

THAT'S SO RANDOM RULES

- Players take turns drawing a Story Card and reading it aloud.
- Players answer the question on the card to the best of their ability.
- Players check their answer on the back of the card.
- If the answer is correct, the player rolls the dice and moves their game piece forward the corresponding number of spaces.
- If the answer is incorrect, the player loses their turn.
- If a player lands on a "That's So Random" space, they must draw a random card and follow the instructions on the card
- The first player to reach the finish space wins the game. If the first player reaches the finish space before the second player, the second player gets one additional turn.

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PUT YOUR RANDOM
CARDS HERE!

THAT'S SO RANDOM!!

Set off on an exciting journey through the life of Abraham Lincoln! Sharpen your summarization skills as you uncover fascinating and quirky tales about this iconic figure, using the Story Cards. When you land on a "That's So Random" space, draw a Random Card and tackle a fun challenge. Prepare yourself for an adventure that's both entertaining and educational!

FINISH

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START

Say the alphabet backwards from Z to A.

Describe how you would teach a goldfish to dance.

Race your partner to see who can say the names of 10 animals first.

Speak like a movie villain on your next turn.

Say "The sixth sick sheik's sixth sheep's sick" three times fast.

Pretend to be a statue of your teacher.

Tell a dad joke in your best Mr. Geist voice.

Say the months of the year backwards.

Sing a children's song!

Make a funny face and hold it for ten seconds.

Say "Unique New York" five times fast.

Count from 1 to 30 in multiples of 3.

Name five U.S. states.

Pretend you are a toaster for your next turn.

Speak like a pirate for your next turn.

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Switch
places on
the game
board with
your
partner.

Go back 3
spaces!

Tell a silly
joke to
move
ahead 2
spaces!

Roll again
and move
the number
you rolled.

Take an
extra turn.

Go back to
the start of
the board!

Skip your
next turn.

Move
forward 2
spaces, but
do a silly
dance first

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GAME PIECES

