

Elephant Run The Reality Board Game

Object of the Game: Collect one Hilltop card, one Hannibal card, three different location cards and three different character cards (one British, one Burmese, and one Japanese) and be the first to make it to the end of the war with all your cards.

Number of players: 2-8

Rules: Players roll die to determine order of play. Largest number goes first. Smallest number goes last. Players rolling “WILD” (or 6) may move ahead any number of spaces 1-5. Players must perform the action written on the space they land on. Cards are collected in alms bowl and should not be displayed to the other players. When players are told to “ask for alms,” any player(s) may contribute whatever they wish...or nothing at all. Players landing on an elephant space must draw an elephant card. Players landing on a tiger space must run to any elephant space. Every player must STOP at Australia to check their cards. If they have the correct cards and have additional spaces left to move...they win! If not, they go back to any elephant space and keep playing!

Items needed:

- 81 game spaces (listed below)
- Character, location and elephant cards
- Die (a large one is fun)
- 8 plastic bowls
- Easily removable tape (blue painter’s tape works well)

Preparation:

- Make game spaces below...print each on an 8 ½ x 11 piece of cardstock and laminate. Cards should be taped to the floor in sequential order like a game board.
- Make 3 copies of each different character, location, and elephant card sheet – print, laminate and cut to size. Separate each kind of card and shuffle each deck. (This will make enough for 8 players. You may want to remove extra copies of each card for only two or three players.)

1. Nick and his mother live in London – 1941 (Collect a character card)
2. Nick’s apartment hit by incendiary bomb (Lose your turn)
3. Nick’s mother sends him to Burma (Collect a location card)
4. Nang and Mya pick up Nick in Rangoon (Collect a character card)
5. Three day trip to Hawk’s Nest with Miss Pretty (Move ahead 10 spaces)
6. Nick disappointed his father is not there to meet him (Move back 3 spaces)
7. Japanese bomb Rangoon (Collect a location card)
8. Nick and his father are reunited (Collect a character card)
9. Jackson gives Nick the Freestone family knife (Roll again)
10. Nick meets Hilltop and gives him his breakfast (Ask for alms)

11. Hannibal attacks Nick (Move back 2 spaces)
12. Mya takes Nick to the elephant training camp (Collect a character card)
13. Hilltop can speak to elephants and they understand (Collect a card from another player)
14. Nick, Jackson, Indaw, and Mya go on a Christmas ride (Move ahead 1 space)
15. ELEPHANT
16. Jackson, Indaw and Hilltop find Hannibal (Collect a character card)
17. Christmas ride is really an escape for Nick and Mya (Collect a character card and roll again)
18. Indaw gives Mya a beautifully carved choon (Collect a card from another player)
19. Hannibal is released on Freestone Island (Collect a location card)
20. Hilltop stays with Hannibal (Move back 5 spaces)
21. The Japanese and Magwe capture all but Nick (Give back a character card)
22. Nick is captured by Sergeant Sonji (Move ahead 1 space)
23. Sonji teaches Nick about Haiku (Make up a haiku and collect a card from another player)
24. Hawk's Nest is taken by the Japanese (Give back a location card)
25. Nang and Colonel Josephs are killed (Lose your turn)
26. Nick and his father meet Colonel Nagayoshi (Collect a character card)
27. Colonel Nagayoshi offers to keep Nick (Collect a card from another player and roll again)
28. Nick's father is taken to the labor camp (Collect a location card)
29. Bukong sides with the Japanese against Nick (Give back a character card)
30. ELEPHANT
31. Nick is imprisoned in his old nursery (Give a card to another player)
32. Sergeant Sonji takes Nick to work in the garden (Make up a haiku and roll again)
33. Nick receives a note from his father (Roll again)
34. Mya tells Hilltop about Bukong's advances (Give back a character card)
35. Hilltop reveals secret passageways to Nick (Collect a location card and roll again)
36. Colonel invites Nick to see finished airstrip (Collect a card from another player)
37. Nick gets signal from Hilltop to escape (Collect a character card and roll again)
38. Nick and Mya remove window grate (Move ahead 3 spaces)
39. Search continues while Nick and Mya hide in tunnels (Collect a location card)
40. Magwe provokes his elephant to attack soldier (Give back a elephant card)
41. Nick overhears that his father is ill but close and alive (Roll again)
42. Nick finds his mother's letters in the vault (Collect a card from another player)
43. His mother and Bernard are in India trying to rescue him (Collect a location card)
44. Hilltop gets Hannibal from Freestone Island (Move ahead 9 spaces)
45. ELEPHANT
46. Colonel calls off search for children (Collect a character card)
47. Sonji sent to work at prisoner of war camp (Give a card to another player)
48. Nick insists on freeing his father (Give back a location card)
49. Nick and Mya shave heads and eyebrows (Ask for alms)
50. Magwe discovers tunnels and children (Move back 3 spaces)
51. Magwe allows them to escape! (Roll again)
52. Bukong given to Major Riku and sent to camp (Collect a character card)
53. Magwe blows up airfield (Collect a location card)
54. Hilltop and children escape riding Hannibal (Collect a card from another player)
55. Visit village to get food and meet Kya Lei (Ask for alms)
56. Hilltop protects Kya Lei (Move ahead 5 spaces)

57. Captain Moto raids village and threatens Hilltop (Lose your turn)
58. Hilltop leaves to visit camps alone (Collect a location card)
59. Kya Lei discovers Nick and Mya's identity (Give a card to another player)
60. **TIGER**
61. Hilltop finds Indaw and views labor camp (Collect a character card and roll again)
62. Nick visits labor camp alone and sees father (Collect a card from another player)
63. Kya Lei helps him find his way back (Collect a character card)
64. Hilltop and 'novices' visit mahout camp for bazazar (Ask for alms)
65. Indaw and Mya are reunited (Collect a character card)
66. Hilltop asks Sonji to help free Nick's dad (Move ahead 5 spaces)
67. Moto and Bukong waiting for Hilltop at Indaw's (Give a card to another player)
68. Village people protect Hilltop from Moto (Move ahead 7 spaces)
69. Indaw brings Miss Pretty to Mya for one last ride (Collect a card from another player)
70. Nick thinks his father is dead (Everyone gives back a character card)
71. Hilltop and Nick rescue Jackson (Collect a character card and roll again)
72. Hannibal carries everyone towards Thailand (Roll again)
73. Moto and Bukong discover them while tracking Kya Lei (Lose your turn)
74. Moto prepares to kill Nick and Hilltop (Give a card to another player)
75. **ELEPHANT**
76. Hannibal charges jeep killing Moto and Bukong (Move ahead 4 spaces)
77. Kya Lei and Bernard kill the other two trackers (Roll again)
78. Bernard has submarine waiting to take them all to India (Collect a card from another player)
79. Hilltop decides to stay with Hannibal (Move back 4 spaces)
80. STOP! You made it to Australia! (If you don't have all your cards yet, go back to any elephant space!)
81. The war ends-1945! YOU WIN!