

Around the Worlds in 80 Days

Introduction

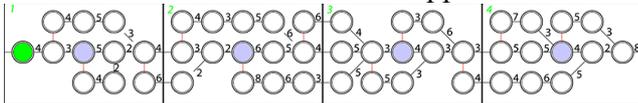
Will you be the first player to finish the trip around the world in 80 days? You can try and move forward but you can also hinder the other players by blocking their way or sending them on a detour. Everything goes!

Components

- 4 cards that create the world map
- 4 action card x 4 players
- 4 marker (1 per player)
- First player marker

Setup

Put the 4 map cards together to create the world map. The cards are placed in order from 1-4 with the number of each card on the upper left corner:



Give each player 4 different action cards. Select a first player, and give that player the "First Player" token

Game Turn

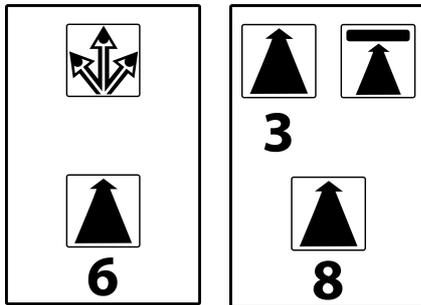
All players secretly select an card from those that remains in their hand. Once selected all players reveal their cards simultaneously.

The cards are played in value order from high to low. In case two cards are of the same value then the player sitting closer to the first player clockwise plays first.

Card structure:

Action area:
(Upper area)
Can be only an action or move and action.

Move area:
(Lower area)
Shows how many days you can advance.



A player can play a card in two ways:

Move

Move forward the amount of days indicated by the card.

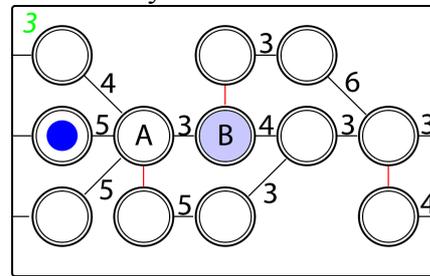
Each connection between two areas show how

many days the trip will take to move. Using the "Move" action the player moves from an area to an area paying the needed days.

The movement must cover the full trip, you can not move only part of the connection. For example an 8 days connection cannot be done one turn with the 5 move and in the second turn finish the connection with another move.

In case the amount of days enable you to move more then one connection of the trip then more than one connection can be moved in a turn (see example below).

Example: Blue player can play the 5 or 6 move cards and reach point A. Playing the 8 or 10 move card will enable him to move to point B. If the player played the 6 or 10 move cards then the extra none used days can not be saved for later.



Action

Each card has a different action that can be executed to hinder the movement of one player only. Execute that action on a chosen player.

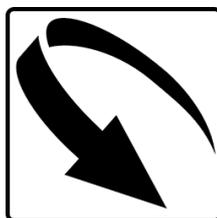
The possible actions are:



Detour: The middle path on the map is the main path of movement. If there is a red line, then a player marker can be moved using the detour action to a side path. On the side path the player moves normally until the path merges back to the main path.

Players already on a detour path can not be moved to a different detour.

Detour action has a special ability. If player marker in the middle of the map (area marked in blue) then that player can execute the move AND the action of the card.



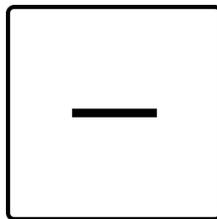
Backward: Move a player one segment backward, no matter how many days that section costs. A player in the first space of a detour can not be moved backward. The

backward action also enable the player who plays this card to move 5 days forward, maintaining the same movement rules as “Move” part of the card.



Block: When a block is placed on a player, that player can not move the next turn using the “Move” part of the card, but can use the “Action” part of the card. In case the player has to play the card with no action, then he will not execute anything that turn.

The block action also enable the player who played the card to move 3 days forward, maintaining the same movement rules as “Move” part of the card.



No action: The last card of the players has only a “Move” part and no “Action” part.

After all players played their card, “First player” marker moves to the player on the left side of current first player.

Once a card is played, it can not be played again until the cards are collected back to the hand.

Once all four cards were played, all four cards are collected back to the hand. So all four cards will be played every four rounds.

Game end

The game continues until a player reaches the starting position (moving from the last position of the last card to the first position, notice the travel price of 8 days!).

In case several players reach the end in the same turn, the winner will be the player who's remaining cards in hand “Move” values are worth more.

2 Players rules

Each player take the role of two colors. Each player plays a card for each color he plays.

Do not mix the two sets of action cards between the colors.

An action can not be transferred to the second color.

The game end the same as the 3-4 players game, but the winner condition is different.

There are two conditions:

1: If the second color of the player who ended the game is on the last map tile, he wins.

2: If it is not, then the winner is the player who is not the last on the map track (either colors). The last position is measured by position on the map, not by days to the starting position.

Detour or main path position does not effect the “Last position” unless it is a tie breaker. Where a counter on a detour is considered farther way.

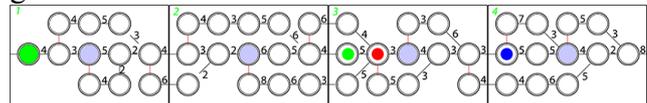
Examples:

Player 1 plays yellow and green.

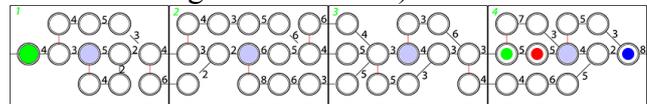
Player 2 plays red and blue.

Player 1 moves his yellow marker to the start position and triggers “End of game”

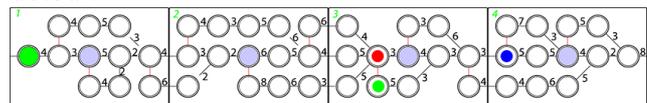
In the following example player 1 loses since his green marker is farther behind.



In the following example the first player wins, since his second marker is on the last map tile (although his marker is farther behind he still wins following win rule No. 1)



In the following example the first player still lose. Although his green marker is the same distance on the map as the the red player, he is considered farther away since his marker is on a detour.



Icons made by Felbrigg. Available on <http://game-icons.net>