

The gold coins

- Each player starts with one gold coin. Players can acquire further gold coins using the "Receive gold coin" action or the like bonus chip action. When a player does not use the "Elephant" event card to travel from Bombay to Calcutta, the player may use the card to receive 1 gold coin instead. *Note: if there are no more coins in the supply, the player gets nothing.*
- Players may use their gold coins when they travel by balloon or elephant and are not happy with their die roll. For 1 gold coin each, they can re-roll as many times as they want.
- By paying 2 gold coins any time during his turn, a player may draw the top-most card from either the travel card supply or the even card supply. The player may use the drawn card immediately or at a later time (exception: blue event cards must be played immediately).



Arrival in London

- As soon as the first player reaches London, the time pressure to reach London increases for the other players!
- In each following round, each player who has not yet reached London, spends **1 day**, moving his time marker on the track accordingly. At the beginning of **each** round after the first player reaches London, that player moves the time marker of each other player, who has not yet reached London, 1 space on the time track. Even when more players reach London, the time markers for the players not yet in London still move just 1 space per round.
- When a player reaches London, he places his betting slip on London. When other players reach London, they place their betting slips **under** the stack of betting slips on London, so the order of arrivals is remembered. Also, when a player reaches London, he places all his hand cards face-down under the appropriate supply stacks.
- A player who has arrived in London loses **no more days** due to event cards or bonus chips. The space on the time track where he was when he reached London is his final score for his journey and will be used in determining the winner of the game. His score cannot change after he reaches London!
- Of a player needs more than 80 days for the journey, he continues past the 80/0 space, remembering he has used more than 80 days.
- In each following round, the starting player adjusts the number of cards drawn and placed on the board based on the number of players still traveling:
with 2 players 3 cards,
with 3 players 4 cards,
with 4 players 5 cards,
with 5 players 6 cards.

Note: when only two players have not reached London, the detective can no longer be moved as there will no longer be travel cards placed on that action space on the board.

Distribution of travel cards



THE GAME FOR TWO

Use the following changes when playing with two players:

- Remove the "Connection" event card from the game.
- Place only 3 travel cards from left to right on the action spaces in each round.
- The two players take turns being the starting player.
- The game ends at the end of the round when the first player reaches London.
- The first player to reach London wins if he spent 80 days or less in his journey. This is so, even if the other player would reach London in the next round with fewer days on his journey.
- If the first player to reach London takes more than 80 days, the other player wins, even if he has not yet reached London (and he has spent fewer travel days!).
- When both players reach London on the same round, the player who spent the fewest days on the journey is the winner! If they tie, the player with the most gold coins is the winner.

Note: the tempo of the two-player game is a bit faster than for more players. If a player falls more than one place behind, it will be very difficult for him to catch up.



The author: Michael Rieneck, born in 1966, lives with his friend Maren in northern Germany. He enjoys designing games and has had success in the past with Rio Grande Games with the two-player game, Dracula. This is his first large Rio Grande Game and we hope you enjoy traveling the world with us.

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The author and publisher thank the many play testers and rule readers for their help with this game.

Art.-Nr: 696153

Made in Germany



Around the World in 80 Days

GAME RULES

for 3-6 adventurers aged 10 and up



OVERVIEW

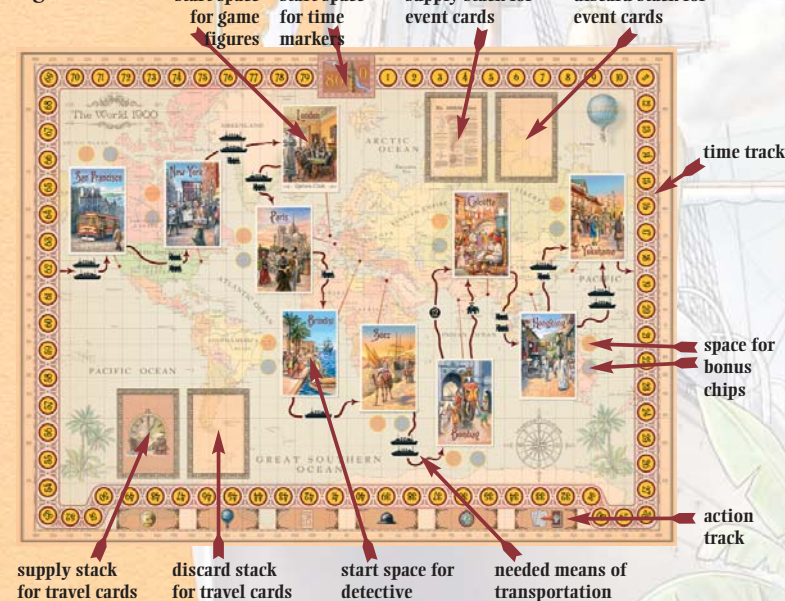
As in Jules Verne's famous story, the players are members of a London club at the beginning of the 20th century who bet each other on a round the world journey: the player who can complete the journey in less than 80 days will win the bet and the accolades of his comrades. To accomplish this, the players will have to make good use of train and ship travel as they move from place to place. Along the way, they may have the opportunity to speed their travels with balloons and elephants. However, they must also avoid the over-zealous detective, who will slow their progress if he can catch up with them for interrogations in the places they visit. Naturally, events outside the control of the players may also play a part.

GOAL

At game end, the player who has returned to London in the fewest number of days is the winner!

CONTENTS

1 game board



60 travel cards
(30 trains with values 2-6,
30 ships with values 4-8)



15 event cards



1 starting player marker



1 die



1 detective figure



6 game figures



6 time markers



6 betting slips



24 gold coins



18 bonus chips

Note: when playing for the first time, we suggest playing with 3 to 5 players, as the game can run a bit long with 6 with new players. When you are comfortable with the rules, feel free to use the rule variants on page 4 and, also, the rules for playing with 2 players.

PREPARATION

- Before the first game, carefully remove the betting slips, bonus chips, gold coins, and the starting player marker from their frames.
- Shuffle the **18 bonus chips** face-down. Place the chips randomly on the two round spaces next to each place (except London); each place gets a red and a blue chip. When all chips have been placed, turn them all face-up.
- Each player chooses a color and takes the following in that color:
1 game figure, 1 time marker, and 1 betting slip. They place their game figures on "London" (starting place), their time markers on space **80/0** of the time track, and their betting slips before them (in their play areas), so all will know who has which color during the game.
- Place the **detective figure** on Brindisi.
- Shuffle the **60 travel cards** face-down and deal 3 to each player face-down. Place the remaining travel cards face-down on the space for the travel card supply.
- Shuffle the **15 event cards** face-down and place them face-down on the space for the event card supply.
- Each player takes **1 gold coin**. Place the rest as a supply next to the game board. Also, place the **die** next to the game board.
- The players choose a starting player, who takes the **starting player marker** and begins the game.

PLAYING THE GAME

Note: first, the most important rules from "game start" to "game end" are described, so players can get started right away. Then, you can read the further rules to get the more specific information needed to play.

Playing a round

The game is played in rounds. The starting player for the round starts the round by drawing travel cards from the supply and placing them on the action track:

- with 3 players, 4 cards,
- with 4 players, 5 cards,
- with 5 and 6 players, 6 cards.

He places the cards from **left to right** on the action track, as he draws them, so that each is placed under one of the actions shown on the action track. He must place them as drawn and may not place them as he wants, but always left to right as he draws them.

example with 4 players:



Now, the starting player chooses one of the just placed travel cards, adding it to his hand. Then, he takes the action for the space where the travel card was. Finally, he may move his game figure further on his journey. Next, the next player, in clockwise order, takes his turn, and so on. When all players have taken their turns, the round ends.

A player's turn

In his turn, a player does the following in the order shown:

- choose a travel card
- execute the associated action
- travel to the next place or remain in the same place
- spend 2 travel days because of the detective, if required
- reduce hand size to 6 cards, if hand size is greater than 6 cards

Choose a travel card

To start his turn, the player **must** choose one of the travel cards near the board and add it to his hand. **Exception for the starting player of the round:** he may **not** choose the travel card associated with the action: “starting player for the next round”.

Execute the associated action

Each travel card offered on the board has an associated action (based on where the card was placed). The player either executes the action or chooses to refrain from executing the action, as he chooses. The following actions are available:



The player receives 1 **gold coin** from the supply.



The player may use a **balloon**, should he decide to travel this turn.



The player may take the top-most **event card** from the face-down event card supply stack.



The player may move the **detective** to any place, except London.



The player may take the starting player marker and will be the **starting player** in the next round. If no player executes this action, the starting player marker moves to the next clockwise player at the end of the round.



The player may **trade travel cards**. To do so, he discards up to 3 travel cards from his hand and then draws the same number of travel cards from the face-down supply.

Special rules for different numbers of players:

- **5 and 6 players:** only in games with 5 and 6 players are all actions available.
- **6 players:** with 6 players, the last player in the round may choose to draw the top-most travel card from the supply instead of taking the last card from the board. If he does, he does not take the action associated with the last card.
- **3 players:** with 3 players, the action “starting player for the next round” is not available. In this case, the next starting player moves clockwise after each round.

Travel to the next place

- In each round, the player may travel to **at most one** next place on his journey. **One exception:** when a player plays the “Connection” event card, he may travel to the next two places on his journey.
- If the player wants to travel, he moves his game figure to the next place in the direction of the arrow and must play the required travel card(s) from his hand, placing them on the discard stack. Which card(s) are required (number and type) is shown on the map as symbols between the two places.
Example: travel from London to Paris requires 1 ship card and 1 train card. Travel from New York to London requires 2 ship cards and 1 train card.
- For the leg, the player spends as many days as shown on the cards played. The player moves his time marker along the time track one space for each day spent.
Example: if a player plays a ship 7 and a train 3 card to travel from London to Paris, he spends 10 days (7 + 3) for the leg and moves his time marker 10 spaces on the track.

Time saving with 2 like numbered cards

- When a player plays either **two ship cards** or **two train cards**, each with the **same value**, for a leg in his journey, the values are not added, but the cost is just one of the values, as the player need not change ships or trains and, thus, saves the extra time.
Example: when a player plays 2 ship cards valued 8 for the leg from Suez to Bombay, instead of costing 16 days, the trip costs only 8 days. If, instead, he played a 4 ship and a 5 ship, it would cost the player 9 days (4 + 5).
- This time saving does **not** work, when the player uses two **different** forms of transportation.
Example: playing a ship 4 and train 4 costs 8 days, as normal.
*Note: for the leg from New York to London, this special feature **only** works for the 2 ship cards required. The train card gets no special and counts as normal.*

Remain in the same place

Instead of traveling, the player may simply choose to remain in the same place. He must do this, of course, if he does not have the required travel cards. He may also choose to remain, hoping to collect ship cards or train cards with the same value in order to save time. He may also wait, hoping for travel cards with lower time values for use in the next round.

Spend 2 travel days because of the detective

- When a player's game figure is in the same place as the detective **at the end** of his turn, the player must spend **2 days** (move his time marker) speaking with him. **Important:** this lost time only occurs at the end of a player's turn. It occurs whether the player travels to the place during his turn or remains in the same place.
- When a player starts his turn in the same place as the detective, but moves to a new place, he does not pay for lost time as he does not end in the place with the detective.
- Also, a player does not lose time when the detective moves to the place he is when it is not his turn.

Reduce hand size to 6 cards

At the end of his turn, the player must count the cards in his hand. If he has **more than 6 cards** (travel cards and event cards), he must reduce his hand size to 6 cards by discarding cards he chooses to the appropriate discard stacks until he has just 6 cards.

After the player's turn, his left neighbor starts his turn by choosing one of the remaining displayed travel cards.

End of a round

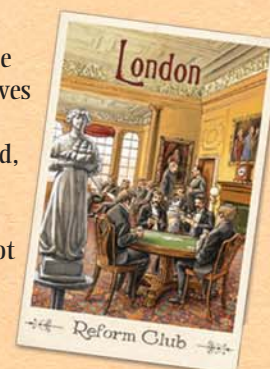
When all players have taken their turns, in clockwise order, the round ends. The new starting player puts any remaining travel cards from the display on the discard stack and draws the appropriate number of new cards to place on the display. Then, he chooses a card from the display, starting his turn.

Note: in a game with 6 players, there may be no cards left to discard.

If the travel card supply is exhausted, shuffle the discard stack and place it face-down as the new travel card supply.

GAME END

- With **3, 4, and 5 players**, the game ends **after** the round, in which the **second to the last** player moves his game figure to London. If the last player also moves his game figure to London in this last round, he is also involved in the scoring and may win. Otherwise, a player who does not reach London, regardless of the number of days he spent, he is not involved in the scoring and cannot win the game.
- With **6 players**, the game ends **after** the round, in which the **fourth** player moves his game figure to London.



GAME WINNER

- Of all players who reached London in no more than 80 days, the winner is the player who spent the fewest days. If players tie for fewest days, the player who first reached London is the winner.
- If all players who reached London took more than 80 days to do so, the winner is the player who first reached London, regardless of how many days he spent doing so.

FURTHER RULES

Travel with a balloon

- When a player chooses the travel card associated with the “balloon” action, he may, if he travels this round, use a balloon.
- A player may also play a “balloon” event card to use a balloon when traveling.
- In any case, a player may only use **one** balloon, either from the action or the event card, when traveling per turn.
- When a player uses a balloon, he must also play the necessary travel cards for the leg he travels.
- The value of **one** of the played travel cards is replaced by the balloon. This replacement is done by rolling the die. Thus, the balloon travel will cost the player from 1 to 6 days.
- When a player is unhappy with his die roll, he may pay 1 gold coin to re-roll the die. He may do this several times, as long as he pays for each re-roll. However, he must use the last number rolled, not the lowest!



Example: for the leg from Hong Kong to Yokohama, a player plays a train 4 card and a ship 7 card. As the player chose the “balloon” action, he rolls the die to replace the higher value (ship 7). He rolls a 5, which is lower than the 7, but not low enough for the player. He pays 1 gold coin and re-rolls the die, but gets a 6 this time. This, is, of course, also too high, so he pays another gold coin and re-rolls again, getting a 2! This is what he hopes for, so he moves his time marker 6 spaces (4 + 2).

- When a balloon is used for a leg with 2 ships or 2 trains, the player may only use a balloon for one of the 2 cards.

Example: for the leg from Suez to Bombay, a player needs 2 ship cards. The player plays a ship 5 and a ship 8. The player plays a “balloon” event card to replace the ship 8 card. He rolls a 5, which is low enough for him. Thus, this leg costs 10 days and he moves his time marker 10 spaces (5 + 5).

Note: if a player uses a balloon for a leg that requires two of the same form of transportation and rolls a number like the number on the non-replaced card, he may not use time saving for this leg (a balloon is not a train or a ship!).

In the example above, the player could not save 5 days and just spend 5 days on the trip, but must spend the full 10 days.

Special travel legs

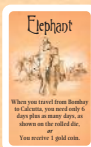
From **Bombay to Calcutta** there are no train or ship symbols shown. When a player wants to travel this leg, he simply moves his game figure from Bombay to Calcutta.

- This costs 12 days, if the player travels without an elephant.
- However, if the player plays the “**Elephant**” event card, he rolls the die and adds 6 to the die roll (this is his total travel time for the leg), thus possibly reducing the travel time by up to 5 days.

Like with a balloon, the player may pay 1 gold coin to re-roll if he does not like the result, but must take the last roll as with the balloon.

- A player may also play “Offer” and “Connection” event cards when traveling on this leg of the journey.
- However, a player may **not** use a balloon on this leg of the journey.

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From **Hong Kong to Yokohama**, a player has a choice between two routes: he can use either 2 ships or 1 train and 1 ship.

From **Yokohama**, players travel to **San Francisco**.

The bonus chips

- Next to each place (except London), players place a red bonus chip and a blue bonus chip at the beginning of the game.
- When a player is the **first** to arrive at a place with his game figure, he may take the action shown on the **red** bonus chip at that place.
- The **last** player to arrive at a place may take the action on the **blue** bonus chip.
- The player turns over the bonus chip to show it is used, even if the player chooses not to take the action (most likely with the draw event card action).

The bonus chips offer:

- The player may take from the supply:
1 gold coin.
- The player may draw the top-most **travel card** from the face-down travel card supply.
- The player may draw the top-most **event card** from the face-down event card supply.
- All **opponents** (of the player who takes the action of this bonus chip) **lose 1 day** and must move their time markers 1 space.



The event cards

- When a player chooses the travel card with the “draw event card” associated action or takes the “draw event card” bonus chip action, he **may** draw the top-most card from the event card supply and (if the card is not blue) add it to his hand.
- A player may play any number of event cards on a turn, but only on **his** turn. A player may play (and discard) an event card on the same turn he draws it or save it for use in a later turn.



Almost all event cards are positive. However, most help in specific situations, so that there is little risk in drawing an event card, but also no guarantee that it will be of immediate use.

There are two special event cards, easily recognized by their **blue color** (“Delay” and “Storm”). When a player draws one of these cards, he does **not** add it to his hand, but **must** play it **immediately** as it affects all players equally.



- The effect is that **all** players (even the player drawing the card) lose 1 or 2 days.
- If a player has one or more event cards in his hand when either of these cards are played, he must discard them immediately (he cannot use it now).
- All 15 event cards are now shuffled and placed face-down as the new event card supply.

Note: when a player holds an event card in his hand for too long, he risks losing it when a blue event card is drawn (either by himself or another player).

Further explanations of some event cards

- “Express train” and “Submarine” can be played when more than one travel card are required. However, they only replace the value of **one** travel card.
- With the “Princess”, there is no event card the player cannot use, but, as the card indicates, it must be the top-most card on the discard stack.
- A player is allowed to move along the next leg of the journey, then play the “Connection” event card, and, finally, move along the next leg of the journey.