



## How To Play – Instructions for local HBA Game Administrators

1. Form teams. You will need 2 - 8 teams to play the game. Each team should be comprised of 3 - 6 members. Each team should select a playing piece to represent them on the game board, and choose a name for their team.

While the teams may create their own team name, many of the game board pieces correspond with the Membership Defenders characters, and lend their names as the team names.



**Constructo**  
(Team Constructo,  
The Constructors,  
etc)



**American Dream**  
(The American  
Dreamers, etc)



**Two x Four**  
(Team 2 x 4, etc)



**Joist**  
(Joist n Shout,  
The Joistettes, etc)



**Grinder**  
(Growling  
Grinders, etc)



**Membership  
Defenders**  
generic playing  
pieces

2. Kick the game off by letting the players know the rules for how to move about the board. That information follows in the "How To Advance Your Team" section of these instructions, so you can copy for your players.

3. Understand the Power Jolt and Team Challenge cards. Players will land on lightning bolt and question mark spaces throughout the game. Corresponding decks of cards included with the game should be held by the staff administrator of the game and made available for the teams to select as their pieces land on these spaces. The Power Jolts (lightning bolts) are designed to give the teams "special powers" and other perks for landing on these spaces. The Team Challenge cards (question marks) present membership-related challenges that teams must meet when their piece lands on these spaces. All Power Jolt and Team Challenge cards are meant for the entire team, not one individual.



4. Prepare a reward or rewards for those teams who finish the game. Suggestions for what a local association can offer the teams follow, but this is another opportunity to be as creative as you like and develop appropriate reward opportunities for your players, ones that are appreciated within your local HBA culture.

## How To Advance Your Team

Advance your team's piece by recruiting new members to the association or by performing any number of retention-oriented activities outlined in these instructions. The number of spaces you advance per new member depends on the group size of your association. Please refer the chart below for scaling. **Council and Affiliate recruits:** Recruiting 2 new Council members or 2 new Affiliate members equates to recruiting 1 new Builder or Associate member.

Group Size	Number of Spaces Per New Member
Group Size #1, 1,000+ members	2 spaces per new member
Group Size #2, 700-999 members	3 spaces per new member
Group Size #3, 350-699 members	3 spaces per new member
Group Size #4, 200-349 members	4 spaces per new member
Group Size #5, 100-199 members	4 spaces per new member
Group Size #6, 50-99 members	5 spaces per new member
Group Size #7, 49 or fewer members	5 spaces per new member

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