

How to Play Travel Mania™

Congratulations, world traveler, and thanks (merci, gracias, or whatever language you may speak) for purchasing Travel Mania! It is our hope that this game provides many years of enjoyment, and if you'll pardon the pun, a world of fun. These rules should give you an in-depth understanding of how to play. For those seeking more immediate gratification, these instructions begin with a "quick start" set of rules.



Quick Start

Pressed for time? Got a plane to catch? These quick start rules will have you on your way in no time.

The object is to be the first player (or team) to travel the world and collect a passport stamp and visa from each of the five continent groups.

- 1 Choose** a game piece for yourself or your team. Put it on the home space that matches its color.
- 2 Take** one blank passport sheet.
- 3 Place** the Looney Luck cards (face down) and Passport Agency boxes where everyone can reach them.
- 4 Decide** who's going first. Play continues to their right.
- 5 Roll** the dice (with one roll per turn). Move your game piece

(in a single direction) the number of spaces shown. Once you land on a space:

- **Answer** the question in the category indicated. If correct, you'll get a Visa for that continent group. Player's Choice spaces let you choose the trivia category.
- **Stamp** your passport if you land on a space with the name of a country on it.
- **Rest** on the spaces marked Travel Day. For Roll Again or Go To spaces, do just what they say.

- **Draw** a Looney Luck card when you land on those spaces. They let you do cool things like take someone else's visa, but they also take yours away from time to time.

- **Bump** another player if you land on the space they're occupying. They return to their home country.
- **Roll** doubles and you go again.

6 Play continues until one player or team has one passport stamp and one visa from each of the five continent groups.

Instructions

What's the object?

Be the first player (or team) to travel the world and collect a passport stamp and visa from each of five continent groups. Do that and you've won, learned a few things along the way, and probably racked up some serious frequent flyer miles!

What do we need to play the game?

- **Game Board** - The board is organized by the five continent groups of Africa, Americas, Asia, Europe, and Oceania & Antarctica.
- **Passport Agency Boxes** - There's one for each continent group, each with 100 Travel Mania cards and 40 visa cards. All that adds up to 2,000 (count 'em!) trivia questions, folks.
- **Looney Luck Cards** - There are 80 of these cards in their own separate suitcase, er, box.
- **Game Pieces** - There are five game pieces with each color matching a continent group.
- **Passport Sheets** - You've got a thick pad of these sheets. Each player only needs one per game.

- **Passport Stamp** - This is for your passport sheet (not your opponent's face).
- **Icon Key Card** - This will help you keep the game categories straight.
- **World Map** - Check inside the game box lid.
- **Two Dice** - Chances are good you've seen these before.

How do we set the game up?

- You can play Travel Mania as an individual or part of a team. If playing as a team, you first need to figure out who your partners are.
- Each player/team receives a game piece.
- Put your game piece on the corresponding home space just inside the continent group circle on the board. For example, the player/team with the green game piece starts on the Asia home space and will begin their turn with the first space being Japan.
- Each player/team gets one blank passport sheet to record their passport stamps.

- Remove the Looney Luck cards from their box and place them and the open Passport Agency boxes where everyone can reach them. The Looney Luck stack should be placed face down. No peeking!

Who goes first?

- The player who has traveled the farthest to play Travel Mania (from the den, one block, one mile, two continents, outer space, etc.) gets the honor of going first.
- If there's a tie, the least experienced traveler goes first. We'll let you decide what "least experienced" means.
- Once a first player is chosen, play continues to his or her right (or counter clockwise).

How do we get started?

- Each player/team rolls the two dice for each turn.
- Move the game piece in any single direction the number of spaces shown on the dice. (You can only move in one direction in each turn. You cannot move back and forth between two spaces.)
- Once you land on a space, pay attention to the icon or words it contains.

What do the icons and other game board spaces mean?

- The icons determine the category of question you'll be asked. Check the icon key card that came with the game for the four main categories.
- You'll also see spaces labeled Looney Luck which require you to draw a Looney Luck card.
- Spaces marked with a suitcase with a question mark are Player's Choice spaces. Choose the trivia category you like best.
- Spaces marked with a country name mean you get a passport stamp.
- On a Travel Day, you rest and end your turn. For Roll Again or Go To spaces, do just what they say.



How do we get our passports stamped?

- If you land on a space bearing the name of a country, stamp your passport sheet for that continent group. For example, if you land on Mexico, you get to stamp the Americas space.
- Stamps on your passport sheet can't be taken away.

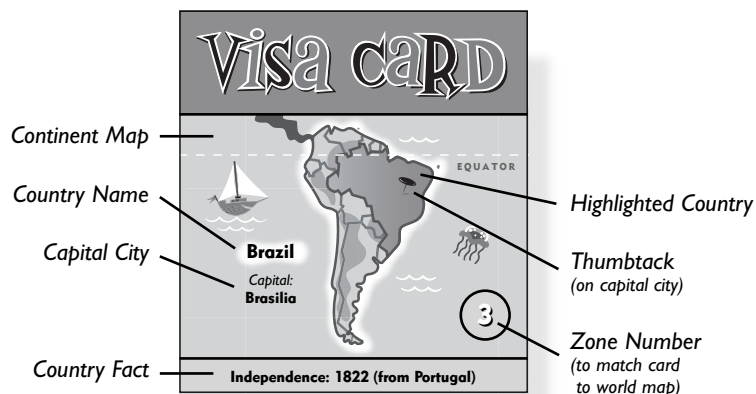
How do we get visa cards?

- Each visa card shows a random country or territory from its continent group. It includes a map and other information that might help answer a question or two down the road.

- To be awarded a visa, you have to answer a Travel Mania question correctly.
- Visa cards can be taken away!

Who is the Passport Agent?

The player/team to the right of the active player will serve as the Passport Agent and read the Travel Mania question. Each question is either multiple choice or true/false. The Passport Agent reads the question and the possible answers, and may show the player/team applying for a visa card the question if they're having trouble with a word. However, they may not show that player the answers!



"Visa Approved!"

- If the player/team answers the question correctly, their visa is approved and they receive a visa card from the Passport Agency.
- Again, it's a good idea to look over the information on the card because it might help out with future questions.
- This ends your turn, and you pass the dice to the next player. There are, however, special circumstances that may extend your turn. More on those later.

"Visa Denied!"

- If the player/team's answer is incorrect or just plain crazy, their visa application is denied. In this event, the player acting as Passport Agent should do one of the following:
 - In a long, drawn-out manner, say "Veeeee-zzaa deeeeee-nied!"
 - Attempt an accent from the corresponding

continent group to communicate the bad news. For example, denying an Oceania Visa might be peppered with lots of Australian stuff like "mate" and "shrimp on the barbie." And to all the Australians who may be playing right now, you can imitate a New Zealander.

And For Your Information (or FYI)...

Some questions feature an informational blurb with their answers. Each passport agent must read the FYI information if the visa applicant requests it.

Of all the Looney Luck!

- Just like real travel, with Travel Mania, you never

(Remember, your home space is determined by the color of your game piece.) The bumped player/team starts from home on their next turn, while the player who bumped the other gets an extra turn!

- Roll Again - As we mentioned, there are spaces on the board marked as Roll Again. Do what it says: roll the dice again and move your game piece accordingly.
- Rolling Doubles - A player's turn ends after one roll of the dice, unless that player's dice both show the same number. Rolling doubles gets you an extra turn. Roll doubles and land on a Roll Again space, and you've got two additional turns!

How can I win?

Play continues until a player/team has collected one passport stamp and one visa from each of the five continent groups.

How long will Travel Mania take to play?

With four players or teams, Travel Mania should take about an hour to play. Fewer players, less time. More players, more time.

Are there any variations of the game?

- You can vary the number of visa cards required to win, as long as it's agreed to BEFORE the start of the game. This could speed things up a bit or make it take a good long while.
- If you want slightly longer play, then add the additional task of collecting all the visas and passports and then returning to your home spot. Each player must roll the exact number to land on their space and win. If there are less than six spaces, one die may be used per turn.
- Not hard enough? While collecting visas, require players to answer at least one question from each of the four categories. Just stamp off the four categories at the bottom of your passport sheet.
- Think you're an expert? Try answering the questions without the multiple-choice responses.

Visit www.playtravelmania.com for more information, hints, and to submit suggestions.

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