

Around the world



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# Around the World



Contenu • Contents • Inhalt • Contenido • Contenuto • Inhoud  
Innehåll • Indhold • Conteúdo • Игровой комплект



x 1



x 1



x 16



**CONTENT**

1 board, 4 traveller counters, 3 vehicle counters (1 aeroplane, 1 boat, 1 train), 1 dice, 16 postcards.

**On a journey around the world, you'll visit 1,001 unforgettable cities. Share your trip with your friends by sending them postcards! Who will have the best adventure?**

**Concept:**

"Around the world" is a roll and move board game where you must visit different cities to send postcards. There are roads that you can use to move around the board without needing a specific kind of vehicle. But you can also travel from airport to airport on an aeroplane, from station to station by train, or from port to port on a boat.

**Aim of the game:**

To be the first player to send 4 postcards in a 4-player game (or 5 if there are 3 players, or 8 if there are 2 players).

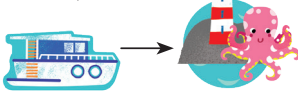
**Getting the game ready:**

The game board is placed in the middle of the table. Each player chooses a traveller counter. The postcards are shuffled, and each player draws one. They place their traveller counter on the city shown on that postcard, then put the card back with the others. The cards are shuffled again.



The transport counters are placed on their starting cities:

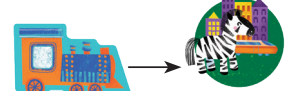
• The boat on Octopus Island



• The aeroplane on Toucan Airport



• The train on Zebra Station



The postcards are shuffled, and each player is dealt one card. The rest are piled face-down. The first two cards in the pile are turned over and placed face-up so that the players can see them.

The cities are connected by a number of different routes:

• Roads:

• Shipping links:

• Flight paths:

• Railways:

**Playing the game:**

The youngest player starts, then play continues in a clockwise direction. Players take it in turns to throw the dice and see how many actions they can carry out during their move: 1, 2 or 3.

## ACTIONS:

### • Travelling along a road:

The player moves their counter along a road from one city to another.

### • Calling a vehicle:

To use some of the routes between cities, players will need a specific vehicle: an aeroplane for flight paths, a boat for shipping links, and a train for railways. For a player to be able to use a vehicle, it has to be in the same city as them.

The player “calls” the vehicle that they need, and places it on the city they are in.

**N.B.:** The city must have the facilities to accommodate a vehicle for it to be called (a port for the boat, an airport for the aeroplane, or a train station for the train).

### • Using a vehicle:

If the player is in the same city as a vehicle, they can use it to travel.

The player moves their counter and the vehicle counter to a city of their choice that can be reached by that mode of transport:



Any port if travelling by boat:

Tortoise Beach, Crocodile Bay, Octopus Island, Penguin Paradise, Ducky Harbour



Any train station if travelling by train:

Gorilla Land, Raccoon Metropolis, Zebra Station, Butterfly City



Any airport if travelling by aeroplane:

Parrot City, Toucan Airport, Butterfly City

The same action can be carried out multiple times during the same turn.

Once a player has completed the right number of actions, the game moves on the next player.

## Sending a postcard

If a player's actions take them to the city shown on their postcard, they can send it! They place it face-up on the table in front of them. That shows the card has been sent.

They then choose a new postcard to send from the two spare cards lying face-up, and turn over a new card to replace the one they have taken.

**A player can send multiple postcards during their turn.**

## End of the game:

The first player to send the right number of postcards wins the game!

Number of postcards to be sent:

- 2 players: 8 cards
- 3 players: 5 cards
- 4 players: 4 cards