

Outsiders Game Project

Directions: You and your team will create a game based on S. E. Hinton's *The Outsiders*

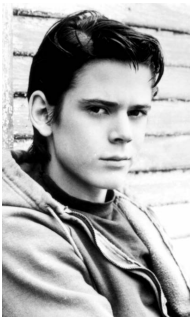
Each individual in the group will create:

- 20 Multiple choice questions about the novel with no more than four possible answers, no True/False.

Each group will create:

- 10 "Things Are Rough All Over" cards: These cards speak to plot events in the novel that were negative. These cards will put players back several spaces
- 10 "Stay Gold" card: These cards speak to plot events that were positive. These cards will put players ahead several spaces.
- A Gameboard
- Player markers that reflect characters or "tuff stuff" from the novel.
- A spinner or dice to move players.

Things I should see reflected in the M/C questions and graphics (gameboard, player markers, etc.):

<i>Setting Places:</i> Northside Southside Movie Theater Drive In Gas Station The Park The Lot The Curtis House The High School The Church Windrixville The Hospital The Court	<i>Characters:</i> Ponyboy Curtis Sodapop Curtis Darryl Curtis Steve Randle Two-Bit Dallas Winston Johnny Cade Sherry "Cherry" Valance Bob Randy Tim Shepherd Buck Merrill Sandy Marcia Jerry 	<i>Plot Events</i> Meet Ponyboy The Drive-In The Fight with Darry The Soc's at the Park The Escape The Church The Fire The homecoming The Rumble The Reckoning <i>Tuff Stuff:</i> Blue Mustang Corvette Sting Ray Thunderbird Greaser Style Semibeatle haircut Pepsi Chocolate cake
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