

# STEAL AWAY: Escape to Freedom on the Underground Railroad

## BUCKBOARD AND DRIVER



"You travel late, neighbor."  
"It's a dark night. Shall I bring a lantern?"  
"Don't bother, the North Star is bright."

You've met a friend and you know the code. He will take you to your next SAFE HOUSE now.

## DANGER CAUTION!!

For since the recent ORDER OF THE MAYOR & ALDERMEN, they are empowered to act as **KIDNAPPERS AND Slave Catchers.** And they have already been actually employed in **KIDNAPPING, CATCHING, AND KEEPING SLAVES.** Therefore, if you value your **LIBERTY**, and the **Welfare of the Fugitives** among you, **Shun them in every possible manner, to as many **SAFE PLACES** as the track of the most adventures of your race.** Keep a Sharp Look Out for **KIDNAPPERS**, and have **TOP EYE** open. **APRIL 26, 1851.**

## SHHH. PASS THE WORD PASS THE CARD

Pass this card to each player **NOW!**  
**Throw 1-6:** Move number thrown.  
**Throw: 7-12:** Hide out (lose your turn) until it's safe to move on (until you throw **ODD** on 1 die).

## DISGUISE



SAVE THIS **ESCAPE CARD.** This disguise famously helped William and Ellen Craft escape. It will help you, too. **Throw 1 die** to move you and another player the number thrown in any direction.

## ESCAPE!



SAVE THIS CARD. Lose this turn to grind this peppercorn against a rock. When you need to escape, **throw 1 die** to move in any direction. Sprinkle the pepper behind you so the bloodhounds can't track your scent.

## FREEDOM PAPERS



You're freed by your slave owner's will. **KEEP THIS CARD WITH YOU.** Do not stop at any **SAFE HOUSES.** Get to the nearest **FREEDOM ARROW** as fast as you can.

If **CAUGHT** or **TRAPPED**,  
**Throw 1-6** to move on.  
**Throw 7-12:** Hide out (lose your turn) until it's safe to move on (until you throw **ODD** on 1 die).

## MUSHROOMS



Are they safe to eat or poisonous?  
**Throw: 1 - 6:** They're tasty cooked over a campfire. **SAVE THIS CARD** to use when you don't want to stop for food.  
**Throw: 7 - 12:** They're poison! Hide out (lose your turn) until you're well enough to move on (until you throw **ODD** on 1 die).

## NOT JUST A SONG



### Steal Away

*My Lord, He calls me by the thunder  
The trumpet sounds within my soul  
I ain't got long to stay here...*

"When the thunder sounds," you say with this song, "I'm going to escape." Hide out (lose your turn) until it's safe to move on (until you throw **ODD** on 1 die).

## TRAPPED



Slave catchers are near. To escape **throw 7**, use 1 **ESCAPE CARD**, or it's back to the **PLANTATION.**

**Unless...** you've reached Harriet Tubman. Hide out (lose your turn) until it's safe to move on (until you throw **ODD** on 1 die).