GREATEST GAME

INTRODUCING FREEDOM'S JOURNEY - A GAME OF RUNAWAY SLAVES

A new American History game being introduced by the BLACK GAME COMPANY, INC.

THE BLACK GAME COMPANY, INC., founded by Robert and Beverly Taylor, is a black owned and operated corporation in Dayton, Ohio.

The game is based on the travels of Harriet Tubman by way of the underground railroad. The board is built around slavery, historical events in slavery, and the plantation system.

Information Cards give documentary facts, Hope Cards inovate and give the game its movement.

Object of the game is to be a slave and escape from the plantation, then find your way around the world to freedom. The first player to reach freedom wins. The goal of this game is for the players to learn of the contributions made to the world by Black Americans; also to be a part of slavery and to feel the same frustrations, agony, and pain the slaves felt as they tried to find freedom. Then to feel the overwhelming fulfillment the slaves felt when they finally reached freedom.

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## CONTENTS

- 1 Game Board
- 1 Black Die
- 1 Complete Set of Rules
- 36 Information Cards
- 36 Hope Cards
- 4 Slave Objects

General Public Suggested Retail Price - \$4.25 Ea.

## DISTRIBUTORS PRICE

- 1 to 500 ----- \$2.35 Ea.
- 501 to 1,000 ----- \$2.30 Ea.
- 1,000 & Up ----- \$2.25 Ea.

## OBJECT OF THE GAME:

To tell and teach the world Black History and the contributions of the Black Race. 2 to 4 people may play at a time.

## ROUTE:

From slavery to freedom by way of the underground railroad. Game consists of: 4 plastic pawns, 1 die, 1 playing board, 36 Information quiz cards, 36 Hope cards and 1 complete set of rules.

## TO START:

Shuffle Information and Hope cards and place them face down on their allotted spaces on the playing board. Each player throws the die to decide who will start the game. Player throwing highest number on die starts the game. Play then moves to the left of the starter.

## PRINCIPAL OBJECTIVE:

Is to teach Black History through the Information quiz cards, stating true facts concerning the history of important people and the contribution some made to the free world through ingenious inventions.

## HOPE CARDS:

Bring mystery and intrigue into the game.

## PLAYING THE GAME:

Hope cards should be discarded to the Fact space on the playing board.

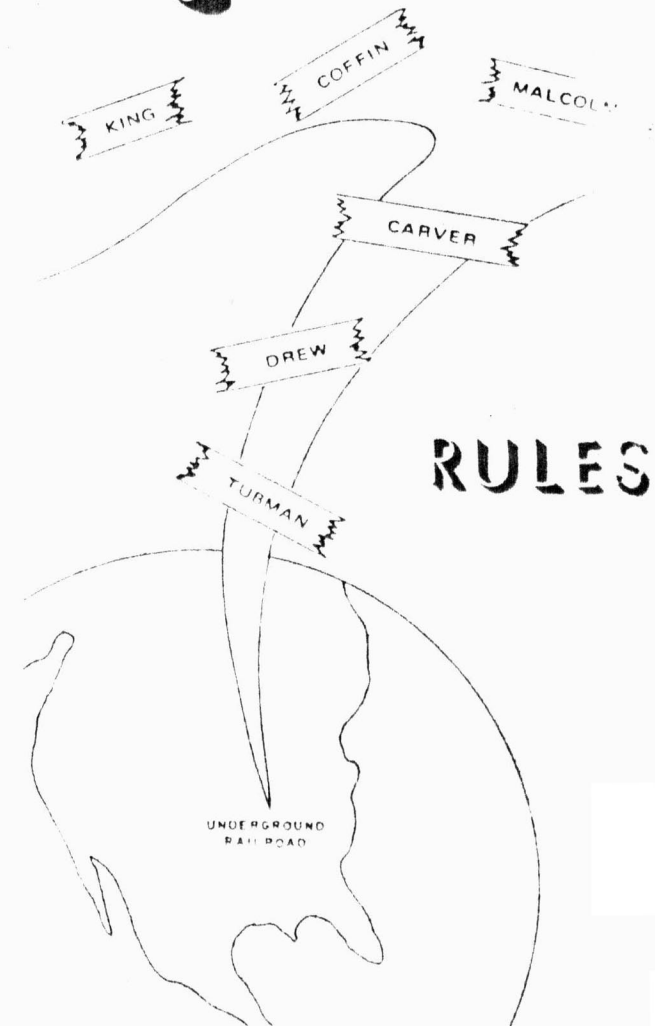
Information cards should be discarded to the History space on the playing board.

Each player places his slave object on space (1), the plantation. To leave the plantation player must throw 5 or answer an Information quiz card. This should be decided before player starts his run for freedom. Any player being sent back to the plantation must make this decision before reentering the game.

After player leaves plantation, his first move is to space (2), the underground railroad. Then player follows the throw of the die, counting the numbers and moving according to instructions on the board spaces and Hope cards.

Any player landing on the Information space must answer a quiz question which is asked by the player on his right. If the player does not answer the question in 60 seconds he loses his next throw of the die, but he does not leave his space unless passed. Two (2) or more players may not occupy the same space on any row except row (1). Any player passed on any row except row (1) must go back to the nearest safety. All important spaces are marked as safeties. Player may hold his space if he lands on any safety space even if passed. Two (2) or more players may hold their spaces if landing on the safety space. Instructions on Hope cards are to be followed just as written. The first player to reach the space marked FREEDOM wins the game.

# FREEDOM'S JOURNER



BLACK GAME COMPANY

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