Easter Race

NUMBER OF PLAYERS

4 - 6 (dunno...might work with 3 as well --never tried it!)

OBJECTIVE

Be the first player to obtain all 6 types of victory tokens or possess the most token types at the end of the game. Though no credit is gained for duplicates of token types, there is no rule against obtaining multiple copies of token types in order to prevent one's opponents from getting them.

PIECES-PARTS

Board, player tokens, bonus deck (16 cards), brothel deck (16 cards), victory tokens (6 Stonehenge, 6 Egg, 3 Martyr, 3 Prisoner, 3 God, 3 Virgin, and 5 Peep), stonehenge blocks, stonehenge markers, sun token, egg-hunt die, "Ishtar" movie, robe markers, Peeps, mallet, Peep-slot, 6-sided dice.

See the appendix for details on the various pieces-parts.

SUN TOKEN

The sun token begins the game in the stonehenge circle on the space nearest "START", and is moved around the circle one space at the end of each turn (except the first turn) as a timer for the construction of Stonehenge. On the turn it has completed a full circuit it is removed from play.

TURN SEQUENCE

Order is randomly determined on each turn --I use / reveal chits color-coded to the player tokens.

On a player's turn they may either roll a die (d6) and move up to that many spaces or perform / attempt the task associated with their currently occupied space.

BONUS CARDS

If a player rolls a "6" for movement, they may choose to forego moving and instead draw a bonus card. Such cards may be used to augment any movement or "task / challenge" die roll by that player*, and are discarded upon their use. There is no limit to the number of cards a player may hold or use in a single turn.

   *use of card(s) must be declared BEFORE die is rolled

SPECIAL SPACES

Some of the spaces require (or provide the option for) a player to perform a certain task. This task may be attempted / completed on the turn in which the space is reached (if possible) or on subsequent turns if the player remains in the space.

STONEHENGE: If construction is not yet completed the player may roll 1d6 and add up to that many pieces to the structure --receiving marker for doing so (one per player max). Players with a stonehenge marker who are on the space at the end of the seventh turn (*and if the structure is completed)* may trade the marker for a stonehenge victory token.

EGG HUNT: Player may roll the egg-hunt die. If the roll matches the space, the player gains that colored egg / victory token. Note: Bonus Cards used in the Egg Hunt move the roll on the egg-hunt die a number of spaces around the Egg Hunt circle (ie: The roll -not the egg gained- is adjusted).

LINEUP: Player chooses one of the available prisoner tokens. The token is placed beneath the player's token WITHOUT BEING SEEN by anyone (including the current player). The player's token is then moved to the CRUCIFIXION space

CRUCIFIXION: Any player who has not yet had their move this turn may join the current player to cast lots for the prisoner's robe --this would count as their move for this turn for any that do so. Each player participating rolls 1d6: high roll receives a robe marker (reroll to break all ties). The player's token is then moved to the TOMB space.

TOMB: The prisoner token is revealed. If it shows a figure ascending to heaven the player gains it as a Martyr victory token, and the owner of the robe marker may use it as a +2 bonus card for the remainder of the game. If the prisoner token just shows otherwise the token and marker are removed from play.

(NOTE: LINEUP, CRUCIFICTION, & TOMB spaces are resolved in a single turn by current player.)

ISHTAR MOVIE: Player must stop. On successive turns, the movie card is advanced one turn.
On the turn beginning with the movie card showing "The End", they may advance to the "City of Death" space and take the "Tammuz" token.

SCALES OF JUSTICE: Player must stop and roll 1d6 vs another player (current player's choice).
If the current player rolls higher, they may move to the "Pyramid" space and take the "Osiris" token.

CERBERUS: Player must stop and roll >4 on 1d6. If successful, they may move to the "Greek Tomb" space and take the "Persephone" token.

BROTHEL LOUNGE: Player may stop and draw a "Brothel Bonus" card --such cards are only usable within the Brothel Rooms and must be discarded upon leaving the Brothel area. On subsequent turns player may roll the die and move on, or choose to draw another card (to a maximum of three).

BROTHEL ROOM: Player rolls 1d6. A roll >5 allows the player to take the room's virgin token.

POUND THE PEEPS: Player takes an available Peep and pounds it (once only) with the mallet.
If the Peep then fits through the slot (no pushing allowed: gravity only!), the player gains a victory token. Peeps that do not fit through the slot remain in play to pound on later turns.

APPENDIX

BOARD:

Clockwise from START:

QUARRY (for Stonehenge blocks),

POUND THE PEEPS,

BROTHEL LOUNGE / ROOMS / CARDS,

TOMB / CRUCIFICTION / LINEUP,

UNDERWORLDS -
   Babylonian / Egyptian / Greek

BONUS CARDS (in corner)

EGG HUNT

GAME PIECES:

Clockwise from upper-right:

Stonehenge blocks (12 columns and
12 lintels), Brothel cards, Bonus cards,
Player tokens / chits, egg-hunt die,
Stonehenge markers, robe markers,
victory tokens, mallet, Peep slot, Peeps,
and (in center) "Ishtar" movie.

START

NOTES ON PIECES:

Stonehenge blocks can be any lego-style or other block from a toy set, or as simple as 24 coins or other markers moved into the Stonehenge circle to indicate the construction progress.

Egg-hunt die has faces marked to match the six egg / space colors, or the eggs / spaces can be marked with numbers (1 - 6) and a normal six-sided die used for the hunt.

Stonehenge / robe markers can be anything --shown are rings that can be hung on player tokens.

Victory tokens needn't be color-coded: poker chips or pieces of cardstock can be used as well.

Peep slot is ½-inch wide, and should be cut into a reasonably sturdy sheet-stock.

"Ishtar" movie is tri-folded so as to have a base-side, back-side, and current-side.

OOPS!...noticed the Sun token was left out of the photo: I just use a yellow Parcheesi token.