

THE MEMBERSHIP GAME

The Golden Mean to Memorable Membership Results

Rules of Engagement!

1. OBJECT: To circumnavigate the Fibonacci spiral to the HOME square. Players move by roll of die, answering questions based on color of landing circle. First player to enter HOME square wins ... or, if time runs out, player closest to Home will win.
2. TO BEGIN: Players pick playing piece. Person seated closest to START on the board begins, play proceeds counter-clockwise around table.
3. HOW TO PLAY: Each player will roll the die and move their pawn the corresponding number of spaces. The person to player's right draws a card from the deck of the matching color, and reads the question to the active player. If the player answers correctly, the player will remain on the circle. If the player answers the question incorrectly, the player will return to her prior circle and await her next turn.
4. PLAYING CARDS:
In each card deck, you will find the following types of questions
 - Multiple Choice
 - True or False
 - Open Ended
 - Discussion: engage the two-minute timer

In each card deck, we have also placed specialty cards:

- Kudos Card: advance "x" spaces
- Kudos Kudos Card: advance "x" spaces and take another turn
- Take Another Turn: advance "x" spaces, but must answer a question to stay
- Oh No Card: retreat (go back) "x" spaces
- Attrition Jail: go to ATTRITION box on board; player will mark her space on the playing field with a nickel (found on the board). Player must remain in jail until CORRECT number is thrown on die – player will return to original space once freed by virtue of the correct roll.
- Get Out of Jail Free: immediately releases player from jail to return to prior space.

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