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# Mahé

for 2 to 7 players, 7 years and up

Mahé is an island of the Seychelles. It is popular not only with tourists. Turtles visit Mahé as well; they lay their eggs there – the more, the better. And this is exactly what this game is about.

Each player moves a turtle around the island in a circle. Sometimes, a turtle can also be carried piggyback (or "turtleback," so to speak) by another turtle. Whenever a turtle reaches or goes beyond the beach area of the island, she lays as many eggs there as is shown on the topmost clutch card.

When the pile of clutch cards has been used up, a final round is played during which another seven eggs can be deposited.

The player whose turtle has laid the most eggs wins the game.

## Game Materials
¤ 1 gameboard
¤ 7 turtle figures
¤ 24 clutch cards with 1 to 6 eggs
¤ 3 dice

## Set-up
Each player chooses one turtle and places her on the raft, next to the space marked "1." Shuffle the 24 clutch cards, face down, and put the top four cards back into the box unseen; they are not needed for the game. Lay the remaining 20 cards as a face-down pile on the clutch space (the one showing seven eggs) of the island. Then flip over the top card of the pile.

Players play in turn. Determine in any fashion who goes first. This player is the first to get the three dice.
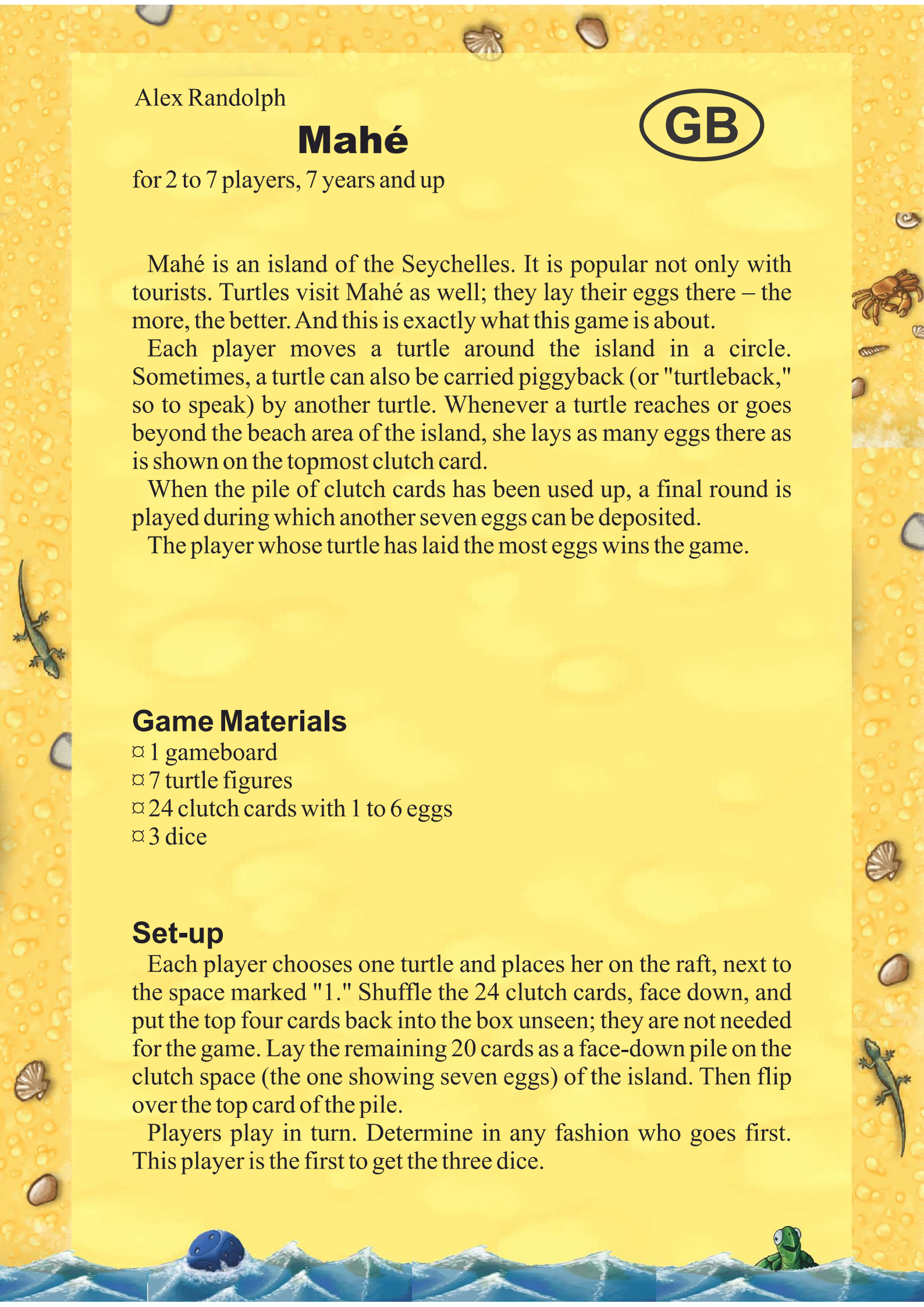
## Course of the Game

Roll the dice to determine how far you move your own turtle forward on the circular course. In general, the dice are rolled one after another. What matters is that the total of the numbers rolled doesn't exceed 7 (of course, this is impossible to do with a single die).

You roll the first die and then decide whether you want to roll a second die. If you do and the total of the two dice is below 7, you may also roll the third die. But if the roll of the second or the third die results in a total higher than 7, you have to move your turtle directly to the raft, and it becomes the next player's turn.

*Example: The first die shows a "2." Chances are good and a second die is rolled. This die, however, shows a "6." With this, the total amounts to 8 and thus is too high, so the turtle has to return to the raft.*

## Moving your Turtle

The turtles are moved counter-clockwise; they may pass other turtles. You move them along a circular course; that means that the beach space, #21, is followed by space #1 again. From the raft you first move to space #1.

If you have rolled only **one die**, you move your turtle just the corresponding number of spaces forward.

If you have rolled **two dice** (provided the total is equal to or lower than 7), the total of the two dice results is doubled, and you move your turtle the corresponding number of spaces forward..

*Example: The two dice show a "2" and a "4." The total is 2 + 4 = 6; consequently, the player moves his turtle 6 x 2 = 12 spaces forward.*

If you roll all three dice (provided the total doesn't exceed 7), the total of the three dice results is even tripled, and you move your turtle the corresponding number of spaces forward.

*Example: The three dice show a "2," a "1" and a "4." The total is 2 + 1 + 4 = 7, and the player moves his turtle 7 x 3 = 21 spaces forward. In doing so, the turtle completely circles the island and*

*lands again on the space she started from. However, if the turtle was on the raft, she now lands on the beach space, #21.*

## Carrying Piggyback in a Stack

Turtles may pass other turtles along the way. But if your turtle lands directly on an occupied space, you simply put her on top of the other turtle, thus forming a stack.

When the player who owns the turtle at the bottom has his turn later on, the owner of the turtle on the top determines whether the other player has to roll a second or even a third die.

If the dice roll result is valid (with a total lower than or equal to 7), the bottom turtle has to carry the turtle sitting on top of her piggyback on her subsequent move. But if the total is more than 7, both turtles have to return to the raft.

During the game, stacks of even 3, 4 or more turtles can be formed. The owner of the topmost turtle always determines how many times the other players have to roll.

A turtle carries only those turtles piggyback that are sitting on top of her, whereas she leaves turtles underneath her on the space she started from.

Even if the total of the dice roll results exceeds 7, the turtles underneath stay put; in this case, only the turtle of the player who has rolled the dice and all turtles sitting on top of her have to return to the raft.

## Clutch Cards

Whenever a turtle or a stack of turtles enters the beach space, #21, or moves across it, the one player concerned obtains the face-up clutch card and puts it in front of him, face down. It shows the number of eggs his turtle has just laid. In case of a stack, only the player who owns the topmost turtle gets the card; all the others go away empty-handed.

After that, the next clutch card is flipped over.
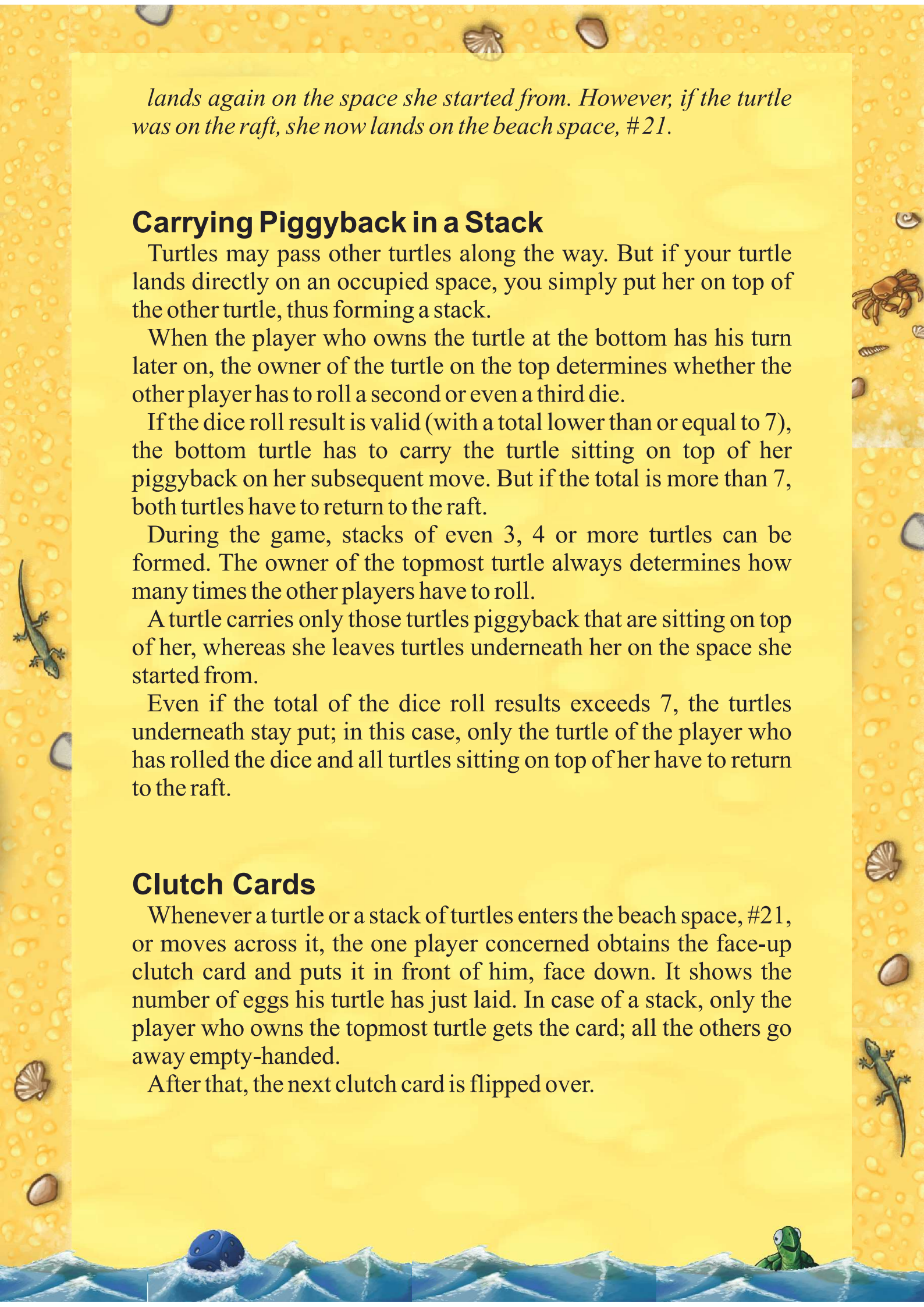
*The owner of the red turtle (in the middle of the stack) has his turn and rolls a "1" at first. The owner of the yellow turtle (on top) instructs him to roll a second die. Red rolls a "2". The owner of the yellow turtle (on top) instructs him to roll a third die. Red rolls a "3". Now Red moves his turtle (1 + 2 + 3) x 3 = 18 spaces forward. In doing so, his turtle has to carry the yellow turtle piggyback, whereas the blue turtle remains where she is. Red lands on the space #15; with this move, he goes beyond the beach space, and Yellow obtains the face-up clutch card, which indicates that his turtle just deposited 5 eggs (see illustration on the last page).*

## End of the Game

When the last clutch card has been taken, the clutch space with the 7 eggs becomes visible. Now play continues until another turtle or stack of turtles reaches or goes beyond the beach space. Then the player concerned places his turtle in the middle of the clutch with the 7 eggs, and the game ends.

Now each player counts the eggs that his turtle was able to lay overall. The player who won the last round also scores for the 7 eggs of the clutch space. The player whose turtle laid the most eggs wins the game.

In case of a tie, the player with the most clutch cards wins.

*Example: Martin has obtained six clutch cards with the values 1, 3, 3, 4, 5, and 6 during the game and thus scores 22 points. Eva has gotten five clutch cards with the values 1, 2, 4, 4, and 6 and thus scores 17 points. David has received the clutch cards 2, 3, 4, and 6 and, in addition, the 7 points of the clutch space, which amounts to 22 points overall. Andrea has collected five clutch cards with the values 3, 3, 4, 5, and 5 and thus scores 20 points.*

*Martin and David have the most points; but since Martin has more clutch cards (6 compared to David's 5 [4 clutch cards plus the clutch space]), he is the winner of the game.*

## The 2- or 3-Player Game

In the game with two or three players, each player should play with *two* turtles (otherwise, the turtles would rarely be carried piggyback). During your turn, you first roll the dice for the one turtle and then for the other. However, you may decide anew before every turn which turtle you want to move first.

You don't have to keep the two turtles' clutch cards you have collected separate; you score for the total of eggs laid by *both* turtles.

## Variant

Instead of rolling another die, you may choose to use one of the clutch cards you have obtained; this card then replaces the die. However, you may only use one card per turn.

A card may be used instead of the second or third die, but not for the first. And of course, you may not exceed the total of 7 here either.

Once cards have been used this way, they are removed from the game; consequently, they don't score as a successful clutch in the end.

*Example: You have already collected a few clutch cards, among them, one with 2 eggs. Your first roll was a "5." If you now use the card with the 2 eggs, you move your turtle (5 + 2) x 2 = 14 spaces forward. In doing so, you lose the card, though; it goes back into the box.*

When the owner of one of the turtles in a stack has his turn, the owner of the turtle on the top may use one of his own clutch cards to improve the die (or dice) roll result. That means that the owner of any other turtle in the stack cannot be forced to use a clutch card himself.