

RULES

THE AIM OF THE GAME

To take a journey across Europe visiting the destinations given to you at the start of the game. The winner is the player who visits all their destinations first.

You will find boxes of red, yellow and blue linked together to represent routes on which you will travel the board.

Yellow boxes with ships printed on them should be treated as ordinary yellow boxes. You do not need a ticket from the Chance Card pack to travel on them.

To Start

DESTINATION CARDS (YELLOW CARDS)

Each player is given Destination Cards as follows:

2 Players – 8 Destination Cards each

3 Players – 6 Destination Cards each

4 Players – 6 Destination Cards each

5 Players – 6 Destination Cards each

6 Players – 6 Destination Cards each

This is just a suggestion as the more Destination Cards given to each player, the longer the game will play.

(Do not show your cards to the other players)

When a player receives their Destination Cards, they should plan their journey and then decide which route they are going to follow

All the Cards for the game are packed in one cellophane bundle

from place to place.

The player chooses where to start the game from any of the Destination Cards dealt to them at the start of the game.

The player places their Travel Token on their chosen destination and returns the card to the pack. Make sure that all Traffic Lights have been placed on the game board before you place your Travel Token on your starting point.

When a player arrives at one of their destinations, they forfeit any remaining moves left on that throw of the dice and return that Destination Card to the pack, but first show the other players the card before returning it to the pack.

When a player has just one Destination Card left to visit, then that card is placed upwards on the board, so that the other players can see where that player will be finishing the game.

All the cards are numbered from 1-56 and you will find these numbers matching on the game board running from an East to West direction to help you find each destination on the board.

Also, on your Destination Cards, you will find a miniature map showing where each individual destination is to be found on the game board.

It is not necessary to visit your destinations in numerical order.

Each player is given one Travel Token, which can only be moved in one direction during each throw of the dice. Any number of Travel Tokens may occupy one space at the same time. If an opponent's Travel Token is ahead of you, you may overtake this player with no penalty.

Using the 12 sided dice, each player has one throw.

The player with the highest number starts, the remaining players follow in clockwise direction.

TRAFFIC LIGHTS (RED COUNTERS)

Traffic Lights must be placed on the board before the game begins (but after all the players have seen their Destination Cards, since nobody wishes to block themselves!) Traffic Lights may only be placed on red boxes.

Each player is given Traffic Lights as follows:

- 2 Players – 4 Traffic Lights each
- 3 Players – 3 Traffic Lights each
- 4 Players – 3 Traffic Lights each
- 5 Players – 2 Traffic Lights each
- 6 Players – 2 Traffic Lights each

A Traffic Light cannot be passed unless:

- 1 A player throws a six or eight and their token passes over or finishes on top of a Traffic Light during that move. The Traffic Light may be picked up and placed anywhere on the board but you may not pass more than one Traffic Light on any single throw.
- 2 A player picks up a blue card saying “Move any Traffic Light”. That card may be kept until needed but - can only be played during that players turn. Then return the card to the pack.
- 3 A player has been at a Traffic Light for two turns trying to throw a six or eight. On the third throw, the Traffic Light may be passed but remains where it is.

You are not allowed to move a Traffic Light on to a red square which is already occupied by another player’s token.

When a player’s Travel Token arrives at a Traffic Light, the player must stop one box short of the Traffic Light.

CHANCE CARDS (BLUE CARDS)

When a player lands on a blue square at the end of a throw, they must pick up a blue Chance Card and follow the instructions listed. The card must then be placed at the bottom of the pile unless otherwise stated.

You can play a Chance Card which you have picked up during the game before or after throwing the dice but only during your turn. Players have the option to trade their Chance Cards with each other if they so wish. This only applies to a card you can keep.

AIRLINE TICKET

When you pick up an Airline Ticket in the Chance Cards, you can do one of two things:

- 1 When you pass an Airport during your throw and you have in your possession an Airline Ticket, which you have picked up from the Chance Card pack during the game, you may use this Chance Card to go to any other Airport on the game board, plus one square.
- 2 If an opponent has finished their turn with their Travel Token on an Airport, you may play this card and move them to any Airport on the game board. Once you have used your ticket, the Chance Card is returned to the bottom of the pack.

AIRPORTS

The boxes with a picture of an airplane represent an Airport. When you pass an Airport during your throw and you have in your possession an Airline Ticket that you have picked up from the Chance Card pack, you may fly to any other Airport on the game board plus one square, forfeiting any remaining moves left on that throw of the dice.

Manufactured & Distributed in Ireland by:
Gosling Games, Clonakilty, Co. Cork.
www.goslinggiftsandgames.com