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.):

Setting Places:	Characters:	Plot Events
Northside	Ponyboy Curtis	Meet Ponyboy
Southside	Sodapop Curtis	The Drive-In
Movie Theater	Darryl Curtis	The Fight with Darry
Drive In	Steve Randle	The Soc's at the Park
Gas Station	Two-Bit	The Escape
The Park	Dallas Winston	The Church
The Lot	Johnny Cade	The Fire
The Curtis House	Sherry "Cherry" Valance	The homecoming
The High School	Bob	The Rumble
The Church	Randy	The Reckoning
Windrixville	Tim Shepherd	
The Hospital	Buck Merrill	Tuff Stuff:
The Court	Sandy	Blue Mustang
	Marcia	Corvette Sting Ray
	Jerry	Thunderbird
		Greaser Style
		Semibeatle haircut
	The state of the s	Pepsi
		Chocolate cake
	43	