

All Around Mackinac Island

A game of familiar sights and fun surprises for 2 - 5 players

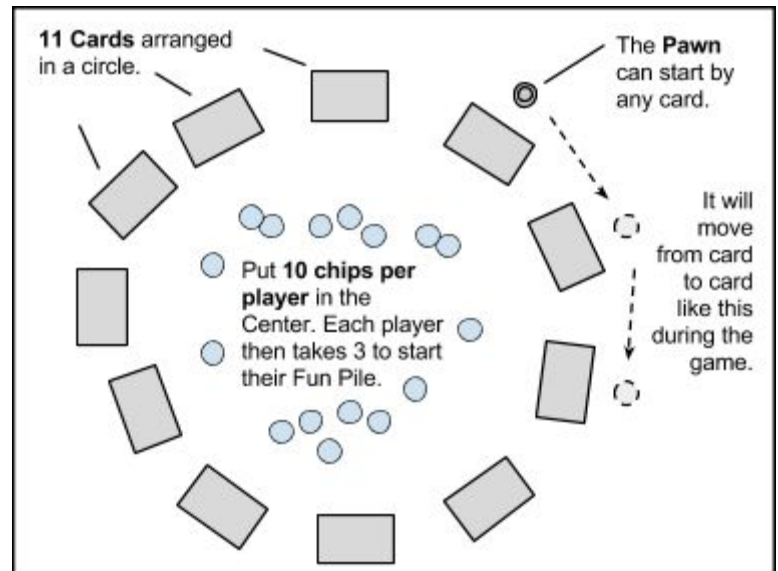
Object

Who will have the most fun on the trip to Mackinac Island? With every roll of the die you'll visit well known sites or do familiar activities. Most will be fun, but the trip might have its rainy days and "bumps" in the road. The player who has the most fun by the end of the game will win.

Getting ready to play

See the picture to help you set up.

- Shuffle the cards and place them face-down in a circle in the middle of the table.
- Place the pawn next to any one of the cards.
- Place 10 chips per player in the middle of the circle. So in a game with 4 players, you'd put 40 chips in the middle. In the game the chips are referred to as **Fun** and this area is referred to as the **Center**. Place any extra chips back in the box.
- Each player takes 3 Fun (chips) from the Center and keeps them on the table in a pile to their left. It's called their **Fun Pile**.



The youngest player takes the first turn.

Taking a turn

Here are the three steps you'll do on a turn. You always have to do them at least once.

- 1) Roll the die.
- 2) Move the pawn clockwise that many steps from card to card. As shown in the picture, it moves in track as if there were spaces next to each cards.
- 3) Turn over the last card that the pawn stops next to and follow the directions on it. Some details about those directions are listed below.

Important: If the card says you get some Fun (chips) during your turn, don't put it in your Fun Pile right away. Keep any newly gained Fun on the table in front of you until your turn ends.

After doing what the card says, you normally can choose to repeat steps 1 - 3 above. You'll probably repeat it at least a couple times per turn in hopes of getting as much Fun as possible, but there is a risk you could lose some instead! The card you land on may affect your choices too.

Your turn will end in one of these three ways:

- After carrying out a card's directions, **you can choose not to roll the die again.** *If you do this, your turn ends and you can move any Fun you gained this turn to your Fun Pile.* Hopefully you gained a lot!
- A couple cards will automatically end your turn. **Storm Rolls In** and **Tourist Rush** are explained below. When you reveal one of these cards, *do what the card tells you to and end your turn whether you wanted to or not.* Put any Fun you still have from this turn into your Fun Pile.
- **The worst case:** If the pawn ever ends movement next to a card you've already turned face up, you got carried away with activities and you need a rest! When this happens, we say you "**Mack' Out**". *In this case, your turn ends and you must place all the Fun you gained this turn in the Center. Do not carry out the directions on the face-up you moved to when the pawn stops next to it like this.*

When your turn ends

Regardless how your turn ends, check to see if the Center still has Fun in it. If it does not, the island visit ends and the game is over. The player with the most Fun (chips) wins. If two or more players are tied with the most Fun, the one who most recently took a turn wins. Note that the game only ends if the Center is empty **at the end of a player's turn**.

If the game didn't end yet, pick up any cards you revealed this turn, shuffle them (if there's more than one), then put them face-down in the empty spaces of the circle again. Pass the die to the player on your left. The player with the die can now take a turn exactly as described above. The pawn will start from where it was left on the previous turn.

Following the directions on the cards

Each card has directions that will move Fun between players or to and from the Center. Here are some important things to remember when reading the directions on cards and carrying them out:

- When a card says “**take**” it means the active player can take that much Fun from the player(s) or the Center as the card describes.
 - Remember when you gain Fun (chips) **on your turn** you must keep it separate from your Fun Pile. This is because you won't get to keep the newly acquired Fun if you “Mack' Out”.
 - Whenever you get Fun and it's not your turn you can put it in your Fun Pile right away.
 - When a card says “**give**” it means the active player must pass that much Fun to the player(s) or to the Center as the card indicates. The Fun must come first from the chips the player acquired this turn. If there's not enough there to pay all that's required, the rest can come from the player's Fun Pile.
 - If a player ever doesn't have enough Fun left to give up what a card requires, he just gives all that he has. If he ran out when paying another player, that player can get the remaining chips that are due from the Center.
 - If the Center does not have enough Fun left to carry out a card's directions, take all that is there (if any) and ignore any more that the card requires. (This probably means the game will end soon!)
 - When a card refers to the number of face-up cards, be sure to count the one you are reading.
 - If a card requires a player to **remove** Fun from the Center, the chips are **not** given to the active player. Return them to the box.
 - The **Shop for Gifts** card will let every player get at least one chip and maybe more. For this card, each player (including the active player) must roll the die. The card indicates how much Fun the player gets based on the die roll. For example, if the player rolls a 2, he can take one Fun from the Center. Notice that a roll of 6 gets you one Fun, but then you can roll again and even get more! Note: You can *only* roll again like that when you roll a 6.
 - The **Watch Your Step** card eliminates your choice to stop rolling after you carry it out. Continue your turn as if you chose to roll again.
 - The **Tourist Rush** can really mix up everyone's plans for the trip! If you turn up this card, your turn ends. Any Fun you gained goes to your Fun Pile. Then roll the die and **everyone must pass all the Fun they hold to the left that many times**. So if you roll a 3, for example, everyone will pass all their chips to the left 3 times.
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All Around Mackinac Island was designed by Mike Petty. Kendra, Megan and Alex helped with playtesting and assembling the games. If you have questions or if you want to know more about how we made this game, visit:

PettyFamilyGames.weebly.com

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