**TEXAS PREPARES**

A disaster is something everybody has to take seriously. But we can still have some fun getting ready for a disaster, and learning how to get ready is the purpose of the Texas Prepares game. Just follow the instructions below to get to safety as fast as you can. Good luck!

**Object**
Be the first player to get to safety by landing on either the Emergency Shelter space or the Safely Evacuated space at the end of the path.

**Contents**
1 Gameboard, 6 Colored Pawns, 1 Die, 27 Green Supply Cards, 27 Red Disaster Cards

**Setup**
• Open up the gameboard and place it on a flat surface.
• Shuffle the supply cards and place them face down in a pile on the marked spot on the gameboard. Repeat the process with the disaster cards.
• Each player picks a color pawn and places it on the green START space on the gameboard.

**Gameplay**
The youngest player goes first. Play then passes to the left.

On your turn, roll the die and move your pawn the appropriate number of spaces. If the landed space is blank, your turn is over. Otherwise, follow the instructions on the landed space.

**Supply Cards**
If you land on a green “Draw a Supply Card” space, draw one green card from the top of the pile. Read the instructions and keep the supply card face up in front of you. There are eight types of supply cards. Players may collect multiple supply cards. There is no limit.

**Emergency Supply Kit Cards**
Additionally, there are two special Emergency Supply Kit cards in the supply card pile. These are very valuable as they can allow you to avoid ANY disaster.

**Disaster Cards**
If you land on a red “Draw a Disaster Card” space, draw one red card from the top of the pile and read it aloud. There are eight types of disaster cards. Check the supply cards you currently have. Each disaster can be avoided if you have its corresponding supply card.

If you have the required supply card or an Emergency Supply Kit, you are prepared for that disaster and it won’t affect you. Place the “used” supply card back at the bottom of the pile and discard the disaster card to the bottom of its pile. Your turn is over and you did not receive a penalty.

If you do not have one of the needed supply cards, you must follow the instructions on the disaster card and incur the penalty at that moment. After receiving your penalty, discard the disaster card to the bottom of its pile and end your turn.

**Movement**
Always move in a counter-clockwise direction around the gameboard unless a landed space or disaster card directs you to move backwards on the path.

Two or more pawns may be on the same space at the same time.

**Shortcuts:** There are two Emergency Preparedness Shortcuts on the path. If your pawn lands, by exact count, on one of the yellow spaces labeled Emergency Preparedness Shortcut, you can take the shortcut immediately by moving your pawn to the nearest green space. Draw a supply card at that time and your turn ends.

**Lose 1 Supply Card Spaces:** There are three spaces that indicate to “Lose 1 Supply Card.” If you land on one of these spaces by exact count, select one of your supply cards and discard it at the bottom of the pile. If you land on this space and you do not have any supply cards, simply end your turn.

**Choose a Path:** When preparing for a disaster, you have to make decisions on where to go. Toward the end of the path, you will encounter a “fork in the road.” When you reach this space, choose to go right or left and continue toward an Emergency Shelter or toward the Safely Evacuated space. Players can win by reaching either one.

**How to Win the Game**
If you are the first person to reach the Emergency Shelter or the Safely Evacuated space by an exact count, you were prepared for any disaster and reached safety first. You win the game!