

Passing the Bar Game Instructions

OBJECTIVE: The object of the game is to be the first player to reach the Admission Ceremony and get sworn in. The game is meant to be an entertaining supplement for law students to help prepare them for the Multistate Bar Examination, or to learn material taught in core law school classes. Passing the Bar is also intended to be an extremely entertaining game for practicing attorneys to play with their colleagues.

CONTENTS: The game consists of a board, 1 die, 6 pawns, and a 2 minute timer. There are 350 legal questions modeled after the multistate bar examination and 100 various legal trivia cards that include celebrity run-ins with the law, movie quotes from notorious and gripping courtroom dramas, outrageous verdicts and alike.

GENERAL INSTRUCTIONS: Every player begins on the start space on the board. To play the game, each player in turn throws the die. The player with the highest number starts (“Justice” is the lowest number roll on the die). The player will roll the die and move his pawn the number of spaces indicated on the die. The player will then answer the question that corresponds to the spot that he/she lands on which will be one of the seven legal topics. The player will read the question out loud to all the players.

If a player does not answer a question correctly during his/her turn then he/she loses a turn and the next player in turn goes. On the next turn of the player who incorrectly answered the question, he/she will remain on their spot until they correctly answer a question from the given topic. The player does not go forward until the turn after they correctly answer the question. Since this is a learning game, only one question is asked per turn. Thus, even if the player answers the question correctly, he passes the die to the next player.

Prior to entering the Admission Ceremony and “Passing the Bar” the player must stop on all three Professional Responsibility spots and correctly answer each of three questions in that category leading up to the Admission Ceremony. (Note: a player can only move one spot per turn when answering a Professional Responsibility question. Thus, there is no reason to continue to roll the die).

The player who reaches the Admission Ceremony in the center of the board first wins!

LIBRARY: If a player lands on the library spot, then he/she must answer two questions from a topic of their choice correctly in order to move forward. A player will remain in the library until two consecutive questions are answered correctly in a single turn.

JUSTICE SPOT/JUSTICE ON DIE: In the event that a player rolls a “Justice” or lands on a Justice spot on the board, the player must answer a card from the Justice deck. The justice question shall be read to the answering player by the player to his left. If the player answers this

card correctly, he/she will move ahead one spot. If the player answers the Justice question incorrectly, they lose their turn and resume playing on their next turn as if they answered the question correctly.

Note: Whenever a player moves to another spot by virtue of a Justice card, that player does not answer the legal question from the topic that he/she landed on. Rather, on the players next turn, he/she will role the die and move the appropriate spaces.

EXTENDED VERSION: Go around the board twice! Answer twice the questions and have twice the fun.