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 (and much implied for!) 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 he/she 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, he/she 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) for "tasks / challenges" must be declared BEFORE die is rolled

SPECIAL SPACES

Aside from the normal movement 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. Details of such spaces are as follows:

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.

LINEUP: Player may choose one of the available prisoner tokens --it should be placed beneath the player's movement token WITHOUT BEING SEEN by anyone (including the current player).

CRUCIFIXION: Player with a prisoner token must stop here. Any player who has not yet had his/her 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). If no other player participates the current player gains the marker.

TOMB: Player with a prisoner token must stop here. The token is revealed: if a martyr (shown ascending to heaven), the player gains the token and the owner of the robe marker may use it as a +3 bonus card (once only). If not "divine", the token and marker are removed from play.

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", player 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, he/she may move to the "Pyramid" space on the following turn and take the "Osiris" token.

CERBERUS: Player must stop, and roll >4 on 1d6. If successful, he/she may move to the "Greek Tomb" space on the following turn 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.

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.