

HOME SAFE

A little competition. A conversation worth having.



ROLL. LEARN. GET HOME SAFE.

Your illustrated guide to the original winding-path board.

SET UP TO PLAY

Play as 2–4 teams, with one pawn per team. A team may be one person. Choose a reader to ask questions and check answers.



1. START WORK

Put each team's pawn on Start Work. Highest dice roll starts; tied teams reroll. Turns pass clockwise around the table.

2. BUILD THE BANK

Separate the knowledge bits into four colours. Shuffle Knowledge and Hazard cards into separate face-down piles. Put the matching question-and-answer key with the reader.

Use the board, pawns, 2 dice, Knowledge cards, Hazard cards and coloured bits from your edition. Spare pawns and blank custom cards can stay in the box.

FOLLOW THE PATH

Roll both dice. Add them together. Choose one direction along the connected path and use the whole roll.



ROLL 2 + 3? MOVE 5 SPACES.

Count the next coloured space as one. Follow every bend in the white connecting path. Never jump between nearby lanes or cut across machinery. You may choose the other direction on your next turn.

More than one pawn may share a space. Pawns never block, capture or send another team backwards.

At either end, reverse and use any remaining movement unless you qualify to finish at Home Safe. This end-of-path clarification is explained on page 6.

BUILD YOUR KNOWLEDGE

After a normal roll, the reader draws a Knowledge card and asks its matching question. Your landing colour determines the colour of bit you can earn.

BLUE



GREEN



YELLOW



ORANGE



3 OF EACH COLOUR. 12 IN TOTAL.

Correct: take one bit matching your landing colour. Incorrect or pass: return one bit of any colour you choose. If you have none, nothing is lost.

Keep the bits visible. You can collect extra bits of a colour, but they do not replace a missing colour when you try to finish.

Read the answer and a short explanation after every attempt. Discard the card face up. If a draw pile runs out, shuffle its discards and continue.

The colour is the reward. The original numbered Knowledge cards draw from one mixed pile, not four separate category piles.

ROLLED DOUBLES?



Matching numbers trigger a Hazard card instead of a Knowledge card.

MOVE FIRST. THEN ANSWER.

Move the full sum of both dice along the winding path. The reader draws one Hazard card and asks the matching scenario.

RIGHT ANSWER: YOUR CHOICE.

Take one knowledge bit in any colour you choose. A wrong answer or pass returns one bit of your choice to the bank, just like a normal turn.

Doubles do not create a second turn, a second question or an extra movement roll. Discard the card and pass the dice.

THE FINISH LINE

Collect at least 3 bits in all 4 colours, then reach the Home Safe finish along the path.



You do not need an exact roll. Once your set is complete, a roll that reaches or passes Home Safe finishes the game. The first team to do this wins.

If you earned your last missing bit on this turn, you still need a later movement turn to reach Home Safe.

AT THE END WITHOUT ENOUGH BITS?

Treat Start Work and Home Safe as end markers, not coloured question spaces. Without a complete set, reverse at the last coloured space and use the remaining movement along the same connected path. If the roll ends on that last coloured space, resolve its normal question (or a Hazard on doubles).

IF YOU NEED A SHORTER SESSION

Agree on a time limit before starting. When time is called, finish the round so teams have equal turns. If nobody has reached Home Safe, most total bits wins; tied teams share the win. This is an optional timed variant.

THE READER'S GUIDE

PREPARE THE QUESTIONS

Existing numbered category-card editions need a matching question-and-answer key before play. The category title alone is not the question. Match the printed card number to the prepared key; keep answers hidden from the responding team.

For an updated question pack, use its matching key. For a custom session, prepare and review the questions and expected answers before inviting players to the table.

ASK. LISTEN. EXPLAIN.

A non-playing reader is simplest. Without a host, the next team in turn order reads for the active team and cannot score that question. Allow one minute to discuss, or agree on a longer accessible window for everyone.

Accept equivalent wording that includes the required answer. Do not reward advice that contradicts the safe action. The reader can repeat a question, but should not hint at missing answers.

If a question is unclear, outdated or disputed, set it aside without a gain or loss and draw a replacement of the same type. Note its number for review. Use a marker to record any bit owed if a bank colour runs out.

Use fictional examples. Do not perform live hazard demonstrations. A game does not replace task training or workplace procedures.

ONE NAME / TWO WAYS TO PLAY

CHOOSE YOUR HOME SAFE



THE BOARD GAME

The illustrated workplace, winding route, pawns, dice, questions and knowledge bits. This guide is for that game.

TRIVIA

A separate card-based quiz format. No board or pawns required. Use the question, answer and scoring information supplied with your Trivia edition.

Customise either format with Play Best. playbestboardgames.com