

# Mike Mulligan and His Steam Shovel Dig It Action Game



## Rules of Play

Join Mike and his steam shovel Mary Anne in their race to dig a cellar in just one day. Use your steam shovel flippers to fling dirt tokens into the back of the Popperville Trucking Company truck. Each time your dirt token lands in the truck another Popperville person joins your crowd to watch you dig. The first player to collect a crowd of 5 Popperville people wins!

### Contents

- 1 truck tray (easy assembly required)
- 4 plastic steam shovel flippers (blue, green, red and yellow)
- 40 dirt tokens
- 36 Popperville people tokens
- 4 Mike and his steam shovel wild tokens

### Object

Each time you flip your dirt token inside the truck, you pick a Popperville person to cheer you on. The first player to get 5 different Popperville people to join his team wins the game.

### Cooperative Game Play

#### Set-up

First, place the truck in the center of the play area, pick your flipper color, and give 10 dirt tokens to each player (players should use the dirt that is the same color as their flipper). Choose 5 different Popperville people who will be cheering everyone on. There should be one of each Popperville person for each player.

*Example: In a 2 player game there should be 2 of each person (plus 2 Mike and his steam shovel wild tokens). In a 3 player game, there would be 3 of each, and so on. Place the people pieces face down in the center of the playing area, next to the truck.*

#### Game Play

The youngest player goes first and play continues in a circle from left to right.

The first player places his dirt tokens on his steam shovel flipper and aims it at the truck. Each time you get your dirt token in the truck, you get to pick a Popperville person to put in front of you.

If you choose a Popperville person you already have, turn the piece back over and put it back in the same spot where you found it.

Every player should try to remember where that Popperville person was put so that they can find it on their turn if they need it.

If you pick a Mike and his steam shovel wild token, you can select any Popperville person that you need to help you get your 5 different Popperville people.

During the game, you may pick up more than one Mike and his steam shovel wild token. You may use as many as you pick up.

### **Notes:**

- Store flippers at room temperature before playing. Flipper hinge will break if frozen.
- You may move the truck or your flipper to any place on the playing surface.
- If your dirt token lands on top of the dump truck's cab, you may flip again.
- If your dirt token doesn't land in the dump truck, you get it back.
- All children under 5 get a second chance to flip, if they miss the first shot.
- Should a player run out of dirt tokens, She can "dig some of her dirt" out of the truck and recycle it. Or she can share another player's tokens.
- Players who already have 5 Popperville people may continue to play. If they get 2 of the same Popperville people, instead of placing it back in the center, they can give (or be encouraged to give) their extra Popperville person to a player who flips her dirt and needs that Popperville person.

### **End of Game**

The game is over when each player has 5 different Popperville people cheering them on. All the players are *Dig it* winners!

### **Competitive Game Play**

#### **Set-up/Game Play**

Play just as you do in the cooperative game play rules, but this time use all 9 Popperville people instead of choosing just 5. The first player to get all 9 different Popperville people on her team wins- and the game is over!

### **A Word from Gamewright**

Mike Mulligan and Mary Anne, his steam shovel pal, are true classics of children's literature. We decided to blend the great "I can do it!" attitude of Mike Mulligan and Mary Anne with a twist of Gamewright humor.

To keep the fun going, we created an irresistible dirt flipper, that will keep kids amused for hours. The game play brings to life the narrative of building a new town hall, as players collect a group of Popperville people to root for them. As with all games, inventing your own rules can be special fun.

- The Gamewright Team



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