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How to play: Paul Revere had a lot to think about the night he made his famous ride. If he didn't make it through, important leaders might end up killed for treason. If he got caught, he might be killed! Now it's your turn to take his ride. Each player, on his/her turn, rolls the die and checks the list below for instructions. The first player to reach the end wins!

1. The British are on the move! Hurry and move ahead one space.
2. Slow down as you quietly walk closer to your boat. Move back one space.
3. Lean forward in the saddle and search the night for soldiers. Move ahead two spaces.
4. Your family doesn't want you to risk the ride. Move back two spaces as you tell them goodbye.
5. You're being chased by soldiers! Quick, get off the road and move ahead three spaces.
6. Your horse is getting tired. Move back three spaces.

<i>START</i>								
<i>START</i>								
								
								
								
								
								<i>FINISH</i>
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