

The Roatan Island Game

Welcome to the best Island board game where anyone can be a winner. Whether you are an aspiring Beach Bum, a wily Business Owner, a crafty Investor or a burgeoning Diver this is the life for you!

Players choose their "Life Path" then go about the Island of Roatan in search of the Goals they need to fulfill their chosen Path and become Masters of their Life Path. Each Life Path is different so also are the Goals that make that life a success. Once you have acquired your Goals, you will be in pursuit of becoming the Governor of the Island of Roatan.

The rewards and pitfalls along the way make for an exciting and challenging part of the adventure as players wind their way through the Villages of Roatan in the typical small white taxi cabs found on the Island. However these taxi cabs are color coordinated with the "Life Paths".

Along the way explore the Island, take a water taxi trip to West Bay, a secret boat ride through the Mangroves or play Chase the Ace.

Whatever brings you to Roatan and wherever you are going this game is sure to give you hours of fun along the way!

Object of the game: The objective of this game is to become Governor of the Island of Roatan. To accomplish this first you must become Master of the Life Path you have chosen. Once that has been accomplished your pursuit toward Captain Morgan's Treasure Chest to become Governor begins.

The first step is to choose your Life Path. You can choose the Life Path of a Diver, Beach Bum, Investor, or Business Owner. Each path has ten Goals, which must be acquired to be considered Master of your Life Path. These Goals are acquired either by rolling the dice and landing on them as you traverse the board, or you may be able to barter for them with a fellow Player should they happen to land on and acquire a goal you need.

You will encounter many scenarios that allow you to earn money or pay fees by moving through the various Villages of Roatan as you search for your Life Path Goals. Each Village will have goal cards, opportunities to make money, and obstacles along the way. You have a choice of entering a Village, or staying on the main loop that surrounds the island, always moving in a counterclockwise motion.

The only way you can enter the Village of West Bay is to take the water taxi from West End. You enter the loop for West End, then pay L-100 for the water taxi, which is considered one space and move through to West Bay.

Once you have obtained the Goals associated with your Life Path and you attain the designation of Master, you move on pursuing Governorship of the Island of Roatan. To do this, you must visit Captain Morgan's Treasure Chest hidden away amongst the Mangroves.

Access to Captain Morgan's Treasure Chest requires two things. First you must roll the dice and move in the direction of the chest. You do not need the exact number to land on the chest. For example: if you are 6 spaces away from the chest, (the chest, the boat to get you to the chest, and four more spaces on the loop around the island) and you roll an 8, you can move your taxi to the Treasure Chest. If you rolled a 5, you would be on the space where the boat takes you to the chest and your next move would place you on the Treasure Chest regardless of the number you roll. Second you must pay L-40,000 to hitch a ride on the secret boat that takes you through the Mangroves to the hidden chest.

Once you are on the Treasure Chest and you have paid your L-40,000 you draw a card to see if you are Governor of the Island of Roatan. If you choose the card that says you are now Governor, you have won the game. If you choose another card, you must follow those instructions or roll the dice on your next turn and begin around the board once again for another try. Each try will require L-40,000.

Strategies: There are two major strategies to follow in this game. The first strategy centers around acquiring ten Goals for your Life Path. A detailed list of the Goals associated with each Life Path follows below. The second strategy is to acquire money along the way to pay for your boat ride through the Mangroves to Captain Morgan's Treasure Chest for a chance at becoming the Governor of Roatan.

INVESTOR	BUSINESS OWNER	DIVER	BEACH BUM
Bungalow	Restaurant	Beginner Dive	Bucket of Pina Coladas
Cabana	Beach Bar	Open Water	Hammock
Waterfront Lot	Grocery Store	Advanced Open Water Dive	Beach Blanket
Condo	Hardware Store	Rescue Dive	Straw Hat
5 Acre Development	Shopping Mall	Dry Suit Dive	Suntan Lotion
Rental Units	Beauty Shop	Night Dive	Bug Repellent
Marina	Tienda	Drift Dive	Swimsuit
View Lot	Gift Shop	Wreck Dive	Coral Shell Necklace
Apartment Complex	Scooter Rental	Deep Dive	Conch Shell
100 Acre Development	Property Management Co	Coral Reef Conservation	Hairdo of Cornrows

Start the Game: You must choose someone to be the Banker, however they can also be a Player. The Banker's responsibilities are to provide everyone with their starting cash, pay their weekly allowance every time they pass the Airport, manage the Chase the Ace pot, and hand out the Life Path Goals when they have been acquired. The Banker starts the Chase the Ace pot with L-5,000 and will add L-1,000 immediately after someone takes a chance at the pot, regardless if that Player wins or loses the roll of the dice.

Starting with the Banker, everyone rolls both dice and the individual with the highest number chooses their Life Path first. Everyone else will choose their Life Path in a clockwise direction from the Player with the highest number.

There can be no duplicate Life Paths chosen, unless there are more than 4 Players in this game. Duplicates can only be chosen after the first 4 Players choose their Life Path. This game will accommodate up to 8 Players, two for every Life Path.

When starting out the game, the first space on the board to be counted is the Airport. Choose your taxi and let's go!

Money: Everyone starts the game with L-3,000 in the following denominations: 2 L-1,000, 1 L-500, 5 L-100.

Money will be acquired throughout the game through various means: landing on spaces that have opportunities for earning money, every time you pass the Airport you earn an allowance of L-3,000, by selling Life Path Goals to other Players, or to the Bank (for more information see acquiring Life Path Goals), by gaining rewards along the way, by winning the Chase the Ace pot. If you land on one of the Chase the Ace spaces on the board, you take a roll of one die. If you roll a one, you win the money in the pot. The Bank will pay L-1,000 to the pot every time someone lands on Chase the Ace, and doesn't roll a one. If the Player wins the pot, then the Bank will add L-5,000 to start again.

Money will be spent throughout the game through various means: buying Goals from another Player (for more information see acquiring Life Path Goals), paying for transportation throughout the game: i.e.: L-100 fee for the water taxi to gain access to West Bay from West End, L-40,000 fee for the boat ride through the Mangroves to the hidden treasure of Captain Morgan, landing on spaces in the various Villages that require fees, landing on pitfalls throughout the game that require payment of fees.

You may lose all of your money, but you will never go in debt. For example: you have L-2,000 and you pick a pitfall card that says you must pay a fee of L-2,500. You surrender the remainder of your money to the Bank, but the deficit of L-500 disappears and is not tracked.

Acquiring Life Path Goal Cards: There are two methods by which you can acquire Life Path Goal cards. The first method is simply by landing on the Goal card spaces throughout the game. Once you land on a Goal card associated with the Life Path you have chosen you have acquired the card. If you land on a Goal card associated with the Life Path of another Player, you can either sell it back to the Bank immediately during your turn for L-1,000, or you can hold it for negotiation with that Player on your next turn before you roll the dice. Remember you are in control of the card and the negotiations. If the other Player however, refuses to purchase the Goal card on your next turn, it must be surrendered to the Bank for no compensation.

If the game consists of more than 4 Players, someone will have a duplicate Life Path. If duplicate Player 1 has already acquired a Life Path Goal and then lands on it a second time, they can follow the method above, either selling to the Bank, or negotiating with the other Player that has that same Life Path on their next turn.

If the game consists of more than 4 Players and a Player lands on a Life Path goal belonging to duplicate players and does not coincide with their own Life Path they can follow the first method of selling it immediately back to the Bank for L-1,000.

Or, they can negotiate with both Players that have that Life Path and engage them in a bidding war, subsequently with the highest bidder paying for the Goal card.

When there are less than 4 Players, Goals associated with Life Paths not chosen are treated as blank spaces. You can not acquire those Goals and sell them back to the Bank, or to other Players.

If you land on a Life Path Goal of another Player and choose to keep that Goal card for negotiation on your next turn, and that Player happens to acquire a Life Path Goal card that you require before your next turn, you can trade Goal cards or negotiate for an equitable outcome.

If you land on a Life Path Goal of another Player and choose to keep that Goal card for negotiation on your next turn, and that Player lands on the same Life Path Goal before your next turn, you must surrender the card to that Player and the Bank will compensate you L-500.

If you land on a Goal of another Life Path and that card is all ready taken, that space is treated as though it is blank, you will do nothing and the bank does not compensate you.

Rewards and Pitfalls: Periodically throughout the game you will land on Reward and Pitfall spaces. Follow the directions on the cards as stated. If you choose a Reward card and it tells you to relocate your taxi somewhere on the playing board and it requires you to go past the Airport, you will collect your L-3,000. If you choose a Pitfall card and it tells you to relocate your taxi somewhere on the playing board and it requires you to go past the Airport, you will not collect your L-3,000. If you choose a Pitfall or Reward card and it tells you to relocate to the Police Station and it requires you to go past the Airport, you will not collect your L-3,000.

Once all of the cards in the Reward and Pitfall piles have been overturned, and placed in the discard pile, reshuffle them and begin using them again.

Captain Morgan's Treasure: Once you have acquired all of the Goals for your Life Path you are now considered a Master. You now have the right to pursue becoming the Governor of the Island of Roatan. Follow the main loop around the island to the Treasure Chest. The space between the Treasure Chest and the island loop is considered one space as this is the secret boat ride through the Mangroves to the hidden chest. This boat ride will cost you L-40,000 for a chance at the Treasure Chest. Take your chance, and if you chose the card that congratulates you for becoming Governor you have won the game. If the card states something different follow those instructions or on your next turn you must exit the Treasure Chest back to the island loop and move around the board once more before paying another L-40,000 for another chance at the Treasure Chest and ultimately at the chance to be Governor of the Island of Roatan.

For more information and modified game versions visit us at www.theroatanislandgame.com, or contact us at info@theroatanislandgame.com
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