



Game 1: Match Me If You Can!

A card game for 3 to 6 players or teams. Playing time is 20 to 40 minutes.

Use your observation skills to find groups of similar Mackinac Island Locations and Natural Treasures (plants, animals, and geological features) hidden with the other players!

Your Goal

Play the largest number of cards in complete category groups.

See Game 2 for a list of categories.



Location
Cards



Natural
Treasure
Cards

To Pick Up Cards: Pick up the top card, or top several cards, or ALL of the cards from the discard pile. For example, if you want the third card down in the discard pile, you must pick up the top three cards.

Set Up the Play Area

Choose a dealer, who should:

1. Shuffle all the cards together and **deal 5 cards to each player**. Players should keep their cards hidden from each other.
2. Place the remaining cards face down in the middle of the play area as the **draw pile**.
3. Turn over the top card of the draw pile as the **discard pile**.

Get Started

The player to the left of the dealer has the first turn, and play continues to the left.

Your Turn

Each player's turn consists of the following steps.

1. **Add cards to your hand** by asking another player for cards, OR picking up from the discard pile (not both).

To Ask for Cards: Ask one other player for cards of one category. **You must already hold cards of this category in your hand.** For example, "Bob, do you have any Mammals?"

The category and the number of cards in the category is shown in the lower left corner of each card.



The other information on the Natural Treasure cards is used for Game 2

2. **Play any completed category groups.** If you have collected all of the cards in a category group (the number of cards in each group varies and is shown on the cards), lay that completed group face up in front of you.

If you play all of the cards in your hand, the game is immediately over!

Note: If you have no cards in your hand because another player asked you for cards, or you had to discard your last card, the game is not over. You will add cards to your hand on your next turn.

3. **Discard.** If you still have cards in your hand, place one card face up on the discard pile. Your turn is over, and the next player starts at Step 1.

Keep the discard pile spread out so the previously discarded cards' categories are visible.



Draw



Discard

Scoring

When the game is over, calculate your score:

1. **Add 1 point for each card** you played in completed groups.
2. **Subtract 1 point for each category** still in your hand.

Highest score wins!

Scoring example: Jane goes out by laying down Birds and ends the game. She has already laid down Summer Flowers. Bob has laid down Deciduous Trees and Mammals, but still has 2 Insects and 3 Spring Flowers in his hand. Jane's score is 4 Birds + 3 Summer Flowers = 7 points. Bob's score is 3 Deciduous Trees + 4 Mammals - 2 categories in his hand = 5 points. Jane wins!

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Videos



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If the asked player has any cards of the requested category, **he or she must give them ALL to you**, and you may **ask any other player for cards again**.

If the asked player does NOT have cards of the requested category, he or she should tell you to "Go eat fudge!", or "Go jump in Lake Huron!", or some other pithy Mackinac Island-ish phrase, and this part of your turn is over.

At the end of your turn, **draw the top card from the Draw pile** and add it to your hand.





Game 2: Follow Me If You Can!

A card game for 2 to 6 players or teams. Playing time is 10 to 20 minutes.

Follow the habitats as you try to observe the most Natural Treasures and Locations around the Island!

Your Goal

Score the largest number of Observation Points by playing Location and Natural Treasure cards to your Observation Area, and by being the first to play all of the cards in your hand.

The Cards

There are 20 Location cards categorized by Habitat.



And 34 Natural Treasure cards categorized by Type.



These are the Habitats at which this Natural Treasure may be observed.

This is the number of Observation Points you score when you observe this Natural Treasure.

Set Up the Play Area

Choose a dealer, who should:

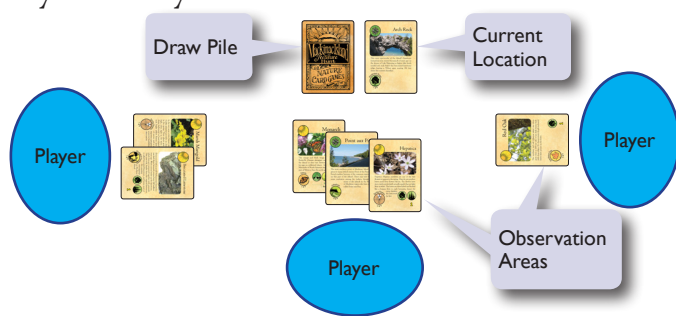
1. Shuffle the cards together and deal 4 cards to each player. Players should keep their cards hidden.
2. Place the remaining cards face down in the middle of the play area as the draw pile.

Get Started

Starting with the player to the left of the dealer and continuing left, find the first player that has a Location card in their hand. This player will play first. If no player has a Location card, each player draws one card in turn until a Location card is drawn. This player plays first.

The first player **must** use option 1.b. for his or her turn.

Play Area Layout



Your Turn - With Cards in the Draw Pile

First, draw 0 to 3 cards from the Draw pile, one at a time. Then, decide to **play** or **pass**.

If you **pass**, then your turn is over and it's the next player's turn. If you **play**, use these steps:

1. **Play cards** by choosing only **one** of these options:
 - a. **Observe one Natural Treasure or Location** that matches the Habitat of the Current Location by playing a card face up in your Observation Area.
 - b. **Change the Current Location** by playing one Location card face up on the Current Location pile. This determines the Habitat that all players must follow. Note: This cannot be your last card. You may then play **all** Natural Treasure and/or Location cards from your hand to your Observation Pile that **match the Habitat** of the Current Location you just played.
2. **Pass one card** from your hand face down to the player on your left or your right **if you wish**. All other players **must** do the same thing. Players should pick up the card passed to them and add it to their hand.

Your Turn - When No Cards are in the Draw Pile

If there are no cards in the draw pile at the beginning of your turn, you may **play one card** from your hand to the center of the table. **Say the Habitat** of that card out loud (For Natural Treasure cards with more than one Habitat, choose one. For cards that can be played at any Habitat, choose any one of the 6 Habitats).

Players that have one or more cards in their hand that match that Habitat **must** play one card face up on top of your card. Add your card and the other player's cards to your Observation Area.

If no other players can play a card that matches your card, place your card at the bottom of the Current Location pile (it is out of play).

Ending the Game

When one or more players end a turn with no cards in their hand, for any reason, the **game is over**.

Scoring

Count your Observation Point score using the cards in your Observation Area: Add the points shown on each Natural Treasure card plus 1 point for each Location card. In addition, count the number of cards remaining in all players hands and add that number to the score of the player(s) with no cards in their hand. The highest total wins!

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