



RULES

THE AIM OF THE GAME

To enter the country at the town shown on your entry card. To visit all of the towns that are issued to you at the start of the game and to be the first to finish at the town shown on your Exit Card.

To Start

1. The dealer issues the Town Card (Green Cards) to each player. Each player should be issued at least 5 Town Cards. The more cards issued, the longer the game. (Do not show your cards to the other players).
2. Each player receives two Entry/Exit Cards. (Yellow Cards).
3. Each player is issued one travel token.
4. Each player is issued Road Blocks as follows:-
 - for 2 players, 4 road blocks each
 - for 3 players, 3 road blocks each
 - for 4 players, 3 road blocks each
 - for 5 players, 2 road blocks each
 - for 6 players, 2 road blocks each
5. Using the dice, each player has one throw. The player with the highest numbers starts, the remaining players follow in a clockwise direction.

Entry - Exit Cards (Yellow Cards)

Each player is issued with two of these cards. Each player decides at which of the two towns they wish to start and finish. When all the road blocks have been positioned, players must then place their travel token at their chosen entry town. The cards must then be returned to the box.

The remaining card (which now becomes your exit point) should be

kept face down until your last Town Card has been returned when it must be turned face up so that all the other players can see where you are finishing.

Town Cards (Green Cards)

When a player receives Town Cards, they should be examined and a decision made about the route from town to town. When a player arrives at one of their towns, they forfeit any remaining moves left on that throw and return that Town Card to the box. (Other players should not be allowed to see your cards.)

Chance Cards (Blue Cards)

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

Road Blocks (Red Counters)

Road Blocks must be placed on the board before the game starts (but after all the players have seen their Town Cards, since nobody wishes to block themselves!). Road blocks may only be placed on red boxes. A Road Block cannot be passed unless:-

1. A six or eight is thrown on the dice.
 2. A blue card is collected, which says "Move any Road Block".
 3. A player has been at a Road Block for two turns trying to throw a six or eight. On the third throw, the Road Block may be passed. If a player throws a six or eight and their token passes over one or more Road Blocks during that move, the Road Blocks may be picked up and replaced anywhere on the board.
- If a player picks up a blue card saying "Move any Road Block", that card may be kept until needed, but can only be played during that players turn. A player may move their travel token in one direction only during their throw.

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