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2-4 PLAYERS AGES 5+

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- 1 Game Board
- 48 Task Cards (4 cards x 12 sets)
- 1 Answer Sheet
- 4 Pawns
- 1 Dice

OBJECTIVE

To collect 3 complete sets of task cards. A complete set comprises of 4 cards that together complete a task. For example, for 'Washing your hands' task, you will have to collect all the four different cards by answering the missing steps correctly









A complete set

SETTING UP THE GAME

Place the game board in the centre of the table. Next, give the Task Cards a good shuffle and place them in one deck on the space marked on the game board. Each player now picks a coloured pawn and places it on the matching colour home space. Place the answer sheet face down to the side of the game board. Now, let's play Four Steps.

PLAYING THE GAME

The game begins with the judge (the parent) reading out each of the 12 answers printed on the answer sheet one by one. Each card printed on the answer sheet has the correct four steps to any of the 12 tasks. Make sure you listen closely as you need to remember the correct steps in order to win a card.

The last player to have washed their hands starts the game.

On their turn the players roll the dice and move their coloured pawn clockwise around the game board, the correct number of spaces (roll five, move 5 spaces) What happens next depends on the board space the player lands on...

Pick Up A Card Space

When you land on this space the judge (or another player) picks up the top card from the card deck and read it out loud starting with the name of the task. For example "Brushing Your Teeth" or "Washing Your Hands" Next, they read out the 4 numbered steps in the correct order (1 to 4) printed on the card BUT one of the steps is missing! When the reader comes to the missing step they just say BLANK. Once all 4 steps have been read out, the player must now answer with what they think is the missing step on the task.

If the player can remember the missing step and answer CORRECTLY they may keep the card. The card is then placed face down in front of them. Their turn is now over and the dice are passed to the player on their left.

If the player fails to remember the step or answers INCORRECTLY, the card is returned to the bottom of the card deck and their turn is now over. The dice are now passed to the player on their left.

BACK

The judge or player that read out the card may look at the answer sheet to check if the answer is correct. (Answers do not have to be exactly the same as they appear on the answer sheet, just as long as they are close to the correct answer then the cards may be given to the player)

Swap Card Space

If a player lands on a swap card space, they MUST swap one of their spare cards with another player. Cards cannot be taken or swapped from completed sets of cards. Other player must swap their cards if asked (but don't worry you could land on this space soon and get it back). If a player does not have a spare card to swap they do nothing. Their turn is now over and the dice are passed to the player on their left.

Miss A Turn Space

If a player lands on a miss a turn space they do not pick up a card and they must miss their next turn. The dice are now passed to the player on their left.

Roll Again Space

If a player lands on a roll again space, they may roll the dice again.

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Lose A Card Space

If a player lands on the lose a card space, they must return one of their spare cards to the bottom of the card deck. If a player does not have a spare card to put back they do nothing. Cards cannot be taken from completed sets of cards. Their turn is now over and the dice are passed to the player on their left.

Home Space

If a player lands on the home space, they do nothing. Their turn is now over and the dice are passed to the player on their left.

Players keep taking turns to roll the dice, move around the board as they collect and swap task cards.

WINNING THE GAME

The first player to collect 3 complete sets of task cards and make it back to their home space wins the game and bragging rights until the next game!

