## Intermediate Japanese 第2課の2の町の道ゲーム Directions

Cut out the cards for the included game board and place them face down on the table. Use  $U \approx h U h$  (paper-rock-scissors) to determine who goes first (Player A). That person picks a card and should show it to everyone BUT the person on his or her right (Player B). Next, Player A tells Player B where to start and then gives them instructions on where to go. The other players should monitor what is said to determine if Player A was correct or not. If Player A was correct, they get to keep the card.

If Player A was correct but Player B didn't make it to the correct destination, A keeps the card but B's turn is skipped.

If Player A gave incorrect directions, the card goes back in the deck and Player B begins his or her turn.

If Player A was correct, and Player B made it to the correct destination, Player A keeps the card and Player B begins his or her turn.

The player with the most cards at the end of the game wins.

(Game board and cards are on the following pages.)

## Inermediate Japanese 町の道

	ちゅうおう 中央	びょういん 病院											
				北高校				ちゅうしゃじょう 駐車場					
					く 靴	っゃ 渥		りょこうがいし旅行会社		社			
	こうえん 公園			コンビニ				電気屋	花屋				たむら田村川
					<sup>こうばん</sup> 交番								
	しゃしん 写真 屋	ガソ リン						たけうち 竹内					
	神社			南小学校				デパート					
								╡ さけ 酒	ケ ー キ 屋				
	_	ギノマウ											
	音楽	<sup>ぎんこう</sup> 銀行		たむらしろ 田村城									

高校から 病院まで	高校から 花屋まで
音楽屋から 電気屋まで	公園から デーアートまで
コンビニから 高校まで	駐車場から神社まで
小学校から銀行	高校から田村城まで
高校から病院	高校から病院