

Will I Get Measles at Disneyland?

Objective

You are a mother coralling her four children around Disneyland. Escape the park without contracting measles. The mother who leads all four of her children to the exit with the least amount of exposure wins.

Moving

All four children must reach the finish line in order to win. Upon a turn, a mother rolls the dice. Much like backgammon, the mother may choose how to allocate the number rolled. Up to two children may be moved on one turn. For example, the roll is a six. The mother can choose to divide the roll and move two individual children three spaces. Children can move backward and forward.

Exposure Cards

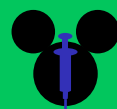
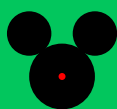
At every ride, you are exposed to the measles. Draw a card from the ride your child is currently at.

Measles Exposure - draw the according amount of dots onto your dot tracker. Dots can be distributed among her children by the mother's choosing. Each child may only get six dots. If all four children receive six dots, the mother is out of the game.

Syringe - Mother keeps this card to be drawn at the next time of exposure. Blocks Measles Exposure card completely. Can only be used once.

Hazmat Suit - Mother can play this card at any time during a turn. Can only be used once. Allows mother to switch one of her children's positions with an opposing mother's child's.

Mask card - Mother keeps this card to be drawn at the next time of exposure. Subtracts one dot from the amount show on card.



Setup

Each ride has its own stack of cards. Separate the decks. Each team of children begins the game by lining up at the ticket line. Roll the dice to see who begins - highest roll starts.

Rides

As this is the happiest place on Earth, mothers must allow all four of their children a chance on each ride. Children must enter the rides via the pink space nearest the ride. Once at the ride, the mother must draw a card from that deck. Refer to exposure cards below. Following the card draw, complete the given action. A child reenters the park by moving to the space immediately in front of the pink space he/she entered through.

Bathroom Shortcuts

If a child lands on a space that is connected to a ladder, he or she may take the shortcut to the bathroom and land at the connecting space.

Child Tracker

Use the marker to keep track of how many dots each child has. A child may have a maximum of six dots. However, as long as at least one of his or her siblings has less than six dots, he or she is still actively pursuing the exit.

