

AROUND THE WORLD!

THE ULTIMATE GLOBAL BOARD GAME.

An exciting, enchanting, adventurous game for everyone to play!
Recommended play for up to 5 individual players or 5 teams.

Your virtual backpack includes:

- 1 die
- 5 player pieces
- 1 Game board
- 5 Global scorecards
- 25 World Bank cards
- 10 World Wonder cards
- 200 Category cards
- 15 gems
- 48 score tokens

Object of the game:

Travel! Travel! Travel! The object is to travel around the world by answering questions correctly and gaining tokens to fill up your Global scorecard. Players roll the dice and “travel” according to the number on the dice. Players navigate their travels through the spaces they land on. Players need to correctly answer three questions in each category to win. The first player to “travel around the world” and fill in their Global scorecard wins. The more places you travel the more fun it is to play!

Game Setup:

Separate cards into the six decks: World Bank, World Wonders, People and Places, Geography, Language and Culture and Customs. Each player or team sets aside their Global Scorecard; tokens should be set aside and kept accessible for each player or team. Gems should be placed on the gem space on the board. Select and place colored game pieces in the corner space that says “Start here”.

Board Movement:

Roll die to see who goes first. The first player or team rolls the die and starts to “travel” to their destination space. Depending on where you land, players must follow accordingly. When a player lands on a category space, they must pick a card, read it aloud and answer the question. If the player or team answers correctly they collect a token and place onto their Global scorecard and their turn is complete. If a player or team answers incorrectly, it is the next player's turn. When a player lands on a World Bank space, they must collect a World Bank card and follow the directions on the card. If a player or team lands on a World Wonder space they must place the gems according to the correct continent on the globe in the center of board. Each player or team moves clockwise around the board until the first player or team fills in their Global scorecard.

Category Cards:

There are four categories of cards: Culture and Customs, People and Places, Geography and Language. The tokens are color coordinated to match the category cards as follows: red for Culture and Customs, green for Geography, yellow for People and Places, blue for Language. Players or teams must select a card from the category they land on. Answering category cards correctly is the main goal of the game. If a player already has three tokens for a specific category and they land on the same category again, they wait for another turn until they reach the category they need.

World Bank Cards:

Lucky you! Players use World Bank cards to forge ahead into the great unknown! When a player or team lands on a World Bank card, they must follow the directions on the card. After following directions off the World Bank card your turn is complete. World Bank cards provide great karma and help you travel ahead!

World Wonder Spaces:

World Wonder spaces represent some of the Wonders of the World. When a player or team lands on a World Wonder space they must place the gems according to the specific continent on the globe in the center of board. After placing gems on the correct continent the player or team's turn is complete. The point of the World Wonder space is to show the regions of the world that have been traveled by each of the players. And you thought you'd never travel to the wonders of the world!!

End Game:

The first player or team to travel “Around the World” and fill in their Global scorecard wins.