

AFTER BONE TOWN

a board game inspired by Angie Macri's poem "Bone Town" published in MAR Volume 42.1

Objective

Each character must move through the house to collect their two specified bone pieces. The first character to make it to the window card space with their bone pieces will win the game.

Components

- 2 to 5 players
- 1 die
- Character Tokens
- Bone Pieces
- Window Card
- Gameboard (house)

Setup

Download and print the board game. Cut out the bone pieces and window card.

Before game play, place the bone pieces and window card in any empty spaces on the gameboard. Only one bone piece should be placed per empty space. The window card will also be placed on an empty space alone.

Characters

Gather tokens or charms to represent each character. For instance:

Girl: candy, bead
Father: square item, music note
Mother: eraser, thimble
Master/Mortician: top hat, coin
Teacher: paper clip, chalk piece

Character Objectives

Character 1, "Girl", is searching for the **rib** and **foot**

Character 2, "Father," is searching for the **voice box** and **arm**

Character 3, "Mother," is searching for the **hand** and **bone chair**

Character 4, "Mortician," is searching for the **toes** and **femur**

Character 5, "Teacher," is searching for the **leg** and **finger**

Starting the Game

All players will place their character tokens on the space marked "ENTER." The youngest player takes the first turn.

In each turn, a player will roll the die to determine how many spaces forward or backward their character will move across the gameboard. For the first round, all characters must move forward.

Empty Spaces: If your character lands on an empty space then you will need to wait until the next round to move forward or backward.

Bone Piece Spaces: If your character lands on a space with your character's required bone piece, then you may collect the bone piece. If your character lands on a space with your opponent's required bone piece, then you may move the bone piece to an empty space or leave it.

Cemetery Spaces: If your character lands on a pre-set space marked "CEMETERY" then your character must move to the "CEMETERY" outside the house. Characters in the "CEMETERY" are permitted to roll the die each round but need to roll a 6 to leave the "CEMETERY." Characters in the "CEMETERY" cannot advance without rolling a 6.

Window Card Space: If your character has collected both required bone pieces, then you will collect the window card to end the game. If your character has NOT collected both required bone pieces and you land on the window card space, then you may move the window card to an empty space or leave it.

The Second Round and Beyond

In later rounds, characters will be able to move backward and forward across the game board.

Winning and Losing the Game

The first character to collect their two required bone pieces and the window card will be the winner.

An Example of Play

Round 1

Fred: Rolls 2 then moves his character forward 2 spaces, landing on an empty space. Fred hands die to Wilma.

Wilma: Rolls 4 then moves her character forward 4 spaces, landing in a cemetery space. Her character moves to the cemetery. Wilma hands die to Clare.

Clare: Rolls 6 then moves her character forward 6 spaces, landing on a space with a bone piece her character doesn't need. Clare chooses to move the bone piece to another empty space. Clare hands die to Eugene.

Eugene: Rolls 1 then moves his character forward 1 space, landing on an empty space. Eugene hands die to Fred.

Round 2

Fred: Rolls 3 then moves his character forward 3 spaces, landing on a required bone piece. Fred collects required piece. Fred hands the die to Wilma.

Wilma: Rolls 1, stays in the cemetery. Wilma hands die to Clare.

Clare: Rolls 1 then moves her character backward 1 space, landing on an empty space. Clare has moved closer to one of her character's required bone pieces. Clare hands the die to Eugene.

Eugene: Rolls 2 then moves his character forward 2 spaces, landing on an opponent's required bone piece. Eugene chooses not to move the bone piece. Eugene hands die to Fred.

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