Family Life

A Game by Uncle Mark *v2·0 – 202606*

RULES

Welcome to an exciting family game! In the game, you will experience an ordinary day with an ordinary family living in a small town. Mom, Dad, and the kids have a lot to do. Everything seems to go according to plan in the beginning, but anything can happen because there is so much to do, and it is so hard to catch up with everything. And the clock is ticking all the time….

In short, the game is about a family who has lots of tasks to perform during the day. During the tour of the town anything can happen - you may not perform the tasks on the list at all but something completely different. Dad can suddenly remember important things that must be done (from the AHAA cards), mom must suddenly help someone to the police or maybe to the hospital (a so-called EXTRA TASK), and so on.
For each game round, the clock is moved 15 minutes forward, and for each task you perform, you get stars in reward.
The winner is the one who has come home no later than 17.00 and has most stars. If you are the first one back home you receive 1 extra star as bonus. Otherwise, the order in which you arrive home is of no importance as long as you are home no later than 17.00.

Perfect for 2 to 5 players from 8 years old and up. Lasts as little as 20 to 40 minutes.
Good luck with the game!

THE GAME CONTAINS

1 game board with 18 openings
1 lower game board with texts or colors visible through the openings
1 metal pole connecting these two together
5 family members
1 ordinary dice with numbers 1-6 with which you move on the board
1 game board “spinning” dice with 12 options
1 manual clock
40 AHAA cards
90 stars in 6 different colors (15 each)

START

This is how you set up and start the game:

- Connect the lower and upper game board with the metal pole and place the lower game board in position “1”.
- Set the clock at 9.00.
- Pick the TASKS to be performed in either of the 3 methods below. 3 TASKS per player participating. Place a yellow star on each of the selected TASKS.
    - Each family member choses 3 TASKS
    - One family member is selected to choose which TASKS shall be performed
    - Lift AHAA cards so that you get the correct number of TASKS selected. Put the lifted TASK cards back in the pack and shuffle the pack.
- Decide who shall start as first family member. The one to the left starts as second and so on.
- Start the game by throwing the dice. You start from the “START & HOME” circle near the center of the game board.

Family Life

A Game by Uncle Mark v2·0 – 202606

THE GAME BOARD and MOVING AROUND

The game board consists of an upper game board with a picture of a small town with 18 openings, and a lower game board with different texts and traffic lights that can be seen through the openings.

The family member who starts as last is the one who with his/her dice decides whether the game board shall spin in a new position or not. This family member shall do as follows when it is his/her turn in the game:

- Roll the normal dice (dice with numbers 1-6).
- If the dice shows 1 or 2, roll the game board dice (with 12 positions) and move the game board in the position indicated by the dice.
- Move normally on the game board according to what the normal dice showed and perform the tasks.
- At the end of his/her turn move the clock 15 minutes ahead.
- If this family member has gone "Home" before the clock reaches 17.00, he/she shall continue to roll the dice each round for the sake of possible having to roll the game board dice and move the game board in a new position. Also, the clock shall be moved 15 min ahead after each round.

All players must adhere to the "go to the Hospital" (red "H" letters showing in an opening) or "go to the Polise" (blue "P" letters showing in an opening) request regardless of whether they come to the opening or stand on it when the text comes up. We call these "EXTRA TASKS". If you stand in an intersection or on a bridge when it turns RED you can continue your trip in any direction during your next turn.

You do not have to have even numbers to reach a square or opening, e.g., you have 3 steps to the square or opening you are aiming for, and you roll 5 on the dice, which is fine, as you just go the 3 needed steps. You must stop at a red light (on the square before the light). You can decide to stop on the square before the crossing or other opening if there is some sort of accident in your way in a street crossing or opening (either of the letters "H" (you must visit the Hospital), or letter "P" (you must visit the Police). You can stay in front of these openings and wait, and you do not need to roll the dice each round except if you are the player who decides if the board shall spin, but also in this case you do not need to move your family member.

Family members can stand on the same square or bus stop and pass each other.

BUS STOP

There is a bus line along the circle road on the game board marked with small bus stops and squares with blue borders. If you are going to take a bus, you must, during your turn, stop at a bus stop. You do not have to come to the stop with even numbers. When it's your turn next time, you must decide, before you roll the dice, whether you take the bus or not. You roll the dice normally and you can move as many bus stops ahead as the dice shows but you can get off the bus earlier. Busses drive past ALL obstacles at intersections without affecting the bus or passengers. You can take a bus in any direction you want. Unlimited number of family members can ride a bus at the same time (each member rides his/her own bus).

THE CLOCK

At the start of the game the clock is put at 9.00. When the player who was chosen to start as the last person, has thrown the dice and moved normally on the game board, he/she shall at the end of the turn move the clock 15 minutes forward. When the time is 17.00, the game ends.

Family Life

A Game by Uncle Mark v2·0 – 202606

TASKS - earn 1 star

All TASKS chosen at the beginning of the game can be performed by any family member coming first to the square or to the opening in question and staying there until the next round. You do not need to get even steps to the square/opening. The tasks do not need to be performed in any specific order. If the opening is red, you cannot perform the task (the shop is closed, the person is busy or out etc.). If red, wait outside of the opening.

For each TASK done you get **1 star**. When so happens take the yellow star from the game board and take one star of your own color and place it in front of you.
These TASKS do not have to be performed during the game.

AHAA CARDS - earn 2 stars extra

If a family member comes to a square on the game board with the letter "A", the family member must take an AHAA card. You must always come exactly to an “A” square with the dice roll you make.

If the time is 12.00 or less, the family member who lift the AHAA card can decide if to keep it and perform the task. You perform the task by walking to the place in question. The family member can also decide not to perform the task but give the card to the person sitting to the left. That family member can in turn decide to keep the card or pass it on. If no one else wants the card, the person who first lifts the card must take it and try to perform the task in question.

If the time is 12.15 or more, the same applies, but then no one needs to keep the card, and it can be put back at the bottom of the AHAA card pack after all players in turn have had the chance to decide whether they want the card or not.
Some AHAA cards do not contain a task to perform. These cards are valid throughout the game regardless of what time it is.

A task performed from an AHAA card gives **2 stars**, and it is always personal and cannot be performed by the other Family members. When you have taken an AHAA card place 2 stars of your own color on the game board to remind you of your duties and remove/take the stars when you have performed the task. An AHAA card you have decided to take, but which you do not perform by the end of the game will give you -2 stars.
The game may end abruptly because of an AHAA card as some cards say that the clock must be moved forward leading to the 17.00-time limit being reached. If the happens, each family member gets a final chance to roll the dice one more time. Good luck!

EXTRA TASK - earn 3 stars extra

In some of the openings there may come up a text which says you must go to the Hospital (lots of red “H” letters) or the Police (lots of blue “P” letters). An accident or a robbery has happened. This is the "EXTRA TASK" in the game. You perform the Extra Task by walking to the Hospital or Police station.

If you do not want to do this, simply do not go to the opening when the “H” or “P” is showing. You can also decide to go to such an opening just to have the opportunity to help and perform the Extra Task. An Extra Task from one and the same opening can only be performed once by one and the same family member as long as the game board has not been turned in a new position. Several family members can visit the same opening and perform the same Extra Task. In other words, you can have many of the same type of Extra Tasks to perform as long as you have received them from different openings or during different game board positions.

You must stop in the middle of the intersection where the "H" or “P” appears, even if the dice roll would have taken you further. If you take a bus, the text in the opening does not apply (the bus only passes by).

If you do not want to help and go to the Hospital or Polise station, you just stop in front of the opening even if your dice shows a bigger number. You can stay on this square and wait, and you do not need to roll the dice each round except if you are the player who decides if the lower game board shall spin, but also in this case you do not need to move your family member.

When you have taken on to help and go the Hospital or Police station place **3 stars** of your own color on the gameboard to remind you of your duties. Remove/take these stars when you have performed the task. For an Extra Task you do not perform by the end of the game you will get -3 stars.

EXTRA OPTIONS FOR YOU CONSIDERATION

Here are some extra options you can decide to use in the game. These make the game more advanced, so suitable for older players and when you know the game a little bit better.

Move faster using an electric city bike:
Once during the game you can decide to move 6 extra steps by using a city bike. These are available everywhere, so after your normal roll of dice you can decide to move a maximum of 6 extra steps. Red light etc. still applies.

Force the gameboard to change:
Once during the game any player can decide to roll the game board "spinning" dice. At the start of you turn, roll the game board dice, and move the game board in the new positions.

Bribe the clock and another family member:
Give 1 star to another family member of your choice for each 15 minutes you want to move the clock backwards. You cannot force the clock to go faster. Do this at the start of your turn. The clock must be less than 17.00.

SCORE CALCULATION (summary)

Each family member receives "+" stars as follows:
+ If you are the first to come home you receive as a bonus +1 star
+ For each task chosen at the start of the game: +1 star
+ For each AHAA task performed: +2 stars
+ For each Extra Task performed: +3 stars

Each family member receives "-" stars, or has to give away stars, as follows:
- For each non-performed AHAA task at the end of the game: -2 stars
- For each not performed Extra Task at the end of the game: -3 stars
- For moving the clock 15 min back: -1 star, given to other Family member (if optional way to play the game is used)

The inventor of the game hopes that all players still are friends when the game ends. No need to argue - you can always ask for a re-match and hope for better luck next time!
Thoughts and ideas are welcome at magnus.segercrantz@gmail.com