

# RACE ACROSS THE WORLD

## THE GLOBE-TROTTING ADVENTURE GAME

Frantically race across the world, using any route you like - but no flights or smartphones allowed. First to arrive at the final destination wins!

### CONTENTS

- 1 x double-sided gameboard
- 1 x pack of money:
  - £10 x 50
  - £20 x 50
  - £50 x 50
  - £100 x 50
- 4 x 6-sided dice
- 62 x Chance Cards
- 18 x Job Cards
- 20 x Accommodation Cards
- 9 x Travel Companion Cards
- 6 x Playing Pawns

### OBJECT OF THE GAME

To be the first player to arrive at the final destination.

### SETUP

1. Place the double-sided gameboard onto the playing surface. Choose to follow in the footsteps of season one and race from London to Singapore or opt for the sunnier climbs of season two and race from Mexico City to Ushuaia.

**NOTE: For a longer game choose London to Singapore. For a shorter game choose Mexico City to Ushuaia.**

2. Each player will choose a coloured playing pawn.
3. Each player is given £900. This should be broken down in the following denominations:
  - a. 5 x £100
  - b. 5 x £50
  - c. 5 x £20
  - d. 5 x £10

4. Each player randomly selects a travel companion from the deck of travel companion cards. Each companion comes with its own positive and negative attributes which will affect your progress throughout the race so read these carefully, leaving them open in front of you throughout the game.

5. Place the Accommodation, Chance, and Job cards onto the allotted spaces on the gameboard.



# THE MAP EXPLAINED

## CARDS & SYMBOLS



### ACCOMMODATION STOP

These are also referred to as mini checkpoints.

It is impossible to roll past an accommodation stop! No matter how high your dice roll, you must stop at an accommodation stop, pick up an accommodation card and follow the instructions on the card.



### CHANCE SPACE

Any time you stop on a playing space displaying the above symbol you must pick up a chance card and follow the instructions on it.



### JOB STOP

These are also referred to as mini checkpoints.

When you're running low on money you will need to go to a job stop. Once you have arrived you must pick up a job card and follow the instructions on it. If you are already on a job stop when your turn arrives, you can choose to stay put and work for more money or continue on your journey.

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### MAJOR CHECKPOINT

Delphi

All players must stop at these checkpoints. No matter how high your dice roll, you must stop at a major checkpoint. If you arrive at any major checkpoint:

1st - Receive £30

2nd - Receive £20

3rd - Receive £10

If you're told to return to the nearest mini checkpoint at any time but a major checkpoint is closer, return to the major checkpoint.

**If you return to a mini or major checkpoint you will have to re-pay to embark on any route.**

## WHAT ARE ZONES?

Zones are areas between major checkpoints, for example London and Delphi.



## WHAT IS THE "BANK"?

During the game you will constantly be losing and gaining money. All money should be paid and withdrawn from "The Bank" which will be controlled by an allocated player at the table.

## ROUTES

To travel you must first choose an available coloured route, and pay the fare to the bank, before rolling the same-coloured dice.



■ All blue routes (Boat) cost £150 unless stated otherwise and you must use the blue dice when taking your turn.



■ All yellow routes (Train) cost £100 unless stated otherwise and you must use the yellow dice when taking your turn.



■ All green routes (Bus) cost £50 unless stated otherwise and you must use the green dice when taking your turn.



■ All black routes (Walk) are free, and you must use the black dice when taking your turn.

You only need to pay for your chosen route at the point of embarkment, not at each dice roll on that route.



## HOW TO PLAY

1. The player whose birthday is next will start the game and then play will continue clockwise.
2. At the start, players will decide which route they'll use and will pay that fare to the bank. Roll the corresponding-coloured dice for the selected mode of transportation to see how far they have travelled.
  - a. At each checkpoint players will again select the route they wish to travel on, pay the fare and then roll the corresponding dice.
  - b. Remember to consider the attributes of your travel companion! These could influence your choices.
3. If you land on a chance space, remember to pick up a chance card and follow the instructions.
4. When you land on an accommodation stop, remember to pick up an accommodation card.
5. If you feel like you're running short of cash, go to a job stop to earn more money.
  - a. If at any point you run out of money or have insufficient funds to continue, you must immediately move backwards to the nearest job stop.
6. If at any time your roll results in you landing on the same playing space as another player, advance your playing piece to the next available playing space.
  - a. If the next available playing space is a chance space, you will have to pick up a chance card.

**You now know everything in order to start your adventure, so,  
without any further ado, on your marks, get set, go.  
Race Across the World!**

**MAPS ARE FOR ILLUSTRATION PURPOSES ONLY AND ARE NOT ACCURATE REPRESENTATIONS  
OF THE GLOBAL MAP.**

**WARNING! Not suitable for children under 36 months. Choking hazard – contains small parts.**

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