

Consequences[®]

The Ultimate Behavior Game!

Ages 3 & Up
2 to 4 Players

Contents

1 Consequences game board
1 Die
4 Game pawns
34 Consequences cards
6 Blank cards to make your own

Object

Be the first player to reach Waterland!



Setup

Open up the **Consequences[®]** game board and place it on a flat surface. Each player picks a game pawn and places it on the **Start** area of the game board. Place the cards facedown in a pile within reach of all players. Place the dice within reach of all players.

How to Play

The youngest player goes first. Play then passes to the right or counter-clockwise. When it is your turn, draw a card for all of the players to see. Decide if what happened on the card is a good or bad consequence. If it is a good consequence you move forward, if it is a bad consequence you must move back.

Roll the dice and move forward or back to the stone(s) on the game board that matches the dice. If the face of the dice shows two stones the player moves two, if the dice throws a single stone, the player moves one. Place the card used into the drawing pile and it is the next player's turn.

Hint: the good consequence cards have a smiley face. The bad consequence cards have a sad face.

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Over...

Moving Around the Board

1. Play around the board moves counter clockwise in a spiral pattern.
2. If you must move backward on your first run, when you reach the **Quiet Time Room**, you must wait there until you get a good consequence card.
3. When a player draws the **Go See Skippy** card, they go to the **Skippy stone** and roll again.
4. When a player draws the **Ice Cream** card, they move to the **Ice Cream Shop stone** and do not roll again.
5. When a player lands on the red stone **take a ride on the slide**, the player takes a short cut through the park and down the slide and ends on the stone at the bottom of the slide with the white smiley face on it.
6. When a player reaches **Waterland**, they **win** the game! If you roll higher than the needed color of stone to **win** the game you automatically go out and **win** the game!

Suggestion: Use the blank cards to create your own, to reinforce specific behavior for your family.

BONUS PLAY

Faster Play: For faster play and a fun alternative for younger children, take out all of the negative consequence cards and just play with the positive consequence cards. **The race is on to Waterland!**

Matching Game: To play the matching game, take only the 26 positive consequence cards, shuffle and lay them out face down on a flat surface in 5 or 6 rows. The youngest player goes first. Take turns turning over 2 cards at a time looking for a match. If no match is found, turn the cards back over so they are face down in the same place. When a player finds a match, they get to keep the match and take another turn until they can't make another match and it's the next player's turn. Continue play until all of the cards are picked up. The player with the most matches is the winner!



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