Voyage Round the world, Came of

## A TRIP ROUND THE WORLD

(Note: Cover title is GAME OF VOYAGE ROUND THE WORLD and shows a derigible.)

THE OBJECT of the game is to see which of the players can sail his yacht most quickly from New York around the world, by way of South America and the Pacific, to London, and back to New York again.

THE IMPLEMENTS are four pieces to represent yachts and two indicators (1-12).

THE BOARD is a map of the world, with lines which show the routes to be followed. Numbered spots show the positions to be occupied. Around the board are flags of all nations, numbered, and having directions attached to them.

THE LEAD: Each player spins an indicator, to determine the order of play. Highest spin gives first play, second highest next, and so on.

TO BEGIN: The first player selects a yacht and places it with the bow on New York. He then spins his indicator, and moves forward a number of spots equal to the spin. He observes the number of the spot on which he stops, refers to the flag of that number, and obeys the directions attached to it. For instance, if he spins 4, he moves to Montreal. The number here is 2, and the directions attached to Flag 2 (Canada) are "Gain 5." He therefore moves ahead five spots. This takes him to Jamaica, Flag 5 (England), the directions of which are, "Stay where you are." Hence his turn ends at Jamaica, and the next player spins and moves in accordance with the same regualtions.

Where the route divides, as at Bombay, for instance, a player may go by either the Northern or the Southern route. Likewise, when a player is set back just after passing one of the places where the routes unite, he may follow either one. If he is thrown on No. 9 spot, he will find the directions on No. 9 Flag (Pirate) to be, "Go back to the nearest English port," and he must return to the 5 spot last passed, and continue the trip from there.

TO FINISH: A player must reach London by an exact spin, no move being made for one that leaves a surplus. He must then spin 1 to get to New York. The player who does this first wins the game.

(Note: The instructions are repeated in Spanish under the heading UN VIAJE ALREDEDOR DEL MUNDO

Un Juego Geografico para dos o mas jugadores. )

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