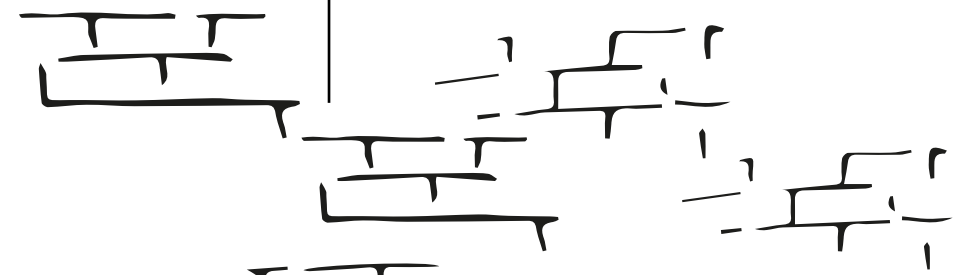
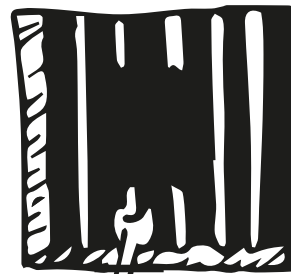


“

The greatest **leader**
is not necessarily
the one who does
the greatest things.

He is the one that
gets the **people** to do
the greatest things.

Ronald Reagan



Board Game

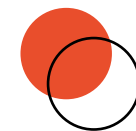
LEADCOR

Instructions

- ▶ Rules
- ▶ Equipment
- ▶ How to play

LEADCOR

LEADERSHIP DEVELOPMENT FOR OCCUPATIONAL
STRESS REDUCTION IN CORRECTIONAL SETTINGS



RULES

▶ What do best leaders have in common?

A healthy mix of technical and soft skills.

Play the **LEADCOR Leadership Board Game** and prove that you have what it takes to lead your team to the finish line!

▶ Navigate your piece from start to finish

A worldwide classic board game! Avoid the windows with the sheets, and take shortcuts going up the ropes.



Equipment

- ▶ Board
- ▶ Playing pieces
- ▶ 1 dice
- ▶ Playing cards
- ▶ 1 hourglass
- ▶ Pen and paper

HOW TO PLAY

▶ Understand the objective of the game

The aim is to be the first player to reach the end by moving across the board from square one to the final square. Most boards wrap back and forth, so you move left to the right across the first row, then move up to the second and move right to the left, and so on.

▶ Decide who goes first

Each player should roll one dice to see who gets the highest number. Whoever rolls the highest number gets to take the first turn. After the first player takes a turn, the person sitting to that player's left will take a turn. Play continues in a circle going left.

If two or more people roll the same number, and it is the highest number rolled, each person rolls the dice an additional time to see who gets to go first.

▶ Start playing

To take your turn, roll the dice again and read the number you rolled. Pick up your game piece and move forward that number of spaces.

▶ Climb up ropes

The ropes on the game board allow you to move upwards and get ahead faster. If you land exactly on a square that shows an image of the bottom of a rope, then you may move your game piece all the way up to the square at the top of the rope.

However, it is only possible to move if your answer to the question or situation is suitable for dealing with it.

If you land at the top of a rope or somewhere in the middle of a rope, just stay put. You never move down ropes.

▶ Locked squares

Imagine this scenario: you landed on a sheet square and went back in the game. In case you land in that same square again, worry not, this square is locked. This means that you don't have to slide down the sheet again and go back on the board. Just stay put and continue the game. Write down the square number, so you don't forget it.

▶ Slide down the sheets

Sheets move you back on the board. You will have to go back on the board, but to do so, you need to answer the question or situation. You will land exactly on the square at the bottom of the sheet.

If you land on a square in the middle or at the bottom of a sheet, just stay put. You only slide down if you land on the top square of a sheet.

▶ Timing running out to answer

You only need to provide your answer as soon as the hourglass runs out of sand at the top compartment. If no answer is provided (on the ropes and squares), the player loses this turn and is required to skip the next round.

▶ Lucky rules

If you roll a six, then you get an extra turn. First, move your piece forward six squares and then roll the dice again. If you land on any sheets or ropes, follow the instructions above to move up or down and then roll again to take your extra turn. As long as you keep rolling sixes, you can keep moving!

Some squares have lucky numbers – you go back and forth the number of times indicated in the square! **1 ▶ ◀ 2**

▶ Land precisely on the last square to win

The first person to reach the highest square on the board wins. But there's a twist! If you roll too high, your piece "bounces" off the last square and moves back. You can only win by rolling the exact number needed to land on the last square.

For example, if you are on square 99 and roll a four, move your game piece to 100 (one move), then "bounce" back to 99, 98, 97 (two, three, then four moves). If square 97 is a sheet, answer the question and slide down as usual.



FINISH

100