

Ellis Island Rules Version 3.0

ABOUT

Ellis Island is a board game about immigration in the late 19th/early 20th century. In the game you control the members of a family of immigrants who have just arrived at Ellis Island and are trying to enter the United States of America. To do so, each family member must pass four checkpoints: a physical examination, a mental evaluation, a documentation check, and an exit interview. The resources you need to complete some of the challenges, however, have gone missing from your luggage and are hidden somewhere on the island. Find your lost items, pass the four challenges, and meet your family at the Kissing Post. Welcome to America - you're almost there!

OBJECTIVE

Every member of the player's family must pass each of the four checkpoints of Ellis Island. When this is done, the family member can be moved to the Kissing Post where they immigrate (leave play). The first player to immigrate all of the members of their family in play wins.

ITEMS

Family Cards (8)

Resource Cards (XXX)

Time

Passport

Job

Money

Physical Challenge Cards (XXX)

Mental Challenge Cards(XXX)

Exit Interview Cards (XX)

Dice (2)

Tokens (for movement)

GAMEPLAY MODES

There are three modes of play. Long Games take the most time to play, Quick Games take the least, and Short Games lie between. Choose the mode that best fits your time constraints.

Long Game:

Each player controls all five members of their family.

Short Game:

Each player controls three members of their family - the three within the dotted line on their family card.

Quick Game:

Each player controls one member of their choice from their family card.

GAME SET-UP

1. Each player selects a family card and a set of tokens to represent each character in play.
2. Each player draws 4 resource cards.
3. Each player rolls to see who goes first. The highest roll wins, and on ties you re-roll.
4. Play continues to left (clockwise).

TURN ORDER

1. The current player rolls 1 six-sided die for movement.
 - 1.1 The current player can move 1 of their family member tokens a number of spaces up to and including the number rolled.
 - 1.2 The current player can choose to move less than the amount rolled.
 - 1.3 The current player cannot split movement between multiple family member tokens. One roll moves one token.
 - 1.4 The current player can choose to not move if their family member if their token is on one of the Challenge Spaces.
2. The current player draws Resource cards according to the space their family member token lands on.
3. If the family member token lands on a Challenge Space that they have not passed, the current player may choose to attempt one of the two Challenges there.

At any time during their turn, the current player may choose to trade their Resource cards with other players.

RESOURCES

The Documentation Challenge requires the player to turn in a specific set of Resource Cards. These Cards are drawn whenever a player's family member token lands on a non-Challenge space. The four resources are:

TIME - The time you have spent at Ellis Island waiting in lines, filling out paperwork, and talking with bureaucrats.

MONEY - Enough American currency to show that you can support yourself in America.

PASSPORT - The documents that prove you are who you claim to be.

JOB OFFER - An offer for a job that shows you will have employment upon immigration. Must match the family member's Work Experience Icon.

TRADING

Players can initiate trades of resource cards on their turns. However, characters can accept trade offers at any time.

THE FAMILY CARD

When a player begins their game, they must select the family they will control. This family is represented by their Family Card. This sheet contains several important pieces of information.

CHARACTER PORTRAIT - A picture of your character.

AGE - The character's Age Range, either Youth, Adult, or Senior.

EXPERIENCE - What type of Work Experience the character has, either Business, Education, Heavy Labor, Military, or Trade Skill.

RELIGION - What religion the family is affiliated with.

INFORMATION - A short history of the family as a whole, including why they are attempting to immigrate to America. Also contains information for each family member.

CHECK POINTS

There are four checkpoints which must be passed. Two checkpoints (Physical and Mental) are located in the Department of Health and the other two (Documentation and Interview) are located in the Bureau of Immigration. Failing a Physical or Mental Challenge will put that family member token in the Hospital. Failing a Documentation or Interview Challenge will put the character in Jail.

Physical

Located in the Department of Health.

To play this challenge, the player to the right of the challenger will take cards from the Physical Challenge Deck (the one with a heart) and reveal them one at a time.

Every player except for the dealer will participate.

Each card has a set of colored symbols. The cards are revealed until a pair is made.

Color (i.e. both cards have blue symbols)

Shape (i.e. both cards have filled circles)

Number (both cards have three sets of shapes)

As soon as any player identifies a pattern, she must slap her hands down on the matching cards.

If the player that first touches the cards is the challenger, their family member passes the Physical Challenge.

If the player that first touches the cards is **not** the challenger, their family member fails the Physical Challenge and their token is placed in the Hospital.

Mental

Located in the Department of Health.

To play this challenge, the challenger must draw a Mental Challenge Card (the one with a brain) and give it to the player on their right (their Doctor) **without looking at the card**.

Each card contains a puzzle and the rules that govern it, both of which are read by the Doctor.

The Doctor reveals the card to the challenger (but not the solution).

The challenger must attempt to complete the puzzle.

If the challenger completes the puzzle, their family member passes the Mental Challenge.

If the challenger fails to complete the puzzle, their family member fails the Mental Challenge and their token is placed in the Hospital.

Documentation

Located in the Bureau of Immigration.

The challenger must turn in a set of Resource Cards that correspond to their family member's Age Range.

Youth - \$2, One (1) Passport, One (1) Experience Appropriate Job, and Five (5) Days of Time

Adult - \$3, One (1) Passport, One (1) Experience Appropriate Job, and Four (4) Days of Time

Senior - \$5, One (1) Passport, One (1) Experience Appropriate Job, and Two (2) Days of Time

If the challenger has the appropriate resources, they pass the Documentation Challenge.

If the challenger does not have the appropriate resources, they fail the Documentation Challenge and their token is placed in the Jail.

Interview

Located in the Bureau of Immigration.

The challenger draws three cards from the Interview Challenge Deck (the one with the clipboard) and hands them and their Family Card to the player on their right (their Interviewer).

The Interviewer asks the challenger the questions written on the cards, who must answer them. The Interviewer checks the challenger's answers using their Family Card.

If the challenger correctly answers at least 2 of the 3 questions, they pass the Interview Challenge.

If the challenger fails to correctly answer 2 of the 3 questions, they fail the Interview Challenge and their token is placed in the Jail.

THE HOSPITAL & JAIL

If a family member token is put into either the Hospital or Jail, that token cannot be moved until two turns have passed.