

Toxic

START THE GAME:

- Roll the die to decide who starts the game. Whoever rolls the highest number goes first.

ROLLING A SIX:

- If you roll a six, you do not get to roll again.

'DRAW CARD' SPACE:

- If you land on a 'draw card' space during another player's turn, start your turn by drawing a card.
- Once you've drawn a card, roll the die to start your turn.
- If you land on a new 'draw card' space during the same turn, read the card before your turn ends.

REFLECTION QUESTIONS:

- When you draw a reflection question, read it aloud. All players must participate in the reflection.

HOW TO WIN:

- To win, you must reach the finish by rolling the exact number needed.