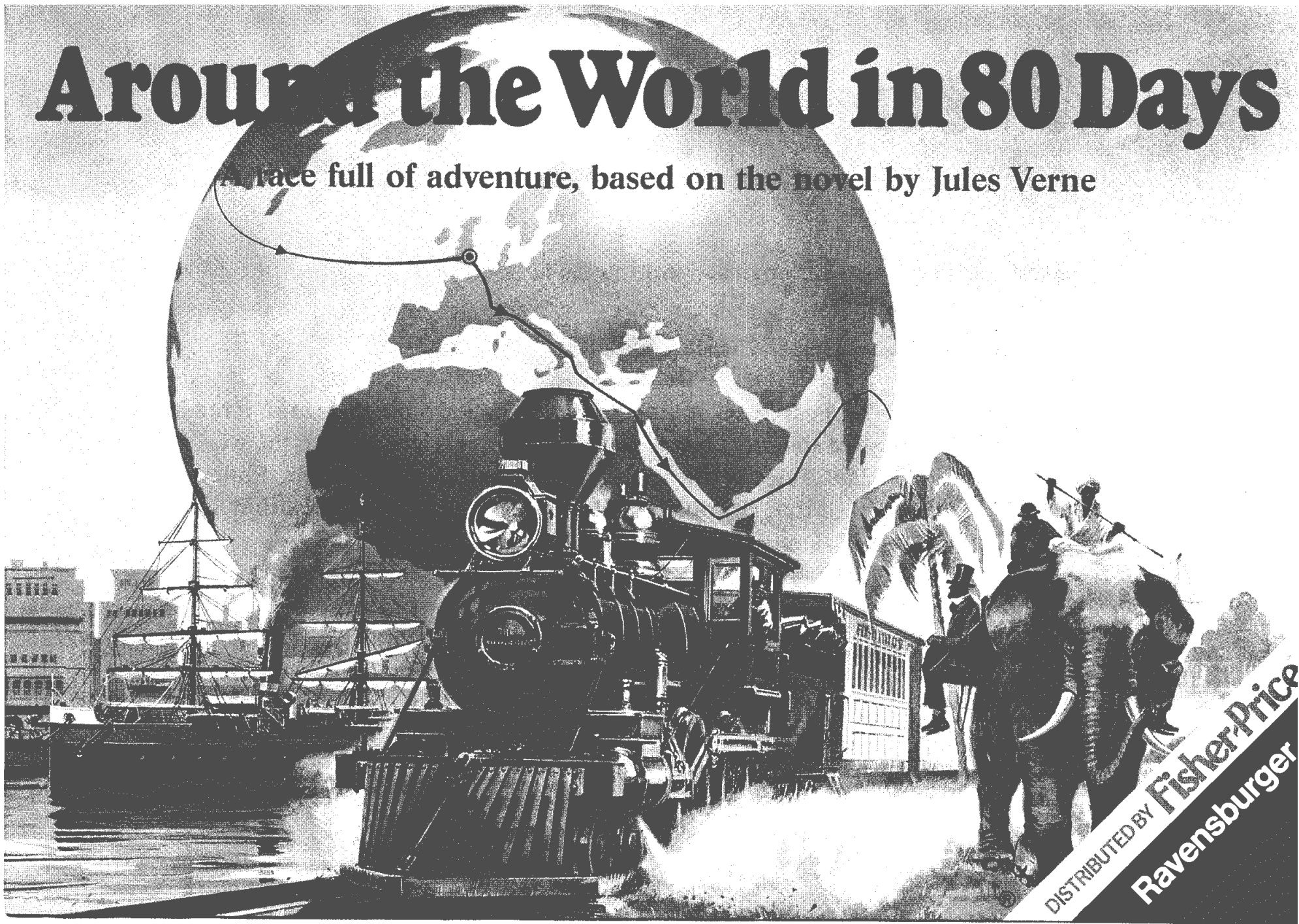


# Around the World in 80 Days

A race full of adventure, based on the novel by Jules Verne



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*An adventurous undertaking, a race around the world!* Even in the days of steamers it was possible to travel right around the world in 80 days. Jules Verne's famous story started off with a bet. Phileas Fogg claimed that he could go all the way round the globe within 80 days.

In this game the players take the place of Mr. Fogg – they are all in a race around the world. As in the book, they can choose between the various modes of transport used in the last century: coach, railway and steamer, and where all roads and rails end there's always the elephant!

The zealous Detective Fix and his arrest warrant are always hot on the players' heels, so they'll need all the tricks in the book to get back to London as quickly as possible.

# Around the World in 80 Days

A race full of adventure, based on the novel by Jules Verne

Author: Wolfgang Kramer

Design: Klaus Buergele

Age 10–Adult

2–6 Players

Contents: 1 playing board

60 action cards (travel cards and special cards)

40 chance cards

1 wind-compass

6 playing pieces

1 set of rules



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## Object of the Game

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The players start out from London in an adventurous race around the world. By skilful use of his cards, each player tries to be the first to get his playing piece back to London.

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## Preparation

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**Place playing figures on the arrowed space.**

The board is placed in the middle of the table.  
Each player chooses a playing piece and places it on the arrowed starting space.

**Place wind-compass on any transport space.**

The wind-compass is placed on any of the 4 transport spaces at the top right of the board.

**5 cards for each player, the rest used as a stack.**

The **action cards** (travel cards and special cards) are shuffled. Each player receives 5 **cards** and the rest are placed face-down in a pile next to the board. Players should not let opponents see their cards.

The **chance cards** are also shuffled and placed face-down near the board.

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## Play

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**Move by laying cards.**

Players decide who is to start.  
They move their pieces by laying down cards.

**2 choices per turn:  
– take 1 or 2 new cards**

On his turn a player has **2 choices** – either **he takes 1 or 2 new action cards** from the stack and **doesn't move his**

and don't move, or  
– play a card and move accordingly.

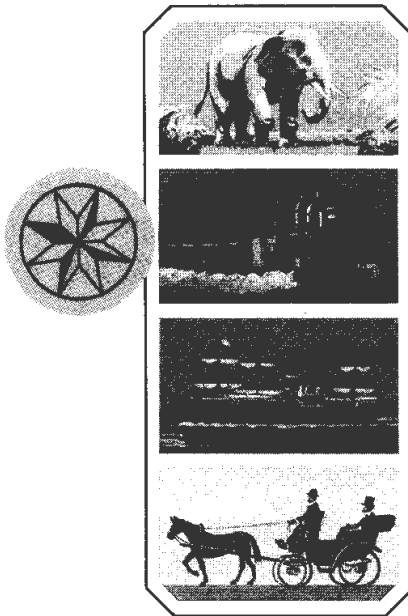
piece, – or he plays one of his cards and moves his playing piece forwards the corresponding number of spaces.

According to where he lands, the player may be able to play further cards (see “Guide to the Various Spaces” below). There is no limit to the number of cards that can be played on one turn, so long as the spaces and/or cards allow another one to be played. Cards which have been played are laid to one side.

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## Idea of Game

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Wind-compass decides transport, i.e.

An action game without a dice.

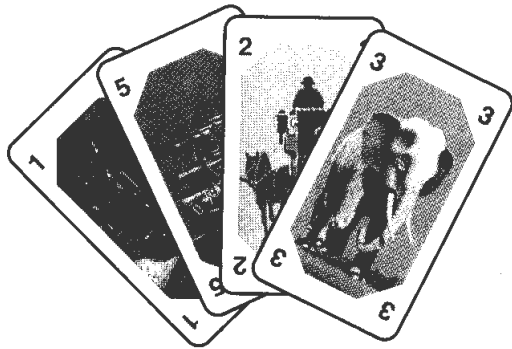
Race against each other using the cards. Use all modes of transport to get nearer and nearer to your goal.

## Wind-Compass

The wind-compass determines which mode of transport the players can use at any given time, i.e. **which travel cards may be used.**

**For example:**

The wind-compass is on the space with the train. Consequently the only cards that may be used are either those showing the train or special cards.



**Travel card = mode of transport**  
**– move forward by the same number.**

**Only valid when wind-compass is on the relevant space.**

## Travel Cards

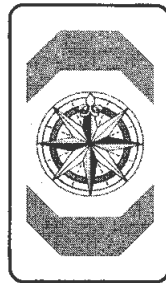
The travel cards depict either a coach, a train, a steamer or an elephant. Players must move their piece forwards by the same number of spaces as shown on the card which they lay.

A travel card is only valid, therefore, when the wind-compass is on the space depicting that mode of transport.

## Special Cards

**Special cards can always be played.**

Special cards can **always** be played, regardless of the position of the wind-compass.



**Move the wind-compass and play another card.**

### Wind-compass Card

the wind is causing chaos to the race.

Whoever plays a wind-compass card **may** change the wind-compass on the board to any other mode of transport, but **he doesn't have to change it**. Then the player **may play a further card**.

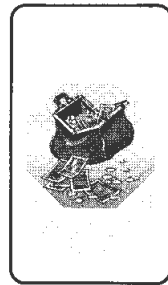


**Next player must move back 3 spaces.**

### Handcuffs card

The zealous Detective Fix with his arrest warrant and his handcuffs is always hot on the players' heels and trying to hinder their progress.

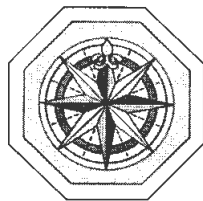
When a player puts down a handcuffs card he must move the piece of the player whose turn is next **back 3 spaces**. His own playing piece is not moved.



**Move forwards 1,  
2 or 3 spaces**

**or**

**ward off a handcuffs card.**



**Move wind-compass  
and play another card.**

If the opponent's piece lands on a handcuffs space, it must move back by a further 3 spaces. All other spaces count as normal spaces and nothing further occurs.

### **Moneybag Card**

Mr. Fogg's cash reserves can help speed up the journey and keep the players a step ahead of the detective.

When playing a moneybag card a player has a choice: either he moves his piece forwards by 1, 2 or 3 spaces; it doesn't matter where the wind-compass stands for this move; or he uses the moneybag card to defend himself against a handcuffs card – his playing piece does not have to move back 3 spaces.

Using the card this way does not count as a turn.

A moneybag card can also be used to stop a player's piece going backwards as a result of an instruction on a chance card.

## **Guide to Various Spaces**

**More than one playing piece can be on a space at any time. There is no "taking".**

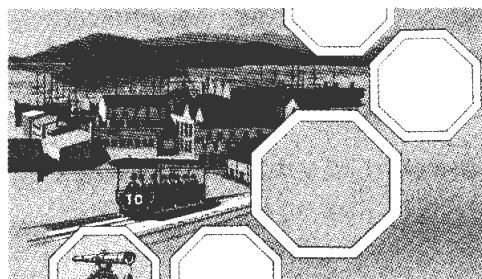
### **Wind-Compass Space**

If a player's piece lands on a wind-compass space he **may** change the wind-compass to a different mode of transport, but **he doesn't have to do so**. Either way, he **may now play another card**.



**Take a chance card.**

**Move own piece back 3 spaces.**



**Either play another card or take 1 or 2 more cards.**

### **Telescope Space**

When a player lands on one of these spaces he must **take a chance card** and carry out the instructions.

### **Handcuffs Space**

If a player lands on a handcuffs space he must **move his own piece back by 3 spaces**. If it then lands on a special space, this has no meaning.

### **Important Stopping Space**

On the journey around the world there are several important stopping spaces (larger, darker blue). When a player lands here he may play another card as a reward. If he cannot play a card he may take either 1 or 2 cards from the stack.

## **Playing the Game**

In turn players lay one or more cards (depending on where they land) and move their pieces accordingly, or they stay still and take 1 or 2 new cards.

If a player has 12 or more cards on his turn he has a third choice of go: he may swap 2 cards. He hands in any 2 cards to the used pile and takes 2 replacements from the stack. He doesn't move his piece and his turn is complete.



If the stack of cards is ever totally used up, then the cards already laid are shuffled and used as a new stack.

**A Player's turn is over when his piece lands on a normal space and not one of the special ones.**

**Play all cards – move forwards 5 spaces and take 5 new cards.**

## **Bonus by Playing all Cards**

If a player is able to play all the cards in his hand and then he may jump his playing piece forwards by 5 spaces as a bonus. He also takes 5 new cards from the stack.

Of the possible spaces on which the playing piece was standing **before this jump, only the telescope space and the handcuffs space** have their normal significance.

If the space on which the piece lands **after its jump** is a special space, then the player must **act accordingly**. For example, if the piece lands on a wind-compass space, the player may change the mode of transport and play another card.

If a player reaches London with his jump, he need not take 5 more cards.

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## **End of Game**

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**First back to London is the winner.**

The player whose piece is first back to London is the winner. The very last space on the board is the target.

**Excess points do not count.**

Players do not have to land exactly on this space – extra points do not count.

Phileas Fogg managed to travel around the world in 80 days, but only by using up his last ounce of energy. At the end, he even helped stoke up the ship on it's last leg back to Europe.

**Only 2 cards must be left.**

Therefore any player who wants to move back to London may not hold more than 2 cards.

After the last 3 handcuffs spaces have been crossed, a player can choose to stay still and throw away any 1 card. This can be repeated as often as necessary on the player's turn until he has just 2 cards left. Now the normal rules apply again.

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## Tactical Hints

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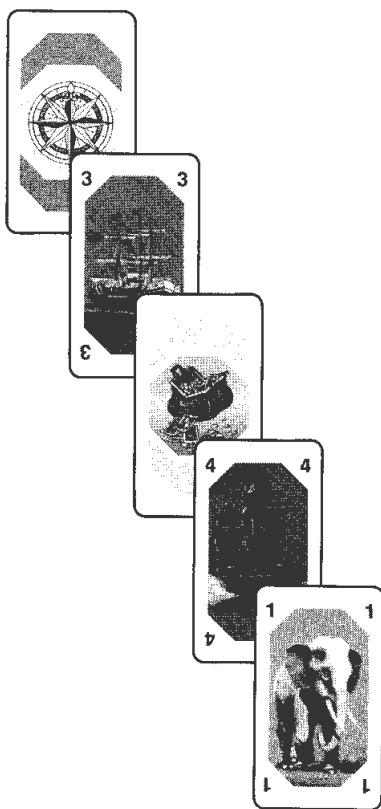


Before a player starts putting down a card, he should try to work out how he can best prolong his turn. By skilful use of travel cards and special cards and by reaching particular spaces at the right time, a player can move a long way round the board.

### **For example:**

At the beginning of the game a player has the following cards:

**travel cards**, train 4, steamer 3, elephant 1 and **special cards** wind-compass and moneybag.



**1st card:**  
**Wind-compass**

**2nd card:**  
**Steamer 3**

**3rd card:**  
**Moneybag**

**4th card:**  
**Train 4**

**5th card:**  
**Elephant 1**

The wind-compass is on the red space signifying railways as the mode of transport.

The most favourable order in which to play these cards is as follows, taking the player forwards at least 15 spaces:

Change the wind-compass to **steamer**; play another card.

Move playing piece 3 spaces to the **wind-compass space**; change wind-compass to **railways**; play another card.

Move forwards 2 spaces to the first **important stopping space**; play another card.

Move 4 spaces onto the next **wind-compass space**; set the wind-compass at **elephant**; play another card.

Move 1 space forward

As this was the player's last card he can jump 5 spaces onto another wind-compass space.

After the player has taken his 5 extra cards he may move the wind-compass and play another card.

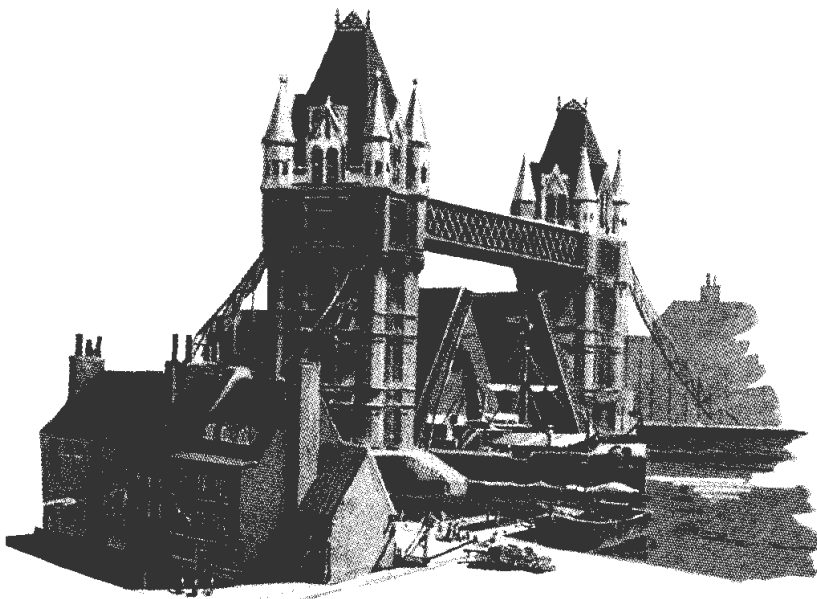
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## Game for Experienced Travellers

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To make the game even more exciting and tricky the players can agree to adopt the following extra rules:

1. A player can choose to move his piece the number of spaces on his travel card either **forwards or backwards**. This means that each turn presents a player with extra alternative moves.
2. Players **must not hold any cards** when returning to London.
3. Players can either play **chance cards immediately** or hold on to them and use them **later** in the game. A chance card may be used either **before** or **after** an action card.
4. A player may only hold on to one chance card. Chance cards cannot be retained when the final goal is reached – they must be used beforehand.
5. If a player follows the instructions on a chance and lands on a special space (handcuffs space, etc) he must act accordingly. If opponents' pieces are moved by a chance card, only the handcuffs space has its normal significance.



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