

● If, in the case stated directly above, a player buys a Transportation Card for the first man, but has no money for a card for the second man, he does not get a Round-The-World spin for the second man; but he does get the extra throw of the dice for both men who have landed together on the Destination Square.

● GOING BACKWARDS TO PICK UP A TRANSPORTATION CARD. If a player's man, by going backwards on his turn, according to the number on his own die, is able to land by direct count (and only by direct count) on a Destination Square, then he may do so. He then follows the rules for landing on a Destination Square given above. If both men can land by direct count on a Destination Square by moving backwards, they may do so and follow the rules given above for both men landing together on a Destination Square.

WINNING

The winner is the first player to get both of his men, Phileas Fogg and Passepartout, home to the Reform Club (FINISH). To return to the Reform Club, a man must land by direct count only on the Yellow Destination Square (London), counting it as the last space of his move. If a player's move would carry his man beyond this last space, he may not move that man on his turn.

However, if a player already has one of his men home at the Reform Club, on his next turn, he may move his second man according to either one of the dice he has thrown (but only according to one die). It may take him several turns to throw the right number to take his second man home. If he is the first player home with both men, he wins the game.

PLAYING HINTS

A wise player will study and count out each move in advance to be sure he is taking advantage of every possible play.

For example, he should count out his move backward, in case there is a chance to land on a Destination Square by direct count. Theoretically, there is no limit to the number of combined moves possible to a player on one turn. For example, he may throw a series of doubles, each time landing both of his men together on the same space and thus winning another throw of the dice. A player may also decide to buy his Transportation Cards early in the game, or plan to buy most of them later on for an extra spurt of "travelling speed" at the end when he needs it to win.

MANUFACTURED BY

TRANSOGRAM COMPANY, INC.

200 FIFTH AVENUE NEW YORK, N. Y.

FACTORIES: EASTON, PA. STURGIS, MICH. SIKESTON, MO.

AROUND THE WORLD IN 80 DAYS Travel Game



PLAYING DIRECTIONS

For 2 to 6 Players

GAME IMPLEMENTS

- 1 Playing Board
- 20 Transportation Cards (push out gently from platform)
- 30 £500 Bank Notes
- 6 Phileas Fogg Playing Pieces in 6 colors
- 6 Passepartout Playing Pieces in 6 matching colors
- 1 Round-the-World Spinner
- 1 White Die, 1 Purple Die
- Dice Cups



Passepartout



Phileas Fogg

IDEA OF THE GAME

Phileas Fogg has wagered his companions at London's exclusive Reform Club £20,000 that he can travel around the world in 80 days. With his resourceful valet, Passepartout, he has many exciting adventures, including rescuing lovely Princess Aouda and being pursued by Inspector Fix. They travel by many different methods—by elephant, Chinese junk, rickshaw, balloon, etc. Exactly at 8:45 P.M. as promised, 80 days after he started, Phileas Fogg enters the Reform Club and the famous wager is won. Each player takes the part of Phileas and Passepartout and races around the world against the other players. First player home with both men wins the game.

START OF PLAY

Lay out two matching Transportation Cards on each illustrated Destination on the board—LONDON, PARIS, etc. Each player takes five £500 Bank Notes from the "bank" at the center of the board. He also takes one Phileas Fogg playing piece and one Passepartout playing piece of matching color, and places them both at Start—the Reform Club London.



DETERMINING ROTATION OF DAY

Each player spins the Round-The-World Spinner; player spinning the highest number goes first in playing, second highest number goes second, etc.

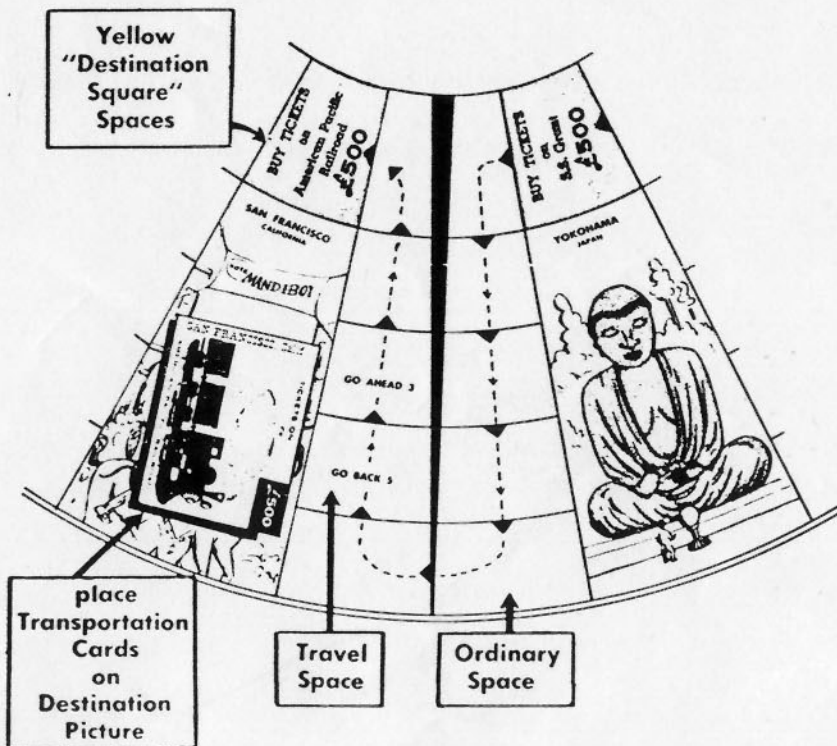
MOVES ON THE BOARD

Each player throws the dice once on his turn. He moves his Phileas Fogg playing piece the number of spaces shown on the white die. On the same turn, he must move his Passepartout playing piece according to the number on the purple die.

The moves of Phileas and Passepartout are *not* interchangeable.

Moves are counted from space to space on the board. Each space counts for "1" in moving, including the yellow Destination Squares at the top of each picture. For example, the yellow London Destination Square is the *first* space of the first move of each player.

The men may only move forward (clockwise) around the board, following the arrows. No man may move backward, with one exception given below under "Destination Squares." Any number of playing pieces (hereafter called men) may rest together on a single space. Men may pass each other in travelling.



BONUS MOVES

1. EXTRA TURN

After a player has moved both of his men and both happen to land together on the same space, the player may throw the dice immediately for another turn. Each of his men again moves according to his own die. If the men again land on a space together, player gets another throw of the dice.

2. TRAVEL SPACES

Travel Spaces are those spaces on the board with directions printed on them such as "Go ahead 3"—meaning "Go Ahead 3 Spaces." Only the man who lands by *direct count* on such a Travel Space, may take the bonus move. He takes it on the same turn.

3. DESTINATION SQUARES

The 10 Destination Squares are Yellow and are at the top of each Destination Picture, such as London, Paris, etc.

When either one of a player's men land by *direct count* on a yellow Destination Square, the player may buy a Transportation Card belonging to that Square, for £500. He does not have to buy the card unless he wishes to. He pays the "bank" for his card. He then may spin the Round-The-World Spinner once on the same turn. If the spinner falls on a NUMBER, the player must move either one of his two men forward the indicated number of spaces. He may not split the move.

If the spinner falls on a MONEY SPOT, he may take £500 from the "bank" but he cannot move either of his men. If the spinner falls on a line, spin again.

NOTES:

- If a player lands on a Destination Square and there are no more cards, he is out of luck and must remain on the Destination Square until his next turn.

- If a player's man lands on a Destination Square and he has no more money, and there are still Transportation Cards available, he may spin the Round-The-World Spinner once.

If the spinner falls on a number, he cannot do anything. If it falls on a Money Spot, he may take £500 from the "bank" and may use it to buy a Transportation Card or hold the money for later use. If he buys a card with it, it entitles him to one spin on the Round-The-World Spinner and the resulting bonus move.

- If both of a player's men land together on a Destination Square (after each has moved according to his own color die), then the player may buy a Transportation Card for each man, if they are available and if he has the money. He gets a Round-The-World spin for each card, as stated above. Then, after each man has moved again, the player still has an extra throw of the dice because both men landed together on the same space (in this case, on the Destination Square).

Each man must move according to his own die.

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