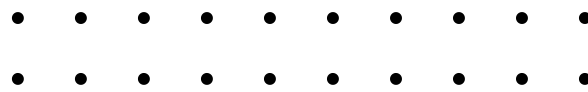
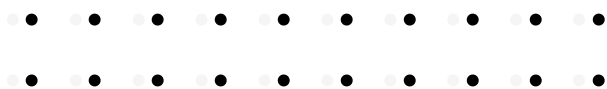


Setup Tips

- Before playing the game be sure to fill in the blank Battle and Mom cards using the dry erase marker
- It's your game and your family, so you can fill in the cards however you want, however here are some suggestions:
- For Battle Cards, fill them in with something specific to your family or some type of game you know your family would like (race to catch the family pet, impression of TV character beloved by the family, etc.). Keep in mind these battles can be 2V2 or even just 2 players working together to achieve a goal, in addition to 1V1 battles

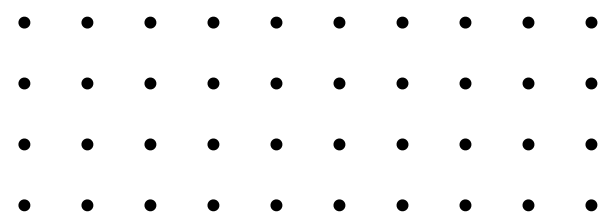


More Tips

- For Mom Cards the idea is to make Mom feel special. There are 3 great categories for Mom Cards: sweet cards (make Mom smile, do something nice for Mom, etc), funny cards with some sort of inside joke about Mom, and nearly impossible cards (naming more songs by Mom's favorite artist than she can, outdoing Mom in something related to her profession, etc.). The most important thing about these cards is to make Mom feel good about herself. Gamewise, it is best to mix in easier and more difficult cards to ensure that the Mom Spots are relevant, but not impossible to get past
- For both types of cards it is smart to check the cards that are already in the deck to make sure there are no repeats

How to Play

- Start with 3-8 players in a circle around the board
- Each player takes turns rolling a die, and then moving forward that amount of spaces
- The first player to reach the Mom-Copter and escape the island wins



Battles

- If a player lands directly on a spot that says BATTLE, they must draw a Battle Card
- The battle card will outline the battle
- The player who took the card rolls the die and the player that number of people to their right, skipping themselves, will be their opponent
- In a team battle roll the die multiple times to decide the player's teammate and their opponents
- Unless stated otherwise, battles are 1v1
- In the case of battles with turns, the person who picked the card must go first
- NOBODY moves backward after a battle, if the person who picked the card wins, they move forward 5 spaces, if their opponent wins, the opponent moves forward 3 spaces
- After a battle, the next person up completes their turn as normal

Mom Spots

- The Mom Spots are the Bridge of Mom, the top of the Volcano of Mom, and the Mom-Copter
- If a player lands on a Mom Spot, they are stuck there for the moment and cannot move, even if they win a battle while there
- On their next turn, they will have to draw a Mom Card, and complete the task on the card
- If they fail to complete the task, they lose their turn and remain stuck on the Mom Spot. They will have to draw another Mom Card on their next turn, and they will keep doing this until they successfully complete a Mom Card task.
- On the turn in which the player successfully completes the task on the card, they are immediately allowed to roll the dice and move forward the designated amount of spaces.
- For the Mom-Copter, no matter if the player lands on spot 55 or anything above that, they must complete a Mom-Card in order to win the game, and they win immediately upon completion of the task.

Death Matches

- If a player lands directly on a spot that says Death Match they must compete in one
- Death matches have the same procedure as battles, picking from the same deck of cards
- If the person who picked the card loses a death match, they go back to the beginning
- If the other person loses the death match, they do NOT go back to the beginning, both players stay on the space they are currently on, and the game continues as normal

See Our Website:

Scan

