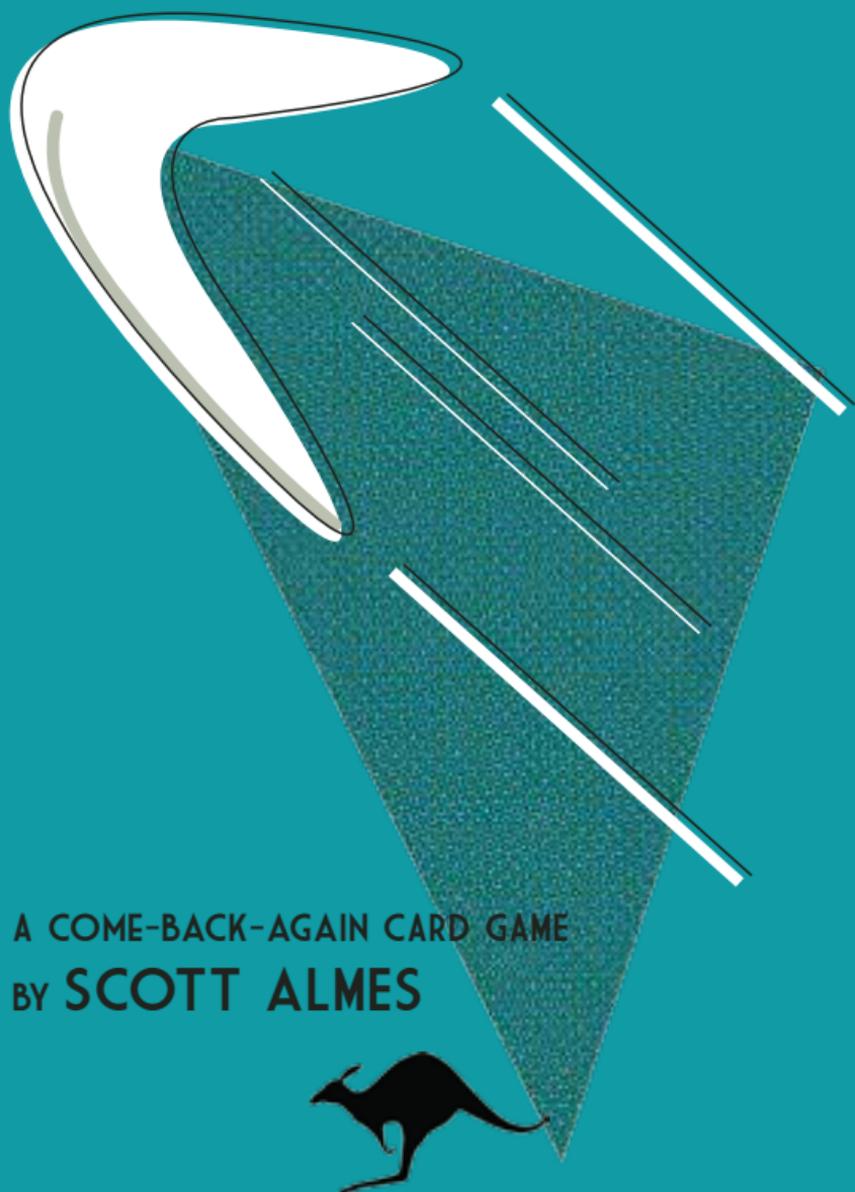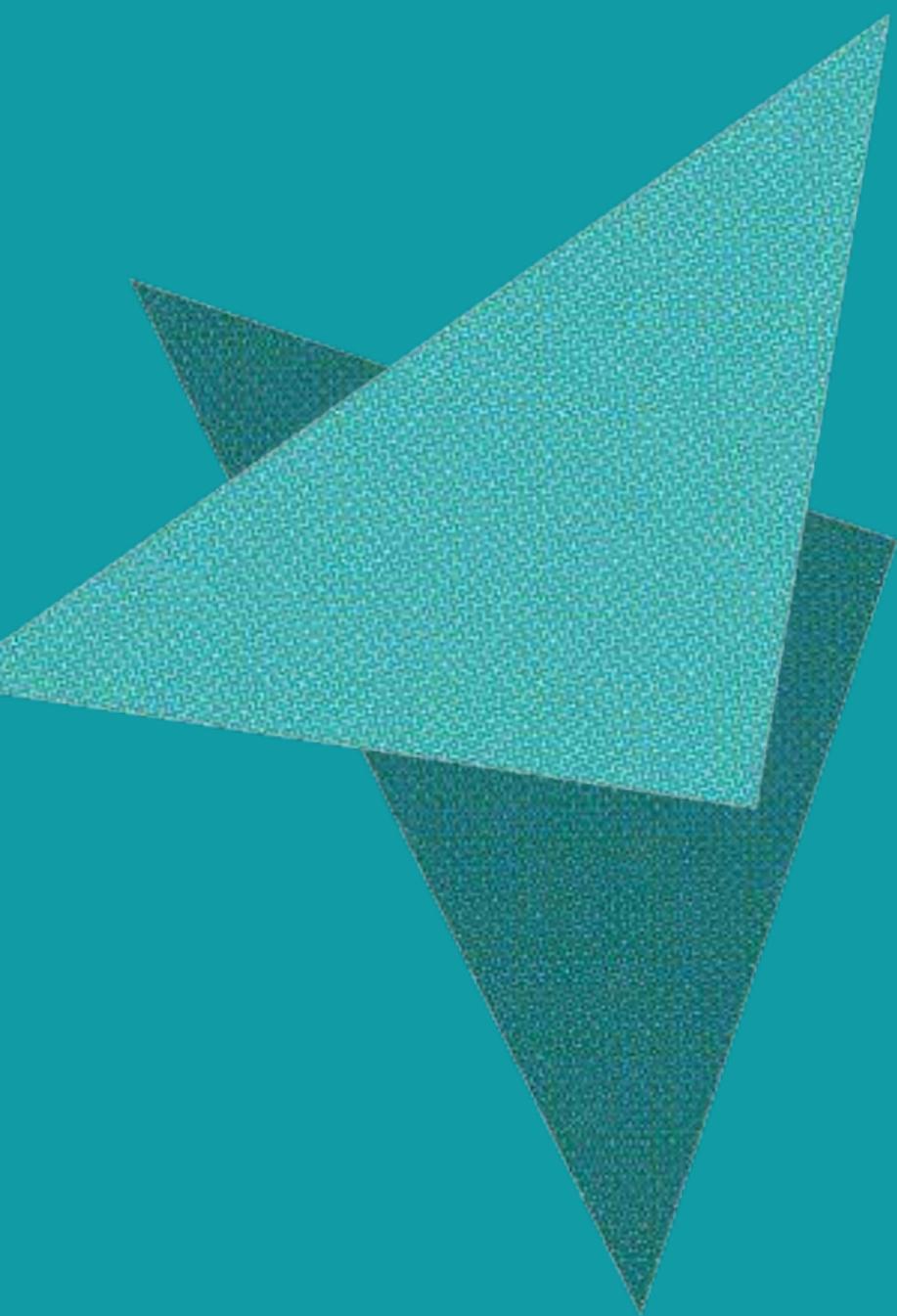# HOW TO PLAY

BOOMERANG

A COME-BACK-AGAIN CARD GAME
BY SCOTT ALMES

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**2-4 PLAYERS
AGES 10+
40 MINS**

COMPONENTS:
28 cards
4 pencils
1 score pad

OVERVIEW:

Players are touring Australia, trying to see and do as much as they can before their holiday ends! By spotting native animals, collecting pieces of Australiana, and doing other holiday activities, players will earn points.

Each round players will draft cards, mark off various accomplishments on their score sheets, and at the end of the game, the best traveller wins. You beauty!

SETUP:
1) Give each player a sheet of paper from the score pad, and a pencil.
2) Shuffle all the cards, and you are ready to begin!

WHAT'S ON A CARD?

MAP LOCATION

SCORING ICONS

NAME OF TOURIST SITE

GAMEPLAY:

The game will be played over the course of five rounds. During each round, players will draft from a hand of cards in the hopes of scoring in the five different categories. At the end of each round, players will record what they've scored and then the cards will be shuffled again. Each round, therefore, has the following flow:

1) Deal seven cards to each player
2) Players select their Throw cards
3) Players pass and draft cards
4) Players score

In detail, this is what happens during each step...

1) Deal seven cards to each player:
To begin each round, simply shuffle the 28 cards and deal each player a hand of seven cards. If you are playing with less than four players, there will be some cards left over. Place these face down and to the side of all players. They should not be looked at until the start of the next round when all cards will be shuffled together again.

2) Select a Throw card:

After receiving their seven cards, players should look at their hand and select a Throw card. The Throw card is placed face-down in front of each player. This card will form part of a player's score for the round, but unlike the other cards players will select, the Throw card is not revealed to the other players until the round ends. (You may always look at your own Throw card.)

Your main goal when selecting a card to be your Throw card is to score a Catch at the end of the round. This is done by regarding the boomerang symbol (at the top-left of every card), which is numbered 1-7. If the card you selected as your Throw has a boomerang number that is equal to or less than your Catch card, (the last card you receive - see below), then you will score the boomerang number on your Throw card as points.

3) Players pass and draft cards:

Once each player has selected a Throw card and placed it face-down in front of themselves, they pass all the remaining cards in their hand, face-down, to the player on their left. Every player will then look at the new hand of cards, select one card from it, and place it face-up and next to their Throw card.

After this is done, pass your hand (now containing five cards) to the left again. Every player will then select another card, place it face-up next to their other chosen cards, and then pass the hand once more.

This continues until there is just one card remaining in each player's hand. That one card is passed to the left and instantly added to that person's face-up row of cards. This final card will be known as each player's Catch card (see below).

4) Players score:
Now players score their results from the round. Every player will calculate their scores for the round on their personal score sheets. There are several different categories of scoring, and each player's score for the round will be determined by the seven cards they drafted during the round.

Throw & Catch:
To begin scoring, ompare the boomerang number on your Throw (first card) and Catch (final card). If the Throw is equal to or less than the Catch card, then you score the Throw card's boomerang number as points. Enter this score every round at the top of your score sheet.

Note: *If you do not score any Catch points, still write '0' to help you keep track of which round it is.*

Tourist Sites:
For each site you have 'visited' this round (the locations

depicted on each card you drafted), cross out its corresponding letter on the map on your score sheet. At the end of the game, you will get one point for each site you visited.

In addition, the tourist sites are divided into seven regions, with four sites in each group. If you are the first to complete a region (by crossing out each site found within it), then you will also receive a 3 point bonus. Announce this to the group while scoring your sites, and circle the region's '+3' bonus star as a reminder. All other players should scribble over the '+3' star as a reminder that the bonus has been taken by another player and can no longer be won.

Note: If multiple players finish the same region at the end of the same round, then they all earn the bonus.

Also note: You may collect the cards of sites you have already visited on future rounds, however you do not crossout the site on your map again, nor will you score any points for visiting the same place more than once.

Collections:

Many cards also show green icons, referring to things you have collected on your travels. Each item has a value associated with it: Leaves are 1, Wildflowers are 2, Shells are 3, and Souvenirs are 5. Add up the total value of all the items you collected on your cards this round, and write it in the first available square in the Collections row of your score sheet.

The trick is, on future turns you can only write down a new Collection score if the new value is greater than the

previous round's. If you do not collect a higher score, mark a '0' in that round's box. (The next turn you will only have to beat that 0 to score your Collections.) Equalling this number next round is not enough, you must score higher!

Animals:

For each pair of matching yellow animal symbols on the cards you drafted this round, you score the points marked on that animal.

Total what you score for all your matching animal pairs and mark it in the next available square in the Animal row of your score sheet.

For example: Kangaroos are marked with 3. So, if you get a pair of roos you score 3 points (not 6). If you only have one animal of a type, you don't score anything for it. Three-of-a-kind would only score as if you had two. Four-of-a-kind would score twice, as you have two pairs.


Activities:

Finally, check the blue Activities icons on all the cards you drafted. Scoring Activities is optional. For any Activity you would like to score, count up how many icons of that Activity you have on your seven cards, and

score the corresponding points as per the table at the
bottom of your score sheet. Write your score in the
square under the matching icon in the Activities row of
your score sheet.

NO.	1	2	3	4	5	6
PTS.	0	2	4	7	10	15

*For example: If you drafted three matching Bushwalking icons
in the round and you decide to score Bushwalking, you would
receive 4 points.*

*Note: You can only score each Activity (swimming, bushwalk-
ing, culture, sightseeing) once per game, so if that Activity's
space is filled it cannot be filled again!*
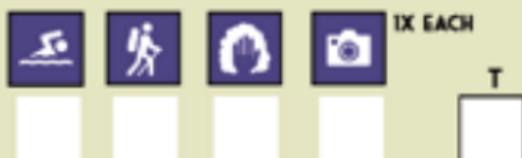
THE NEXT ROUND

At the end of each round, after everyone has finished
scoring, collect all 28 cards, and shuffle and deal out a
new round as before.

GAME END

After scoring the 5th round, the game ends. Players must
add up all their scores in every scoring category, and then
find their grand total by adding up all their category
totals. (Don't forget to add the Tourist Sites and region
bonuses!) The highest score wins!

In the case of a tie, the tied player who scored the most

Throw & Catch points wins.

<p style="text-align:center">✖✖✖</p>

What a player's score sheet may look like at the end of the game...

VARIANTS

If you would like to play a shorter game, simply play four rounds instead of five.

To add more variation to the card drafting in a three or four player game, alternate passing cards to the left and then the right each round.

Photo credits:

We thank the following photographers..

Publisher's Note:
In order to create a more interesting and entertaining game, some locations on the cards depict animals, etc., that may not actually be present in these locations. We ask that *Boomerang* be treated as a game, and not an educational tool :)