

# ActiVacation®

a board game for all ages

## CONTENTS

- 1 Board
- 1 Dice
- 4 Player pieces. Gregory (blue), Martin (yellow), Patricia (green), and Una (red).
- 4 Guidance cards showing 'what you need to collect' to complete the game
- 4 Security check receipt cards
- 8 Vacation master cards
- 20 Document cards
- 28 Jigsaw pieces
- 48 Activity cards
- Numerous Lucky Dip cards
- Numerous Penalty cards
- Numerous Question cards
- Copious amounts of ActiVacation® money (in the following denominations ¥5, ¥10, ¥20, ¥50, ¥100, ¥200 & ¥500 'notes')

### Ages - 7 to Adult

3 to 4 players or teams or a combination of both and ideally, a non-playing Tour Guide.

**Game duration: 1 to 1.5 hours**

## OBJECT OF THE GAME

The aim of the game is to get to the airport for a flight home before lockdown, after an activity based vacation to every continent in the world.

You need to collect:

- 2 vacation master cards (cream)
- 12 activity cards (green) to match your master cards, making 2 completed sets
- 5 document cards (brown) 1 of each type listed below at Note 1 of rule book
- 7 jigsaw pieces (various colours) 1 of each continent
- ¥1000 in savings (minimum)

En route, players answer, barter, buy, sell and negotiate their way to collect 2 completed activity courses and the other required cards and money. Players continue to travel around the inner circle of the board multiple times, on a virtual active trip of a lifetime, taking in every continent in the world, until they deem themselves ready to travel to the airport, at which stage they progress to the outer circle on the board (further details below at AIRPORT).

The winner is the first person to arrive at the airport (having cleared security) with all of the above mentioned cards, jigsaw pieces and money (or a wild card in lieu) in their possession.

## **THE TOUR GUIDE**

Ideally 1 person is appointed the full-time Tour Guide.

The Tour Guide has a very busy and important role to play and this responsibility is best given to a person other than those trying to get to the airport. This can be easily managed by a member of the group who may be a little too young, too old or too tired to actually play/concentrate on the game but still wants to take part in the fun.

The responsibilities of the Tour Guide include:

- selling activity cards
- issuing lucky dip cards privately
- asking questions aloud
- cashing lucky dip savings cards when requested
- issuing jigsaw pieces
- issuing document cards
- reading penalty cards aloud
- ensuring the players complete penalty instructions
- keeping the Tour Guide fund in order
- carrying out a full security check at the entrance to the airport road
- settling any disagreements (what the Tour Guide says, goes!)

## **GET READY TO START!**

Each person chooses their player piece.

The Tour Guide prepares by shuffling the individual decks of cards and jigsaw pieces and sorting the money into denominations.

Each player is then randomly dealt:

- 2 vacation master cards (cream)
- 4 activity cards (green)
- 2 document cards (brown)
- 3 jigsaw pieces (varied colours)
- 1 'what you need to collect' card
- ¥1000 in various denominations

All remaining cards are then arranged in bundles on the table in a way that best suits the Tour Guide, along with the penalty cards (red), lucky dip cards (yellow) and question cards (blue).

**Note 1:** If there are only 3 players/teams, the Tour Guide removes 1 full set of cards from the game as follows:

- 2 vacation master cards (cream)
- 12 activity cards (green) matching the removed master cards
- 5 (brown) document cards i.e.: 1 passport, 1 health assessment, 1 travel insurance, 1 ATM and 1 luggage allowance card
- 7 jigsaw pieces i.e. 1 of each continent
- 1 guidance card 'what you need to collect'

**Note 2:** If players would prefer to have a quicker game, simply deal out a few extra cards at the beginning. House rules apply.

### **GET SET!**

Each player's vacation master cards (cream), ActiVacation® money and jigsaw pieces are placed face up on the table on view to everybody.

Document cards (brown) and activity cards (green) are turned face down or kept in the player's hand.

As the game goes on, retained lucky dip cards e.g. wild cards, option to buy cards, money reward cards etc. are also turned face down or kept in the player's hand.

The player with the highest throw of the dice starts the game and play then moves clockwise on the inner circle of the board. During the game when a player throws a 6 with the dice they get another turn ... (see\*\* at penalty below for the 1 exception).

### **GO! –**

**Purchase** - There are 8 vacation master cards in this game (Golf, Tennis, Dance, Archery, Pony Trekking, Swimming, Sub-Aqua and Arts & Crafts). These are dealt randomly by the Tour Guide at the start of the game (2 to each player). As the game goes on players need to collect the full set of 6 (green) activity cards relating to these master cards (i.e. 12 green cards in total).

Once play has started, when a player lands on any activity box on the board they can purchase up to 2 randomly dealt (green) activity cards from the Tour Guide at ¥50 each. These cards are taken from the top of the pile by the Tour Guide & issued privately to the player. Don't worry about spending your money at the beginning of the game. You will have plenty of opportunity to earn more later on. As the game goes on, when a purchase attempt fails there are no resulting rewards or penalties.

**Payments** - Once a player has collected a full set of 6 (green) activity cards relating to one of their own (cream) vacation master cards, they place that activity face-up on the table and may now request ¥100 from the Tour Guide every time they land on 'their own' activity box. When another player lands on their completed activity box they are entitled to demand ¥50 from that player. It is each individual player's responsibility to be observant and request these payments. If the next player has thrown the dice for his/her turn it is too late for them to request the payment.

**Note 3:** If the game is being played without a dedicated Tour Guide, the other players MUST OFFER to pay when they land on the Tour Guide's completed activity box as he/she may be unduly distracted by the dual role.

**Lucky Dip** -When a player lands on a lucky dip box they follow the instructions contained on the top card of the lucky dip card pile given to them privately by the Tour Guide. The card is either retained by the player (e.g. a wild card), or if the action can be taken immediately (e.g. collect a jigsaw piece) the card is returned to the Tour Guide who replaces it at the bottom of the pile. If it is impossible to follow the instructions on the Lucky Dip Card e.g. a player has won a (green) activity card and they have already all been sold, or a jigsaw piece and they are all in play, then the Tour Guide issues another lucky dip card.

**Question** - When a player lands on a Question box they roll the dice again to decide which question category they must answer, as follows:

1. Identify the flag (as the Tour Guide shields the answer from view!)
2. Name the capital city of this country
3. Name the continent this country is on
4. Answer the Tour Guide's choice of 1 of the above 3 question options
5. Player may choose which of the first 3 question options they wish to answer (i.e. flag, city or continent)
6. The Tour Guide issues the top card from the documents pile (or ¥100 if there are no cards remaining) without the need for the player to answer a question

**Note 4:** To simplify the game for younger players the group may decide to ask only continent questions - but this must be stated clearly and agreed with the Tour Guide prior to the commencement of any play.)

If the player has successfully answered the question asked by the Tour Guide they are issued with a (brown) document card from the top of the pile to add to their collection i.e. passport, ATM card, health assessment card, travel insurance card or luggage allowance card. There are some lucky dip cards that might help you out at question time.

As the game goes on, when all the document cards have been issued the players receive ¥100 when they successfully answer a question.

**Penalty** - When a player lands on a penalty box, the Tour Guide reads the instructions contained on the top card of the penalty card pile aloud so that all players are aware of the penalty. When the instructions have been followed the card is replaced at the bottom of the pile. As speed is of the essence to keep the game rolling, the Tour Guide has the power (at his/her own discretion) to demand ¥100 if a player takes too much time to complete the instruction on the penalty card.

If a player is in possession of a lucky dip 'penalty immunity' card they may use it to offset the penalty if applicable. Be aware that an immunity card for a penalty stop and an immunity card for a money demand have 2 different applications. The Tour Guide will check that the immunity card presented by the player applies to that particular penalty. Players should also be aware that it may be wise to retain some immunity cards for use on the airport road!

If the player has to skip a turn (e.g. due to a tsunami warning) they must spend the turn at the relevant stop and then resume the game at the activity box linked to that penalty stop. If a player has thrown a 6\*\* to land on the penalty box they forfeit their second throw and go straight to the resume position at the activity box linked to that penalty stop. If they OWN a complete set relating to that particular activity box they are entitled to collect their ¥100 on rejoining the game. All players who are in possession of a full set of activity cards need to be observant of these penalty stops as they may need to collect money if an opponent is being directed back to their activity box after a missed turn (with one exception - see Note 3 above).

**No Money?** If the player can prove to the Tour Guide that they have insufficient funds to pay a penalty fine they must spend 2 turns at the Ice Bound stop and then throw the dice to answer a question successfully before rejoining the game.

**Barter** - When a player lands on a barter box they must barter successfully with at least 1 player or else face a penalty.

The only limitations on barter activity are :

- time (2 minutes strictly monitored by the Tour Guide e.g. on a smart-phone).
- every bartering exchange must involve the player who has landed on the barter box.

For example... a bartering player who needs a passport card might say 'I'll offer an activity card as a barter for a passport' and an opponent might reply 'I'll give you a passport for a Tennis activity card and ¥50' or another opponent might become involved by saying 'But I'll give you a passport for 2 activity cards'. Or, I'll give you a passport for ¥200'. Or...an opponent might instigate the barter by requesting something they need from the player who has landed on the barter box. But remember, every barter must involve the player who has landed on the barter box.

It is most exciting when the bartering player is simultaneously carrying out barter conversations with several different players thereby (hopefully) carrying out multiple barter in the 2 minute time span. Players who accumulate extra jigsaw pieces, document cards, wild cards, immunity cards or option-to-buy cards are in possession of some extremely valuable bartering items. If a player fails to barter successfully in the 2 minute time allowed the Tour Guide issues them with a penalty card and they follow the instructions. If an opponent agrees, there is nothing to stop a player bartering to exchange money when they are finding it difficult to finalise a successful barter for cards (e.g. ¥10 for ¥5). This prevents them from receiving a penalty card. But remember the opponent might want the favour back later!

**Jigsaw pieces** – 3 continent jigsaw pieces from their virtual trip around the world are dealt to each player at the start of the game. Most of the remaining 4 jigsaw pieces are collected when a player barter successfully or receives a lucky dip card announcing "Collect the jigsaw piece for the continent linked to this lucky dip box and retain carefully." (For exceptions see 'wild card' and 'option to buy' card below.) Each player needs to collect 7 jigsaw pieces. (1 each of Africa, Antarctica, Asia, Australia, Europe, North America, South America). If there are no remaining jigsaw pieces for that lucky dip box the Tour Guide issues them with another lucky dip card.

**Wild Cards** – There are 4 wild cards – contained in the Lucky Dip section. Players who receive a wild card should retain it carefully in their possession (and privately if they can) in order to utilise it towards the end of the game. A wild card may be used at the end of the game to denote a card of the players own choice which may be missing from their collection. If a player opts to use the wild card to denote ActiVacation® money at the end of the game it is worth a maximum of ¥300.

**Option to Buy Cards** – There are 2 option-to-buy cards contained in the lucky dip section. Players who receive an option-to-buy card are advised to retain it carefully in their possession (and privately if they can) as they may wish to utilise it towards the end of the game. Although the jigsaw pieces are expensive at ¥200 & ¥400 the player may choose to purchase as a last resort and then try to stock up on funds by hoping to land on lucky dip boxes or their own activity box to go towards 'saving' the necessary ¥1000 final amount.

But don't leave it too late in the game or there may be no jigsaw pieces left to buy. However, if this happens, your option to buy card may still prove useful at barter time.

**Savings** – Remember that you need to pay ¥1000 to the Tour Guide on arrival at the security check at the start of the airport road. So it is advisable to have more money than you require before you declare that you are on your way to the airport, in order to offset any penalties you may incur on the journey. The Tour Guide will check all your items carefully before you are allowed access and then issue you with a security check receipt card. This card means that if a penalty sends you away from the airport road you will not be required to pay another ¥1000. Your items will be checked again at the airport itself before you are declared the winner.

## **AIRPORT**

When a player has collected 2 complete sets of activity cards, 5 document cards (listed at Note 1 above), 7 jigsaw pieces (one each of all 7 continents) and adequate ActiVacation® money, they may then announce to everybody (when their own turn arrives) that they wish to travel to the airport.

To do this they:

- proceed immediately & directly to the Start box without the need for a dice throw to get there
- complete the security check by proving they have all the cards required, pay ¥1000 to the Tour Guide & receive their security check receipt
- at their next turn they begin to move anticlockwise along the external road of the board to the airport

Players must ensure that they have adequate funds to allow for the fact that they may lose some of their ActiVacation® money en route e.g. if they land on a penalty box. If a player on the airport road loses any of the required components needed to end the game they must return their security check card to the Tour Guide, travel back towards the Start Box and continue to travel around the internal road of the board again until such time as they once more decide they are ready to travel to the airport.

Players are required to travel back & forth on the airport road until they achieve the perfect dice throw to finally arrive at the check-in. The fun really starts when a penalty dispatches them away from the airport road and they have to start their airport journey again!! It's a race to the end.

**House Rules** – If you are faced with an ActiVacation® dilemma not covered in this rule book, the Tour Guide has the final say.

# ANYONE CAN WIN! ENJOY YOUR GAME!!!

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in association with **Simply Logo Design (simplylogodesign.ie)**.

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Your player pieces are named:  
Gregory (Blue), Martin (Yellow), Patricia (Green), Una (Red)

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A Lamb	Grace Burke	Molly Briody
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