

Rules for Playing “Home on the Range – A Claim Game”

Number of players: 1-4

1. The object of this game is to become a Kansas LANDOWNER. Reaching this goal won't be easy – just as it wasn't always easy for the pioneers. The obstacles you'll face in this game are taken from historical accounts of Kansas land claims. Good luck!
2. Roll the dice to see who goes first. The player who rolls the highest number starts.
3. Place your marker on the “START for Kansas” space. Roll the dice, then move your marker the number of spaces shown. If the space on the game board has writing on it, follow the instructions. More than one player can occupy the same space on the board.
4. You will receive one “Claim Papers” game piece if you land on the blue space (the “Land Office”). If you pass the blue space without landing on it, no claim papers for you.
5. The game ends when all players have learned their fate as pioneers by either landing on the “Game Over For You” space at the top of the board, or by reaching the end of the board as a Squatter, Land Prospector, or Landowner.

Good luck, and have fun!

Cut out claim papers, one per player.

