

# *Day Tripper*



## Components Required

This rulebook

1x D6 for the weather and also used as a group dice value

Per player:

3x D6

Pencil and eraser

A game sheet

## General Overview

The players are on a day trip out to Kittiwake Bay, here they will spend the day relaxing on the beach, playing in the amusements and eating the seaside's finest offerings. The player who enjoyed the day the most is the winner.

The game is played over 5 rounds, each round is a differing part of the day:

- Morning
- Lunch
- Afternoon
- Afternoon Snack
- Evening

The gameplay differs for each of the 5 rounds.

Each round is made up of a number of turns where the players roll their dice and allocate values to activities.

Players earn happiness for completing activities, spend money and could win prizes. However, watch out for things that may go wrong causing sadness.

Points are awarded based on the number of happiness, sadness and prizes won.

Also, the amount of money spent.

The player who has the most points, enjoyed the day the most to be the winner.

## Setup

See the solo rules section for rule changes if playing solo.

Each player takes 3x D6, a pencil, an eraser and a game sheet and places it in-front of them.

The remaining D6 is placed in reach and view of the players.

As the players arrive at Kittiwake Bay, the weather is *Fine*. Each player sets their weather value to 7.

Each player has brought enough coins with them to enjoy the days activities, it is up to the individual player how much they decide to spend.

The players are now ready to enjoy their day trip out to Kittiwake Bay.

## Weather Dice

Throughout the day weather could play a part, effecting gameplay for that round. For each turn of the Morning, Lunch and Afternoon rounds, the weather dice is used and rolled.

For the Afternoon Snack and Evening, the weather stays as is and the weather dice is no longer used.

When the weather dice is rolled, the players adjust the weather track based on the following:

<b>D6 Value</b>	<b>Weather Value</b>
1	-2
2	-1
3 or 4	0
5 or 6	+2

## Game Play - Morning

### Number of turns

The morning is played over 5 turns.

### Weather Dice

Each turn, one of the players will roll the weather dice. Each player will update the weather on their own game sheet based on the value rolled.

During the morning, if the weather reaches *Raining* (values 1 and 2), the morning activities are cut short due to the bad weather. If this happens, the players go to enjoy Lunch and do not allocate dice for the remaining morning turns, including the turn the weather changed to rain.

The value shown on the weather dice can be used by all players during this turn.

### Player Dice

Dice values can be allocated to any activity in any order.

Each turn, the players roll their own dice. Their dice values shown can be allocated to their morning activities, along with the value shown on the weather dice which can be used by all players.

Once all of the players have spent the dice they choose to, a new turn begins. After 5 turns (or if the weather turns to *rain*) the players move on to Lunch.

## Morning Activities

### Paddle in the sea

The player can paddle in the sea by marking off one box for the cost of 1x D6, regardless of its value.

#### Happiness

+1 Happiness if the track has been completed.

#### Sadness

When marking off the 4<sup>th</sup> box, roll on the 'Morning paddle in the sea' to see if a sad event takes place.

### Rest at the beach

The player can rest at the beach with or without a deckchair.

If the player chooses to rest with a deckchair:

- The player spends any number of dice that total the value of 4 or more.
- Then the player spends 3 coins for the rental of the deck chair and marks off the deckchair box.
- The player now rests at the beach as described below.

Resting at the beach:

- **Important** – Once a player starts to rest without a deckchair, the option to rent a deckchair is no longer available.
- As the players rest at the beach, they can mark off one box for the cost of 1x D6, regardless of its value.

### **Happiness**

+1 Happiness if the track has been completed, an additional +1 happiness if you hired a deckchair and completed the track.

### **Sadness**

When marking off the 1<sup>st</sup> box, roll on the 'Morning rest at the beach' see if a sad event takes place.

### **Donkey ride**

The player can enjoy a ride on a donkey.

- To mark off the first box, the player will need to spend 3 coins and 1x D6 that has an odd value.
- Each box after the first requires the player to spend 1x D6 that is even then odd, alternating even and odd for each remaining box.

### **Happiness**

+1 Happiness if the track has been completed.

### **Sadness**

When marking off the 4<sup>th</sup> box, roll on the 'Morning donkey ride' see if a sad event takes place.

### **Stroke donkey**

The player can stroke the donkey by marking off one box for the cost of 1x D6, regardless of its value.

### **Build a sandcastle**

The player can build a sandcastle with or without a bucket and spade.

The bucket and spade can be purchased at any time. Once purchased the dice values required to build a castle is reduced as stated.

The player builds a sandcastle in the following order:

1. **Moat** – To mark off the box, the player spends any number of dice that total the value of 4 or more.
2. **Bottom castles** – To mark off one box, the player spends any number of dice that total the value of 8 or more. If the player has the bucket and spade, the value is reduced to 6 or more.
3. **Top castle** – To mark off the box, the player spends any number of dice that total the value of 8 or more. If the player has the bucket and spade, the value is reduced to 6 or more.
4. **Flag on top** – To mark off the box, the player spends 1x D6 with a value of 3 or more.

## Game Play - Lunch

### Number of turns

Lunch is played over 3 turns.

### Weather Dice

Each turn, one of the players will roll the weather dice. Each player will update the weather on their own game sheet based on the value rolled.

The value shown on the weather dice can be used by all players during this turn.

### Player Dice

Each turn, the players roll their own dice. Their dice values shown can be allocated to their chosen lunch, along with the value shown on the weather dice which can be used by all players.

Once all of the players have spent the dice they choose to, a new turn begins. After 3 turns the players move on to the Afternoon.

### Lunch Activities

During the first turn, the player chooses to either eat fish and chips in the restaurant or via the takeaway. For the remaining turns, they cannot swap to the other option.

The player writes in each box the dice value being used and tries to complete all of the boxes. The player can choose not to use a dice value.

For the players chosen lunch, they try to reach or exceed the lunch value by totalling all the dice values they have allocated.

Also, based on the number of odd or even values written, they enjoy or do not enjoy the meal.

- **Restaurant** – Lunch value of 36 or more.

#### **Happiness**

+1 Happiness if the track has been completed, an additional +1 happiness if you have scored 36 or more (whether completing the track or not).

#### **Sadness**

When marking off the 3rd box, roll on the 'Lunch restaurant fish and chips' see if a sad event takes place.

- **Takeaway** – Lunch value of 28 or more.

#### **Happiness**

+1 Happiness if the track has been completed, an additional +1 happiness if you have scored 28 or more (whether completing the track or not).

#### **Sadness**

When marking off the 6th box, roll on the 'Lunch takeaway fish and chips' see if a sad event takes place.

- Majority of the values are odd – The player did not enjoy their meal (+1 sadness).
- Equal number of odd and even values – They player enjoyed their meal.
- Majority of the values are even – The player greatly enjoyed their meal (+1 happiness).

## **Game Play - Afternoon**

### **Number of turns**

The afternoon is played over 6 turns.

### **Weather Dice**

Each turn, one of the players will roll the weather dice. Each player will update the weather on their own game sheet based on the value rolled.

The value shown on the weather dice can be used by all players during this turn.

### **Player Dice**

Dice values can be allocated to any activity in any order.

Each turn, the players roll their own dice. Their dice values shown can be allocated to their afternoon activities, along with the value shown on the weather dice which can be used by all players.

Once all of the players have spent the dice they choose to, a new turn begins. After 6 turns the players move on to Afternoon Snack.

## **Afternoon Activities**

### **Paddle in the sea**

The player can paddle in the sea by marking off one box for the cost of 1x D6, regardless of its value.

### **Rest on the beach**

The player can rest on the beach by marking off one box for the cost of 1x D6, regardless of its value.

### **Penny Pusher**

The player can try their luck at winning a prize on the penny pusher.

- The player can play on the penny pusher a total of 3 out of the 6 turns.
- Each turn the player spends 1 coin to play, regardless of the number of dice they use that turn.
- For each dice spent, the player marks off the top most space for the column relating to the dice value. A dice value of 6 allows the player to choose any one column.
- If the player marks off the last space (marked win) in a column, they win a small prize (gain +1 prize).

### **Happiness**

+1 Happiness when the player wins a prize.

### **Sadness**

+1 Sadness if the player does not win any prizes (either on the penny pusher or teddy grabber) during the afternoon.



## **Teddy Grabber**

The player can try their luck at winning a teddy on the teddy grabber.

- The player can play on the teddy grabber a total of 3 out of the 6 turns.
- Each turn the player spends 2 coins to play, regardless of the number of dice they use that turn.
- The player chooses two of their dice, one to be allocated to the column and the other to the row. A dice value of 6 allows the player to choose their row or column the dice is being used for.
- If the column and row combination contains a teddy, the player can try to claim the prize.
- The player re-rolls their two dice and totals the value:
  - If the value is odd – It does not grab.
  - If the value is even – It grabs the teddy.
- If the player has grabbed a teddy, they re-roll their two dice and totals the value:
  - If the value is odd – It drops the teddy.
  - If the value is even – The player wins the teddy (gain +1 prize).
- If the player wins the teddy, they announce this to the other players. The other players mark off that same prize space on their game sheet and it cannot be claimed by the other players.
  - If other players are currently trying to win the same prize when a player claims it, the other players attempts fail.

## **Happiness**

+1 Happiness when the player wins a prize.

## **Sadness**

+1 Sadness if the player does not win any prizes (either on the penny pusher or teddy grabber) during the afternoon.

## Game Play – Afternoon Snack

### Number of turns

Depending on the weather, the afternoon snack is played over 3 or 4 turns:

- If the weather is Sunny (weather values 8 or 9), it is played over 3 turns as the ice cream melts.
- If the weather is anything else but Sunny (weather values 1 – 7), it is played over 4 turns.

### Weather Dice

The weather settles in for the day and remains the same value as it currently is.

The weather dice is no longer required for the remainder of the game.

### Player Dice

Each turn, the players roll their own dice. Their dice values shown can be allocated to their chosen ice cream.

Once all of the players have spent the dice they choose to, a new turn begins. After 3 or 4 turns depending on the weather, the players move on to the Evening.

### Afternoon Snack Activities

During the first turn, the player chooses to either eat a large waffle cone (at a cost of 3 coins) or large wafer cone ice cream (at a cost of 2 coins) by spending 1x D6 of any value and marks the corresponding box. For the remaining turns, they cannot swap to the other option.

Once an ice cream is chosen, the player has to eat the ice cream from top to bottom by allocating the matching number in the space.

If the player can allocate more than one dice value in order, they may do so.

The player cannot allocate a dice value if the previous space has not been completed.

For the remaining turns, once the player has rolled their dice:

- If the majority of the dice values are even, they continue as normal.
- If the majority of the dice values are odd, they might drop their ice cream.
  - The player chooses one of their dice and re-rolls it:
    - On a roll of 1 or 2, they drop their ice cream.
    - On a roll of 3 to 6, they continue their turn as normal.
  - If the player drops their ice cream, they may spend 1x D6 of any value to purchase a small ice cream of the same kind (cost of 2 coins for small waffle cone or 1 coin for a small wafer cone), to try and complete the ice cream track. Then they continue as normal with their remaining dice.
  - If the player chooses not to purchase another ice cream they sit out of the remaining turns for this round.

### Happiness

+1 Happiness when the player completes their track.

### Sadness

+1 Sadness if the player drops their ice cream.

## **Game Play – Evening**

### **Number of turns**

The evening is played until one of the players camels crosses the finishing line.

### **Weather Dice**

The weather stays as it is and the weather dice isn't required.

### **Player Dice**

Each turn, the players roll their own dice.

### **Evening Activities**

The players as a group take part in the camel race\*, the game costs each player 1 coin to play.

#### ***\*Camel Racing***

*Sorry, no actual camels here... It is a game of rolling a ball which when it drops in to a hole, that players camel moves one space towards the finishing line.*

The first player to have their camel cross the finishing line wins the race (gains +1 prize) and also ends the game.

**If playing with 2 - 4 players, ignore the values shown on the boxes, these are only used for the solo game.**

Each turn the players roll their dice, they total the value of their dice and call out that number.

The player with the highest number marks a box from left to right as their camel moves towards the finishing line.

If players call out the same highest number, the player that called out the number first moves their camel.

### **Happiness**

+1 Happiness when the player wins the camel race.

## Game Play – End of Game Scoring

Within the 2 - 4 player game (see solo rules for solo scoring), each player scores points based on the following:

### Coins Spent

9 – 12: +1 points  
13 – 16: +3 points  
17 – 22: +5 points  
23 – 29: +7 points  
30+: +10 points

The player who spent the most scores an additional -5 points.

“You don’t need to spend the most money to have a good time at the seaside.”

### Prizes Won

0: 0 points  
1 – 2: +3 points  
3 – 4: +7 points  
5+: +10 points

The player who won the most prizes scores an additional -5 points.

“It may have given you a good feeling at the time, but now you are wondering what to do with it when you get home.”

### Happy Faces

0 – 2: 0 points  
3 – 5: +3 points  
6 – 8: +7 points  
9+: +10 points

The player who has the most happy faces scores an additional +5 points.

“Good times all around!”

### Sad Faces

0: +10 points  
1 – 2: -3 points  
3 – 5: -5 points  
6+: -7 points

The player who has the most sad faces scores an additional +5 points.

“Don’t let the sad times get you down, turn that frown, upside down!”

**Important:** If multiple players have the same value which is the highest or lowest for that scoring type, all of those players score the + or - points value.

The player with the total most points scored has had the best day trip out at Kittiwake Bay and wins the game. In the event of a tie, those players share the win.

## Solo Rules

Day Tripper can be played solo, the previously mentioned rules apply with the following changes:

### Afternoon – Teddy Grabber

All prizes within the teddy grabber are available to be won.

### Evening – Camel Racing

The values mentioned within the boxes are applied, the value has to be met or exceeded to be marked off.

The player has 3 chances to meet or exceed the displayed value:

- On the players first roll to mark off the number, all dice are rolled.
- On the 2<sup>nd</sup> and third attempts, the player may re-roll all or as many dice as they would like to try to have their total meet or exceed the displayed value.
- If the player fails to meet or exceed the value on the third and final attempt, the camel race is over and the player does not win a prize.

## Scoring

For the solo game, points are awarded as per the following:

- +2 point per happy face
- -2 point per sad face
- +3 points per prize

### Total Score:

<10: A day to forget

11 – 13: Had its moments

14 – 17: A great day out

17 – 19: A fantastic day out

20+: Memories for a life time

## Event Roll Tables

### Morning paddle in the sea

D6 Value	Outcome	
1 - 2	+1 sadness	Sandworms spring up from the sand, and tickle your toes... gross!!!
3 - 6	-	

### Morning rest at the beach

D6 Value	Outcome	
1 - 2	+1 sadness	The hired deck chair collapses, you lie on your back looking at the sky then set it back up.
3 - 6	-	

### Morning donkey ride

D6 Value	Outcome	
1 - 2	+1 sadness	The donkey you are on makes a run from the others and stands in the sea.
3 - 6	-	

### Lunch restaurant fish and chips

D6 Value	Outcome	
1 - 2	+1 sadness	Your order is all wrong and takes a good while to come back correctly.
3 - 6	-	

### Lunch takeaway fish and chips

D6 Value	Outcome	
1 - 2	+1 sadness	Seagulls swoop down and pinch some of your chips!
3 - 6	-	

Day Tripper



**Welcome to Kittiwake Bay.**  
We hope you enjoy your day-trip to this traditional British seaside town.

The person with the highest points at the end of the day has had the best day trip. If players tie, they share the win.

**Weather Dice**

D6 Value	Weather Value
1	-2
2	-1
3 or 4	0
5 or 6	+2

**Money**  **Prizes**  **Happy**  **Sad**

**Weather Track**

**Morning**

Turns

Roll weather



**Paddle in the sea**

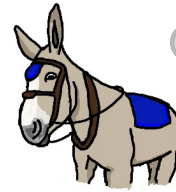
1D6 3+ (3+)  
1D6 3+ (3+)  
1D6 3+ (3+)  
1D6 3+ (3+)  
1D6 3+ (3+)

**Rest at the beach**

1D6 (1D6)  
1D6 (1D6)  
1D6 (1D6)  
1D6 (1D6)

**Deck chair**

3 (3)  
xD6 4+ (4+)

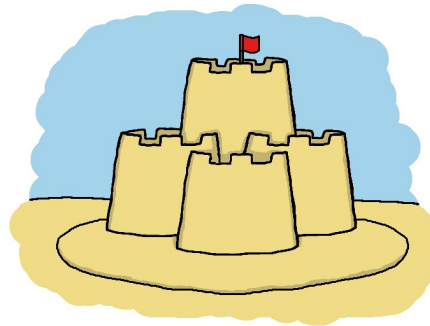


**Donkey ride**

3 (3)  
ODD (ODD)  
EVEN (EVEN)  
ODD (ODD)  
EVEN (EVEN)  
ODD (ODD)  
EVEN (EVEN)

**Stroke donkey**

1D6 (1D6)  
1D6 (1D6)  
1D6 (1D6)



**Build a sandcastle**

**Bucket and spade** (2)  
(\*Castles = xD6 6+)

**Flag on top** (1D6 3+)

**Top castle\*** (xD6 8+)

**Bottom castles\*** (xD6 8+, xD6 8+, xD6 8+)

**Moat** (xD6 4+)

Morning

**Lunch**

Turns

Roll weather

**Restaurant Fish & Chips**

10 (10)

36+ (36+)

**Takeaway Fish & Chips**

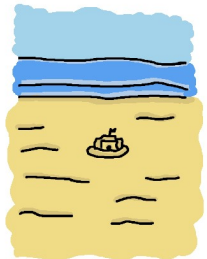
6 (6)

28+ (28+)

**Afternoon**

Turns

Roll weather



**Paddle in the sea**

1D6 3+ (3+)  
1D6 3+ (3+)  
1D6 3+ (3+)  
1D6 3+ (3+)

**Rest at the beach**

1D6 (1D6)  
1D6 (1D6)  
1D6 (1D6)  
1D6 (1D6)

**Penny Pusher**

1 (1)

WIN (1 or 3)  
WIN (2 or 4)  
WIN (3 or 5)

**Teddy Grabber**

1 2 3 4 5 6

5  
4  
3  
2  
1

Grab: 2xD6 Even, Win: 2xD6 Even

**Afternoon Snack**

Turns

**Waffle Cone Ice-cream**

1 (1)  
2 (2)  
3 (3)  
4 (4)  
5 (5)  
6 (6)

4 (4) Large  
3 (3) Small

**Wafer Cone Ice-cream**

1 (1)  
2 (2)  
3 (3)  
4 (4)  
5 (5)  
6 (6)

2 (2) Large  
1 (1) Small

**Camel Racing**

1 (1)

6 (6) 8 (8) 8 (8) 10 (10) 10 (10) 12 (12) 12 (12) 14 (14) 14 (14) 16 (16)

Note: Values shown are used for the solo variant only