

## PLAYER INSTRUCTIONS

### RACE TO THE SHAMROCK

(For 2 to 4 Players Ages 9 & Up)

1. **Shuffle** the cards. Place them face down on the board as a draw pile.
2. Give each player a **marker**.
3. The player whose first name comes first, when placing the first names of all the players in alphabetical order, is the **first to play**.
4. The first player **draws the top card**. He **reads the Scripture** out loud, then **moves his marker** the number of stepping stones indicated by the color mentioned in the Scripture he read.  
(If the **same color is mentioned more than one time**, the player may only use the color once in counting the number of stepping stones he should move. If **more than one color is mentioned**, the player must choose one of the colors and move according to the value of that color.) **Player to the right** is next.
5. Players proceed until **someone wins by reaching the shamrock**. Players **must have the exact number** needed to get to the Shamrock. If they have **too many moves**, they must skip their turn. A card that mentions **green can be used to move the exact number** needed to win. **If he forgets** he can use it for that until the next player has already moved, it will be too late to use it. (If a player lands on a **stepping stone already occupied** by another player, the player on whose stone he lands must move backwards 3 stones. If the player who moves backwards 3 stones lands on another player's stone, the player on whose stone he lands must also move backwards 3.) **If you should run out of cards**, reshuffle them.

#### NUMBER OF STEPPING STONES MOVED FOR EACH COLOR:

GREEN (reminds us of Ireland) – Move forward 5

WHITE (reminds us of purity) – Move forward 4

BLACK (reminds us of evil) – Move backwards 4  
[If less than 4 past "Start," move backwards as many as possible]

GOLD – Move forward 3

SILVER – Move forward 2

PURPLE – Move forward 1

RED – Move forward 1

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