

World Game

How to use

- Move players by dragging. To move a player when it is not its turn, press “L”.
- Click the dice in the top-left to roll it
- Hover over the bank while pressing O and P to change the balance

The Game

The goal in World Game is to get to one of the three goals first. This is done by three means:

- Ferries (marked by blue dots)
- Road
- Trains

Travell

Ferries

To travel by boat, roll the dice and move that number of blue dots. The cost of going on a ferry is 10 €.

Road

To travel by road, roll the dice and move that corresponding length of the road. The length is set by the traffic lights:

Green: 1

Yellow: 2

Red: 4

The cost of travelling by road is 5 € per turn.

Trains

To travel by train, roll the dice and move that corresponding number of markers. The cost of travelling by train is 2 € per turn.

Other rules

- When traveling, one can stop at any place along the path.

Challenges

In order to earn money, the players can do challenges which are made in towns. When wanting to do a challenge, roll the challenge dice and do that challenge. These can be custom written and gives a predetermined amount of money. If the player starting the challenge failed, the player furthest away (by distance, if the difference is undistinguishable the player with the least amount of money) gets a chance to complete the challenge and earn the money. If that player fails, no other players can attempt that challenge that round.

Quick Reference Card

Cost

Boat: 20 € (per ferry)

Road: 5 €

Train: 2 €

Travel

Road travel markers are in the form of traffic lights (red 4, yellow 2 and green 1).