

# GLOBETROTTERS (1)

**IMPORTANT: This booklet will teach you how to play GLOBETROTTERS, so read it first! Read the entire contents clearly out loud to the other players.**

## DEMONSTRATION GAME

GLOBETROTTERS is an exciting adventure in international travel. Along with the other players, you will explore the world by land, air, or sea in your quest for the KEYS to the 10 major cities and 6 continents of the world. Your challenge will be to **get more KEYS than any other globetrotter and return home with them, once all the KEYS are out.**

The Demonstration Game has been designed to teach you how to play GLOBETROTTERS. Step by step, you will follow three imaginary players as they play the game.

Take the time to follow this Demo Game carefully. It will take less than 1 hour to complete and it's quite enjoyable. Once you are familiar with the features of this game, it is easy to play.

One person should read the Demo Game clearly out loud to the others. It is important to play the entire Demonstration Game exactly as described. If you change anything, the sequences that follow will not work. Let's start!

## PREPARATION

Identify the following game equipment: Demonstration Game, Official Rules • World Map game board • \$100 Traveler's Cheques • Airline Tickets • 2 sets of Adventure Cards (Americas and Africa; Eurasia and Oceania) • 6 playing pieces • 16 KEYS • numerous Memory Markers • 12-sided die • 2 regular dice.

Shuffle the Airline Tickets and 2 sets of Adventure Cards and place these face down on their allotted spaces on the World Map game board. Put the pack of Travelers Cheques on the designated area near the Airline Tickets. Place the KEYS on the allotted spots on the map, near their corresponding cities or continents.

Put two Traveler's Cheques (\$200) and 2 Airline Tickets (destination-face down) into the Jackpot, along with the 2 regular dice (which are always kept in the Jackpot).

Wanda White chooses the white playing piece and sits by the edge of the board near Antarctica. Graham Green and Betty Black select the green and black playing pieces, respectively. Graham sits near the edge of the board near Europe; Betty, near Fiji.

It is important that our 3 players know the game board. Each player checks one of the 2 **legends** on the board, identifying the following **routes** and **locations**: Overland Routes; Water Routes and Cruise Islands; KEY cities; Continental Cities; National Cities; Regional Cities; Trouble Spots; Tropical Islands, Wastelands, and Gambling Cities. They also take note of the Continental City Memories **Chart**.

The players now select Betty to be **Travel Agent** because she is seated near the Traveler's Cheques and Airline Tickets. The Travel Agent handles all dealings which involve money and tickets. No deals of any kind may be made between players.

They also select Wanda as the **Immigration Officer** because she is seated near the Continental City Memories Chart. The Immigration Officer places Memory Markers on the Chart.

## START OF GAME

The Travel Agent now gives each player \$500 and 1 Airline Ticket (dealt destination-face down from the top of the pack). Each player keeps the destinations secret from the other players until that ticket is used.

The players roll the 2 regular dice to see who goes first. Wanda starts because she rolls 11, which turns out to be the highest roll. The 2 regular dice are returned to the Jackpot.

Wanda begins by picking one of the 2 locations on her Airline Ticket (which happens to feature *Seattle/Amsterdam*) as her **Home**. She chooses *Seattle* and puts her playing piece there. (**NOTE:** Pretend that the destinations you see on the Airline Tickets as you play along are those mentioned in the Demo Game.)

She places that Airline Ticket under the edge of the board in front of her such that her Home, *Seattle*, is displayed for all the others to see. That ticket CANNOT be used again during the game.

*Seattle* is a **National City**, so Wanda checks the legend under "National City". Normally, she would pay \$100 **expenses**. However, as *Seattle* is her Home, no expenses are due. She also notes that her turn continues in a National City.

Wanda now has a choice: she can **travel** OR she can end her turn and earn \$200 (called **work**). She decides to travel.

A player travels either by overland, air or water routes.

However, Wanda cannot travel by **air** because she is not in a "RED DOT" city (a KEY or Continental City), the only cities from which players may use their Airline Tickets to fly. Nor can she use water travel, as there are NO WATER ROUTES leaving *Seattle*.

Wanda will have to travel overland. She rolls the 12-sided die, which is used ONLY for **overland travel**, and gets a 7.

She can move her playing piece in ANY direction along the overland routes ONLY — she may NOT continue onto the water routes. Each **location** on the overland routes counts as one space. She may move ANY number of spaces, up to the amount rolled on the die. She does NOT have to move the full amount, but MUST finish at least one space from her starting point.

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Therefore, she may go as far as Winnipeg in one direction, San Diego or Las Vegas in the other direction, or stop at any point in between. She may NOT stay in Seattle. She may NOT move onto any location on the outer route out of Vancouver.

Wanda decides to move to Los Angeles, a **KEY City**. She checks the legend and sees that \$200 **expenses** are owed for a KEY City. She pays the Travel Agent, who returns the money to the pack of Traveler's Cheques.

Wanda also notes that the result of landing on a KEY City is "ADVENTURE"~ which means that she MAY take an **Adventure**. If she STILL REMAINS IN THE CITY upon completion of the Adventure, she will receive the **City KEY** to Los Angeles.

Since she wants the KEY, Wanda decides to have an Adventure. Another player takes the top card from the AMERICAS AND AFRICA pack of ADVENTURE CARDS and reads the following Los Angeles Adventure aloud: "BEVERLY WILSHIRE HOTEL luxury weekend special. Receive \$100 refund." The Travel Agent pays her and returns that card face down to the bottom of its pack. (**NOTE:** Pretend that the Adventures you encounter as you play along are those mentioned in the Demo Game.)

Wanda is STILL IN THE CITY upon completing the Adventure. This earns her the City KEY to Los Angeles. She takes it off the map and keeps it nearby. If Wanda had taken an Adventure that resulted in leaving the city (e.g., "Drive the San Diego Freeway to SAN DIEGO and take in the Zoo at Balboa Park."), she would NOT have LOS ANGELES received the KEY.

Wanda has now completed a **trip**. She may still play because nothing has ended her **turn**. For example, an Adventure ending in the phrase "...for the day" would have ended her turn — e.g., "Ride the waves with the stars at spectacular MALIBU BEACH for the day."

### WANDA KEEPS ON GLOBETROTTING

After each trip, if the turn has not been ended involuntarily, a player must decide whether to **travel** OR voluntarily end the turn and earn \$200 (called **work**). Wanda decides to travel overland again because there is NO WATER ROUTE from L.A. and she doesn't have any Airline Tickets.

She could, however, buy **Airline Tickets** DURING her turn for the FULL FARE of \$200 per ticket. Or she could buy immediately AFTER her turn at the DISCOUNT FARE of \$300 for 2 tickets. She decides to wait for the cheaper fare after her turn.

Wanda rolls the 12-sided die (used ONLY for overland travel) and gets a . As a result, the Travel Agent gives her 1 free Airline Ticket (Adelaide/Vancouver). She keeps the destinations on the ticket secret from the others. It is STILL her turn.

If Wanda had rolled an (the other symbol on the die), she would have had the same result as if she had landed on a **Trouble Spot** (\$100 expenses and loss of turn), but without having moved.

The bonus Airline Ticket makes Wanda think about **air travel**. Because she is in a “RED DOT” City (a KEY or Continental City — the ONLY cities out of which players may fly), she may fly to any location featured on any Airline Ticket in her possession.

She chooses to fly to *Vancouver*, a **Continental City**. She hands that Airline Ticket to the Travel Agent and moves her playing piece directly to *Vancouver*. The overland die is NOT used. The Travel Agent replaces that ticket to the bottom of the pack.

Wanda checks the legend and pays \$100 expenses to the Travel Agent for landing on a Continental City. The legend also indicates that she MAY take **Adventure**.

Wanda decides to go for it! Another player reads out the *Vancouver* Adventure: “Pow-wow at the Indian Galleries in CENTENNIAL MUSEUM. Give \$100.” In this case, Wanda pays her \$100 to the **Jackpot** because all losses from Adventures (and ONLY from Adventures) go into the Jackpot.

Wanda STILL REMAINS IN THE CITY upon completion of the Adventure. Therefore, she earns a **Memory Marker** for *Vancouver*, a Continental City. If Wanda’s Adventure had resulted in her leaving the city, she would NOT have received the Memory.

The Immigration Officer places a white Memory Marker (Wanda’s colour) on the Continental City Memories **Chart**, on one of the squares next to *Vancouver*. Two Memory Markers in any continent will earn the player the corresponding **Continent KEY**.

Note that Memory Markers are given ONLY for Continental Cities, and NOT for KEY Cities (which have KEYS instead).

### **WANDA BETTER STOP SOON...**

Wanda has now completed another **trip** and it is still her **turn**. She must again decide whether to **travel** or end her turn and **work** for \$200. She decides to keep on travelling!

Wanda could take a WATER ROUTE towards Hawaii. But she decides to go for San Francisco by rolling the overland (12-sided) die. The Memory for this Continental City would give her a total of 2 Memories for North America, earning her the **Continent KEY**.

She gets a 4 on the roll. If she were to move 3 or 4 spaces, she would land on a **Trouble Spot**. Checking the legend, Wanda sees that she would have to pay expenses of \$100 and her turn would end. If she were to move only 2 spaces, she would land on a **Regional City** - no expenses, but the turn would still be over.

Wanda therefore decides to move only 1 space to Seattle, a National City which normally costs \$100 expenses. However, this city is Wanda’s Home and NO expenses are paid when at **Home**. The turn continues in a National City.

Wanda has finished another trip and it is STILL her turn. She decides to travel, rather than end her turn and work for \$200.

She rolls a 5 and moves into San Francisco. She pays expenses of \$100 and decides to go for an Adventure: "Purchase jade on bustling Grant Avenue in CHINATOWN for \$200." Wanda has made a terrible mistake! She has traveled beyond her means!

Wanda must pay \$200, but she has only \$100. If she had an Airline Ticket, she would have to return it for \$100 (REFUND RATE). Instead, she pays her last \$100 to the **Jackpot** (all losses due to an Adventure go into the Jackpot). Since she can't fully pay her debt, she is **deported** Home to *Seattle*, which ends the turn.

Wanda does NOT receive the **Memory** for San Francisco because the Adventure resulted in her leaving the city. She may NOT choose to end her turn (**work**) for \$200, because her turn has ALREADY ended involuntarily (deportation).

### GRAHAM PLAYS IT SAFE

The turn passes to the player on Wanda's left, Graham Green. From the Airline Ticket given him originally (*Manila/Munich*), Graham picks *Manila* as **Home**. He places that ticket under the edge of the board in front of him in order to display *Manila*.

Graham does not pay any expenses for being in *Manila*, a Continental City, because it is his Home. Wanting a **Memory** for *Manila*, he chooses to have an Adventure: "Take an aerial tour at sunset of magnificent MANILA BAY. Use 2 Airline Tickets."

Since he has none, he MUST buy the 2 tickets at FULL FARE (during the turn), paying the Travel Agent \$400 for 2 **Airline Tickets**. These 2 tickets are placed face down in the Jackpot.

Since Graham is STILL IN THE CITY upon completing the Adventure, the Immigration Officer puts a green Memory Marker on the Continental City Memories Chart beside *Manila*. Graham's turn continues. If he can get a Memory Marker for either *Singapore* or *Melbourne*, he will get the **Continent KEY** for *Oceania*.

(**NOTE:** The **Chart** is useful for identifying the Continental Cities of any given continent and for following their Memory status.)

Graham must again choose whether to travel or work. He has only \$100 left and so decides to **work**, ending his turn for \$200 from the Travel Agent. He won't repeat Wanda's mistake!

Planning for his NEXT turn, Graham buys 2 Airline Tickets for the \$300 DISCOUNT FARE (immediately after the turn). He pays the Travel Agent, who gives him 2 tickets from the top of the pack. He keeps their destinations secret.

Betty Black now starts by picking *Winnipeg* (from her starting ticket of *Winnipeg/Khartoum*) as her **Home**. She places that Airline Ticket under the edge of the board to display *Winnipeg*.

She pays no expenses because she's at Home and her turn continues since she is in a National City.

She now must decide whether to travel OR end her turn (work) for \$200. Deciding to travel overland, she rolls a 9 with the 12-sided die. She moves to *Seattle*, which is occupied by Wanda. Wanda is therefore **bumped** and must now **move on**.

The Travel Agent turns over the top Airline Ticket of the pack (which happens to be *Tripoli/Lima*), for all to see. Betty, the “bumper” chooses to send Wanda, the “bumpee” to *Lima*. The upturned ticket is returned to the bottom of the pack. Wanda will start her next turn from *Lima*, subject to its expenses and result.

Betty now pays \$100 expenses (to the Travel Agent) for *Seattle*, a National City. Her turn continues in a National City.

### **BETTY TRIES FOR THE JACKPOT**

Betty must again decide whether to travel OR end her turn by working for \$200. Deciding to travel overland, she rolls a 10 on the 12-sided die. Betty moves to *Las Vegas*, a **Gambling City**.

She pays expenses of \$100. Being in a Gambling City, she MAY roll the 2 regular dice for the **Jackpot**. She has 2 rolls of the dice in which to succeed. If she rolls 7, 11, or doubles on EITHER roll, she wins the Jackpot. On her first try she rolls a 9. On her second attempt she rolls a lucky 7 and wins the Jackpot!

The Travel Agent starts a new Jackpot by putting in \$200 and 2 tickets., The 2 regular dice are put back into the Jackpot.

If Betty had missed her try for the Jackpot, her turn would have ended and she would have had to *move on*, in the same way Wanda had *moved on* when bumped. The only difference is that the player to Betty’s right, Graham, would choose the destination from the Airline Ticket turned up by the Travel Agent.

Betty decides to keep on traveling. She rolls a 10 on the overland die. She moves to *Miami*, a Continental City, pays \$100 expenses, and decides to take an Adventure: “Pan for gold in Yellowknife. Go to the NORTHWEST TERRITORIES.”

Betty moves there and checks the legend. She pays expenses of \$100 for landing on a **Wasteland**. The legend also shows that her turn ends AND she loses ALL her Airline Tickets. These are paid to the Travel Agent, who places them face down at the bottom of the pack. She can’t work (turn ended) and doesn’t get the Memory (not in city).

The turn comes back to Wanda. She asks for \$300 **spending money**, which each player is entitled to AFTER the first round of turns, but ONLY as each player’s turn comes around. If Wanda should **forget** to ask for her money by the end of her turn, it may NOT later be claimed. The Travel Agent pays her.

Wanda now must pay \$100 expenses for *Lima*, the National City to which she was bumped, and her turn continues.

Deciding to travel rather than work, Wanda chooses to use **water travel** to go to *Tahiti*, a **Tropical Island**. Without rolling any dice, she merely puts her playing piece on the *Cruise Island* along the water route between *Lima* and *Tahiti*. From the legend, she sees that she has no expenses, but her turn ends.

She may not, therefore, work for \$200. Wanda will move directly to *Tahiti* on her next turn, paying \$100 expenses and getting a white **Special Memory** Marker for being in a Tropical Island. Her turn will continue.

A Special Memory is a Memory Marker kept in a player's possession until placed beside any Continental City on the Chart. It is, in effect, a "wild card" Memory. Once on the Chart it cannot be moved, and counts as a regular Memory Marker.

## **END-GAME: THE RACE FOR KEYS AND HOME**

As play proceeds, the following situation emerges:

(NOTE: Set up this **end-game** scenario exactly as described.)

Wanda is in *Nairobi* and has 3 KEYS - Los Angeles, Rio de Janeiro, and South America. She has Memory Markers for *Caracas*, *Buenos Aires*, *Vancouver*, *Peking*, and *Johannesburg*. She has 1 Special Memory Marker, as well as \$300 and 2 Airline Tickets.

Graham is in *London* and has 7 KEYS - London, Paris, New York, Cairo, Oceania, Europe, and Asia. He has Memory Markers for *Manila*, *Singapore*, *Amsterdam*, *Madrid*, *Bombay*, and *Bangkok*. He also has \$200 and 1 Airline Ticket.

Betty is in *Sydney* and has 4 KEYS — Hong Kong, Sydney, Tokyo, and North America. She has Memory Markers for *Vancouver*, *San Francisco*, *Moscow*, and *Melbourne*. She has 1 Special Memory Marker, \$600 and 4 Airline Tickets.

The players know that ONCE ALL THE KEYS ARE OUT, whoever returns Home with the most KEYS wins. They see that Graham has a large lead. If they were to go after the 2 KEYS left on the board, this would only accelerate Graham's win instead, they decide to go after Graham's KEYS, forcing him to go for what's left.

### **BETTY TAKES A CONTINENT KEY**

It is Betty's turn. She hands her *Singapore/Florence* Airline Ticket to the Travel Agent and flies to *Singapore*. She pays \$100 in expenses and decides to take an Adventure: "View the priceless Haw Par Jade at NATIONAL MUSEUM. \*\*\*TRAVEL BONUS!"

Betty checks the meaning of "\*\*\*TRAVEL BONUS" under the heading **Adventure Types** in the **Official Rules**. She finds that she not only gets a Memory Marker for *Singapore*, but she may also, as a bonus, go directly to any location on the map!

(NOTE: Now is a good time to review the **Adventure Types**.)

This gives her 2 Memories for *Oceania*. She places her Special Memory Marker beside *Manila* on the Chart, giving her 3 Memories for that continent, one more than Graham (the current KEYholder). Graham's KEY for *Oceania* therefore passes to Betty.

### **BETTY TAKES A CITY KEY**

Betty now uses her \*\*\*TRAVEL BONUS and moves to *Cairo*, for which Graham holds the KEY. She pays expenses of \$200 and takes an Adventure: "Robbed while nightclubbing along popular PYRAMID ROAD. Lose 1 KEY."

She decides to put her *Tokyo* KEY into the Jackpot. If she did not have a KEY, or if the Adventure demanded that she lose a Special Memory and she did not have one, she would forfeit all her money and tickets to the Travel Agent and be deported Home.

Graham owns the KEY to *Cairo*. However, since Betty STILL REMAINS IN THAT CITY on completion of her Adventure, she may **challenge** for the City KEY after paying Graham a \$100 Challenge Fee. The 2 players then roll for the KEY. Betty, as the challenger, rolls the 2 regular dice first on each round of rolls. Whoever rolls 7, 11, or doubles WITHOUT the other doing the same in the same round, gets the KEY. They keep rolling until there is a winner.

Betty misses on her first roll. Graham could now keep his KEY with a 7, 11, or doubles. But he misses too. Betty now rolls an 11. Graham must roll a 7, 11, or doubles to save his KEY, but chokes again, losing the *Cairo* KEY to Betty.

If Betty had lost the challenge, her turn would have ended and she would have had to **move on**, as when Wanda was bumped. The only difference is that the KEYholder (in this case, Graham) would choose the destination from the upturned ticket.

As the fortunes of the game change, the players will have to decide when to pursue each others' City or Continent KEYS, and when to go after KEYS left on the board, or even in the Jackpot!

They learn to plan itineraries well in advance. They avoid deportation by KEEPING RESERVES of money, tickets, Special Memory Markers, and KEYS.

Who finally won? Play the rest of the game and find out! Or, if you prefer, start your own game. Bon voyage!

## 10-POINT GLOBETROTTERS SUMMARY

1. Start the game with \$500 and 1 Airline Ticket — choose Home.
2. Start each turn by collecting \$300 spending money. Failure to collect before the end of the turn results in loss of that money.
3. Decide whether to: work and collect \$200, ending the turn OR travel: overland (roll the 12-sided die) by air (use Airline Tickets, from RED DOT cities only) by water (go directly by water route via Cruise Island).
4. After traveling check the legend for the expenses and result of the type of location landed on. Fulfill these obligations in order to complete the trip, or be deported.
5. Decide whether to take an Adventure if in a KEY City. Collect KEY (or challenge for it) if still in the KEY city after Adventure.
6. Decide whether to take an Adventure if in a Continental City. Place Memory Marker on Chart if still in the city after Adventure.
7. After completing a trip, if circumstances of that trip have not ended the turn, decide again whether to work or travel (STEP 3).
8. After a turn has ended, it passes to the next player on the left, who starts by asking for \$300 spending money (STEP 2).
9. Airline Tickets may be bought at the FULL FARE (during turn) of \$200 per ticket OR at the DISCOUNT FARE (after turn) of \$300 for 2 tickets. REFUND RATE is \$100 per ticket.
10. **Once all the KEYS are out, whoever returns Home with the most KEYS wins.**

# GLOBETROTTERS (2)

**IMPORTANT: READ THE OTHER BOOKLET FIRST!**

## OFFICIAL RULES

This booklet is not designed to teach beginners how to play. For that, refer to the other booklet containing the Demonstration Game.

**Adventure** After a player enters a “RED DOT” city (KEY or Continental City ONLY), and after he pays expenses, he MAY have an Adventure. The Adventure for the appropriate city (from the top Adventure Card) is read aloud by another player and its instructions must be followed.

If a player chooses NOT to take an Adventure, but rather stays in the city and works (ending his turn) for \$200, he may still take an adventure at the start of his next turn, but ONLY if he hasn't been bumped out of that city between turns and ONLY if he pays expenses again

The player's turn continues after the Adventure (or if he chooses NOT to take an Adventure), unless the Adventure ends it.

Losses (of Airline Tickets, Traveler's Cheques, Special Memories and KEYS) incurred as a DIRECT result of an Adventure are paid to the Jackpot. All other payments go to the Travel Agent.

**Adventure Types** Following are the different types of Adventures a player may encounter:

1. TRAVELER'S CHEQUES - Some Adventures may result in the gain or loss of Traveler's Cheques.
2. AIRLINE TICKETS — If a player is instructed to “Use Airline Tickets”, the player to that player's right blindly picks the stated number of tickets out of that player's hand and places them destination-face down into the Jackpot.

Some Adventures may also result in a player gaining tickets. If a player is directed to “**Exchange Airline Tickets**” he gives all of his Airline Tickets to the Travel Agent (NOT to the Jackpot, as this is not a loss) and receives an equal number off the top of the pack from the Travel Agent.

If a player has no Airline Tickets to exchange, no tickets are exchanged and play continues.

3. LOSS OF KEY - PLAYER'S choice of which KEY. The ONLY way to acquire a KEY lost to the Jackpot is by winning the Jackpot.
4. GAIN OR LOSS OF SPECIAL MEMORY - “**Special Memory**” means that the player RECEIVES a Special Memory.

Some Adventures may also cause a loss of a Special Memory.

5. **LOSS OF TURN** — The phrase “...*for the day*” signifies that the turn is over. The phrase “...*for the weekend*” means that not only is that turn ended, but the player’s NEXT TURN is lost as well (including the \$300 spending money).

It is up to the other players to remember this — if the player completes a turn he should not have had, and then the NEXT player starts his turn, that turn stands.

When a player’s turn ends by such an Adventure, he immediately receives the City KEY (or right to challenge for the KEY) if in a KEY City, or a Memory Marker if in a Continental City. He does NOT have to wait for his next turn.

If a phrase such as “...for the day” or “...for the weekend” is not included in the Adventure, the turn continues.

6. **TRAVEL TO OTHER LOCATIONS** - These Adventures give specific traveling instructions (“**Drive to...**”, “**Bus to...**”, “**Fly to...**”, “**Go to...**”, “**Sail to...**”, etc.). The player moves his playing piece to that location and continues to play according to that location’s rules.

When an Adventure sends a player to another location, the expenses for that new location are put into the Jackpot, because those expenses were incurred as a DIRECT result of that Adventure. For example, if an adventure sends a player to a Wasteland, the expenses of \$100 go into the Jackpot, but the Airline Tickets that are lost as a RESULT of the Wasteland are turned in to the Travel Agent.

“**Switch places**” means that the player must exchange positions with a player of HIS choice. The former player continues play according to the rules of the new location. The latter starts his next turn according to the expenses and result of the new location.

If this occurs at the start of the game, before there are any other players on the map to switch with, the player stays where he is, gets full credit for completing the Adventure, and continues his turn.

“**Go back!**” directs the player to immediately return to the location he just came from. He continues his turn from there, according to the rules for that location.

“**Go home!**” directs the player to immediately return Home. He continues his turn from there.

If a player is sent back or sent home on his first turn of the game, the player stays where he is, gets full credit for completing the Adventure, and continues his turn.

7. **TRAVEL BONUS!** — Player automatically receives the KEY (or the right to challenge for the KEY) if in a KEY City, or a Memory Marker if in a Continental City. He MAY then elect to move his piece directly to any city in the continent he is in. He continues to play according to the rules of the new location. A TRAVEL BONUS cannot be saved, i.e., “Use it or lose it”.

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If the player receiving a TRAVEL BONUS decides to challenge for a KEY and loses that challenge, he also loses the TRAVEL BONUS, and must move on instead.

\*\*\***TRAVEL BONUS!** - Same rules as for TRAVEL BONUS, except that player MAY go to any location on the map.

**Airline Tickets** In order to fly, players need Airline Tickets.

They may be bought at the FULL FARE of \$200 per ticket DURING the player's turn, OR at the DISCOUNT FARE of \$300 for 2 tickets IMMEDIATELY AFTER the turn. The money is paid to the Travel Agent, who gives the player the tickets off the top of the pack.

Airline Tickets may only be bought once during each player's turn (at FULL FARE) and once immediately after each player's turn (at DISCOUNT FARE).

Airline Tickets may be returned (to the Travel Agent) at any time for the REFUND RATE of \$100 per ticket.

**Air Travel** Players fly by using the Airline Tickets. A player may fly directly to any destination featured on Airline Tickets in his possession, handing the appropriate ticket in to the Travel Agent, who replaces it to the bottom of the pack. His play continues according to the usual rules for that new location.

Airline Tickets may ONLY be used when the player is in a KEY or Continental City (a "RED DOT" city) - players may NOT fly out of any other location.

NO die is rolled for air travel.

**Bump** A player can bump another by landing on the same space the latter occupies. This forces the latter player to move on.

**Challenge** Any player can still enter the KEY City of a KEYholder, paying expenses and taking an Adventure.

He MAY challenge the KEYholder for the KEY, IF HE STILL REMAINS IN THE CITY on completion of the Adventure. He pays the KEYholder a \$100 Challenge Fee to initiate the challenge.

If the Adventure results in the player leaving the city (including deportation), he may NOT challenge. He MAY try again by revisiting the city (repeating expenses and an Adventure).

The 2 players roll the 2 regular dice for the challenge. The KEYholder rolls last on each round of rolls. Whoever rolls 7, 11 or doubles WITHOUT the other doing the same in the same round, gets the KEY. The players keep rolling until there is a winner. If the challenger loses, his turn is over and he must *move on*. The OPTION to challenge must be used BEFORE LEAVING that city or it is lost. It can only be regained by revisiting that city (repeating expenses and an Adventure). There is no limit to the number of challenges per city or per player.

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**Chart** The Continental City Memories Chart lists all the Continental Cities by colour-coded continent. The Immigration Officer places Memory Markers here as they are earned by the players. KEY Cities are not included here.

**City KEY** After entering a KEY City and paying its expenses, a player MAY elect to take an Adventure.

That player will receive the KEY to that city IF HE STILL REMAINS IN THE CITY on completion of the Adventure.

If the Adventure results in the player leaving the city (including deportation), he does NOT get the KEY. He MAY try for the KEY again by revisiting the city (repeating expenses and an Adventure).

There is only 1 KEY per KEY City.

**Continental City** Player pays expenses of \$100. He MAY then choose to have an Adventure. The Adventure for that city is read aloud from the top card of the appropriate pack of Adventure Cards. The card is returned face down to the bottom of the pack. The player receives a Memory Marker. IF HE STILL REMAINS IN THE CITY on completion of the Adventure.

Player continues his turn unless the Adventure ends it.

**Continent KEY** Once a player has a Memory Marker for any 2 Continental Cities of a given continent, the player receives the KEY to that continent.

It CANNOT be challenged like the City KEYS. It is NOT necessary to have a City KEY in order to earn a Continent KEY.

Should another player obtain one Memory Marker more (for a given continent) than the current KEYholder possesses, the KEY to that continent passes to that other player.

Should another player only acquire the SAME NUMBER of Memory Markers as the Continental KEYholder, the KEYholder retains his KEY.

There is only 1 KEY per Continent.

**Cruise Island** Player pays NO expenses. His turn is over.

**Deportation** A player is frequently faced with obligations to pay or lose Traveler's Cheques or Airline Tickets. He MUST refund Airline Tickets for the \$100 REFUND RATE or buy them at the \$200 FULL FARE, if necessary, to meet such obligations.

If a player is unable to meet such obligations, he MUST pay the MOST he is able to, his turn is ended, and he is deported to his Home.

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For example, if a player has \$100 and 1 Airline Ticket and loses \$300, he MUST sell the ticket for \$100 (REFUND RATE) and then pay the total of \$200. His turn would be over (as he was not able to meet the full obligation) and he would be deported. Or, if a player has \$200 and 1 Airline Ticket and loses 2 Airline Tickets, he MUST buy a ticket for the FULL FARE of \$200 and then pay the total of 2 Airline Tickets. His turn would continue as he met his obligation.

If a player is to lose a KEY or Special Memory and doesn't have one, he loses ALL of his Traveler's Cheques and Airline Tickets (forfeited to the Travel Agent, NOT the Jackpot). His turn is over. He is also deported Home.

A player who has been deported as a result of an Adventure does NOT get the KEY (or right to Challenge for the KEY) if he had been in a KEY City, or the Memory Marker if he had been in a Continental City, because he would not STILL BE IN THE CITY after the Adventure.

A player who is deported Home is NOT eligible for any results of entering that (Home) location. He may only regain such eligibility (if he so desires) by going back to the place of deportation and completing its requirements.

For example, a player deported to a Tropical Island Home does not receive a Special Memory (for landing in a Tropical Island). A player deported to a KEY (or Continental City) Home may not take an Adventure, and therefore cannot get or challenge for the KEY (nor get a Memory Marker), for that city. A player deported to a Gambling City does not get the right to gamble.

**End of Game** ONCE ALL THE KEYS ARE OUT, the player who returns Home with the MOST KEYS wins. If there is a tie for most KEYS, it must be broken before someone is eligible to win.

If the player with the most KEYS, while trying to go Home, loses a KEY (for example, try challenge or Adventure) and no longer has the most KEYS, then another player will now have the most KEYS (and therefore be eligible to Win), or there will be a tie for most KEYS. In either case, he would be in the position of trying to acquire another KEY to regain his lead. A player cannot win by being deported Home with the most KEYS. He must return to the place of deportation, complete its requirements, and then return Home by the usual travel modes in order to win.

**Expenses** The initial costs on entering a location (as listed in the legends) are paid to the Travel Agent. They must be paid regardless of how or why the player arrived at the location.

**Gambling City** Player pays expenses of \$100 and MAY roll for the Jackpot. His turn continues if he does not try for the Jackpot.

## Globetrotters

**Forgetting** A player must ask for whatever is rightfully his before HIS turn is completed, or else it is lost. Also, the other players must ensure that a player pays whatever he owes before the end of the NEXT player's turn, or the obligation is gone. It is NOT the duty of the Travel Agent or the Immigration Officer to remind players to collect what is theirs or pay what they owe.

**Home** NO expenses are ever paid when a player arrives Home, but the result of entering that location are the same as usual.

**Immigration Officer** He is responsible for placing Memory Markers on the Continental City Memories Chart. He keeps the unused markers in a separate container nearby.

**Jackpot** The Jackpot is composed of the initial Jackpot (\$200 and 2 Airline Tickets) and all the losses from the Adventures. After a player lands on a Gambling City and pays expenses, he may roll the 2 regular dice for the Jackpot. He has 2 rolls in which to succeed. If he rolls 7, 11 or doubles on either roll, he wins the Jackpot. His turn continues.

If a player wins a Continent KEY by winning a Jackpot, he automatically receives the associated Memory Markers (in his own colour) of the player who lost the KEY originally. If another player had, in the meantime, acquired more Memory Markers for a continent than the winner of the Continent KEY, that former player would immediately receive that KEY. If a player wins a special Memory in the Jackpot, the player gets the Marker in his own colour.

If the player is unsuccessful, his turn is over and he must *move on*.

After each Jackpot is won, the Travel Agent places \$200 and 2 Airline Tickets (destination-face down) into the new Jackpot.

**KEY City** Player pays expenses of \$200. He MAY then choose to have an Adventure. The Adventure for that city is read aloud from the top card of the appropriate pack of Adventure Cards. The card is returned face down to the bottom of the pack. The player receives the City KEY IF HE STILL REMAINS IN THE CITY on completion of the Adventure.

Player continues his turn unless the Adventure ends it.

**Locations** The nine different types of locations are KEY Cities, Continental Cities, National Cities, Regional Cities, Gambling Cities, Tropical Islands, Wastelands, Trouble Spots, and Cruise Islands.

A summary of expenses and results for landing on each location appear in the legends printed on two sides of the map.

**Memory Markers** After entering a Continental City and paying its expenses, a player MAY elect to take an Adventure.

That player will receive a Memory Marker (in his colour) IF HE STILL REMAINS IN THE CITY on completion of the Adventure.

## Globetrotters

If the Adventure results in the player leaving the city (including deportation), he does NOT get the Memory — he MAY try again by revisiting the city (repeating expenses and an Adventure).

Memories are given ONLY for Continental Cities. They are NOT given for KEY Cities, which have KEYS instead.

The Immigration Officer puts the Memory Marker beside the name of that city on the Continental City Memories Chart.

Two or more players may have a Memory for the same Continental City. An individual player may NOT have more than one Memory for any given Continental City.

**Move on** When a player has lost a challenge or Jackpot attempt, or when he is the victim of a bump, he must *move on*. The Travel Agent turns over the top Airline Ticket for all to see. The player involved must move to the location (of the two featured on that ticket) chosen by the KEYholder (if challenge lost), the player to the right (if Jackpot missed), or the bumping player (if bumped). That ticket is then replaced face-down to the bottom of the pack.

That player will start his next turn from the new location according to the usual expenses and results for that location.

**National City** Player pays expenses of \$100. Turn continues.

**Overland Travel** Overland travel is indicated by the thin, straight, black routes over land masses. Each location along these routes counts as one space. Players advance along these routes by rolling the 12-sided die which features the following:

1. Player receives one Airline Ticket (kept secret from the others, for use at his option). He does not move. Turn continues.

After collecting the Airline Ticket, he may again choose any other travel mode available to him OR he may work.

### 3. Globetrotters Fig 3

Player does NOT move, but suffers the same results as landing on a Trouble Spot.

The 12-sided die is used ONLY for overland travel.

Once the die has been rolled, the player must complete that roll (and all obligations as a result of that roll) before choosing another travel mode or before deciding to work. Players may only use overland travel to and from locations connected by overland routes.

Any rolls of the 12-sided die in a location where overland travel is impossible (for example, Dublin) are NULL AND VOID. The player must pick an alternate travel mode or work.

## Globetrotters

**Preparation** The Adventure Cards and Airline Tickets are shuffled and placed face down, along with the Traveler's Cheques, on the allotted spaces on the World Map game board. The KEYS are put on the appropriate spaces on the map. Two Traveler's Cheques (\$200) and 2 Airline Tickets (destination-face down) go into the Jackpot. The 2 regular dice are kept in the Jackpot until needed. Each player chooses one playing piece.

The players select a Travel Agent and an Immigration Officer.

**Regional City** Player pays NO expenses. His turn is over.

**Special Memory** Special Memories are gained by visiting a Tropical Island. A Special Memory is a Memory Marker, kept in a player's possession, that may be placed beside the name of ANY city on the Continental City Memories Chart. The player may ONLY place it during his turn, but is not obliged to do so immediately. Once placed, it counts as a regular Memory Marker for the city chosen, and it CANNOT be relocated on the chart. A player CANNOT place more than one Special Memory per continent.

**Spending Money** After the first round of turns, each player receives \$300 before starting EACH turn.

Players do NOT receive \$300 spending money for the first turn of the game. They are already starting with \$500 and 1 Airline Ticket.

**Start of Game** The Travel Agent gives each player 1 Airline Ticket (dealt destination-face down from the top of the pack) and \$500. Each player keeps the destinations featured on his Airline Ticket secret until used.

Each player rolls the 2 regular dice. The player with the highest total plays first. He chooses one of the 2 locations featured on his Airline Ticket as Home and puts his playing piece there. He places that ticket face up under the edge of the board near him, such that ONLY his Home location is displayed for all the others to see. That Airline Ticket CANNOT be used again during the game. He then continues his turn.

The others choose their Home ONLY when it is their turn.

**Travel** Players may travel by using one of 3 travel modes — overland, air, or water.

**Travel Agent** All dealings which involve Traveler's Cheques and Airline Tickets are handled by the Travel Agent.

NO DEALS of any kind can be made between players.

The Travel Agent keeps the Traveler's Cheques and Airline Tickets on the allotted spaces on the board. He must, of course, keep his personal assets separate.

**Trip** A trip is composed of a single voyage by one of three travel modes (overland, air, or water), together with any obligations that the voyage may entail. Obligations incurred during a trip MUST be completed before starting another trip or deciding to work.

Each player starts his next trip from the last point previously occupied.

## Globetrotters

**Tropical Island** Player pays expenses of \$100 and receives a Special Memory. His turn continues.

**Trouble Spot** Player pays expenses of \$100. His turn is over.

**Turn** During each turn, the player must either travel OR he must work. The player may take as many trips as he likes during his turn, until circumstances of the game end the turn OR until he decides to work. The turn then passes to the player on the left.

Circumstances that end a turn include landing on a Regional City, Cruise Island, Wasteland, or Trouble Spot, deportation, a "...for the day" or "for the weekend" Adventure, and losing Jackpot or challenge attempts.

**Wasteland** Player pays expenses of \$100 and loses ALL of his Airline Tickets, which the Travel Agent replaces to the bottom of the pack. His turn is over.

**Water Travel** Water travel is indicated by thick, curved, black routes over bodies of water. From the point of origin of a water route, the player simply moves his playing piece onto the Cruise Island, which ends the turn. On the next turn, he moves to the destination of that route, and continues to play according to the rules for that new location.

NO DIE is rolled for water travel.

Players may ONLY take water travel to and from locations connected by water routes

A player CANNOT elect to reverse direction when he is on a Cruise Island.

**Work** A player may choose to end his turn and earn \$200. This is called "working". If a player's turn has ALREADY been ended by other circumstances of the game, he could NOT subsequently decide to end his turn and work. The player must have completed any outstanding obligations, without his turn having been ended, before being allowed to work.