

## Rules for Playing

### PARKER BROTHERS AIR TRAVEL GAME

For 2 to 6 Players

# WIDE WORLD

TRADEMARK

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SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA  
MADE IN U.S.A.

#### INTRODUCTION:

This Travel Game is played on a beautiful map of the world. Players travel by plane collecting products from the various countries which they visit. Everyone will enjoy the fun and excitement of trying to beat his opponents home with enough products to win the game.

#### OBJECT:

The object of the game is to accumulate the greatest number of points. Points are won by getting possession of Product Cards and by being the first player to reach the space marked Finish. Players obtain the Product Cards by reaching their assigned destinations and by drawing Travel Agent Cards in the course of play.

#### EQUIPMENT:

The equipment consists of six planes, six dice, a pack of twenty Destination Cards, a pack of twenty-eight Travel Agent Cards, a pack of fifty-six Product Cards, and a colorful map of the world.

#### REPARATION:

Each player selects a plane which he places on the starting place and takes the die. Each player throws his die and the player throwing the highest number goes first. In case of a tie, the players who tied, throw again, until one of them throws a higher number than the others. The Product Cards and the Travel Agent Cards are shuffled and placed in separate piles on the table face down where they can be conveniently reached by all of the players. The Destination cards are also shuffled and are dealt face down. If six are playing, 3 cards are dealt to each player. If five are playing, 4 cards are dealt to each player, and if four or fewer players are playing, 5 cards are dealt to each player. Extra Destination Cards are put aside and are not used in the game. Players are not allowed to look at their Destination Cards, but simply place them face down in a pile in front of them. Each player turns up the top card of his pile to find out what country is his first destination.

#### THE PLAY:

The player who won the privilege of going first, throws his die and moves his plane, in the direction of his first destination, the number of squares indicated, unless he throws a 6. Each square is considered one space. A player may move in any direction vertically, horizontally, or diagonally, but he may not change direction on any one move.

When a player throws a 6, he does not move six spaces, but draws the top card from the Travel Agent pile and moves according to the instructions printed on it. He then returns the card to the bottom of the pile and his turn ends.

Players must move the full count shown on the die except on the throw on which he reaches his destination. For example, if a player one space away from his destination throws a 3, he moves to his destination and disregards the extra count.

When the first player has completed his move, other players follow in turn around the table. Once a player has left the starting space, he may not return to or use this space until after he has reached his last destination.

#### REACHING DESTINATION:

On reaching his destination, a player draws the two top cards from the Product pile, looks at them, and places them face down in front of him. He then turns up his next Destination card and, on his following turn, heads for his new destination. As a player accumulates additional Product Cards he always places them on top of his pile face down. It is necessary to remember the top two products and the countries from which they come as a player may be asked to identify them during the course of play. If he cannot give the proper answer without looking, he will lose these cards.

#### BUMPING:

A player who lands on a square which is already occupied by an opponent's plane, "bumps" that plane 5 spaces in a straight line in any direction, horizontally, vertically or diagonally. If the plane so "bumped" lands on an occupied square, he also "bumps" the plane which is already there so that it is possible for several planes to be moved on the same play.

If a player lands by exact count or is "bumped" to any square which directs him to fly to another location on the map, he must do so immediately on that same turn. Such a move does not change his destination, towards which he continues on his next turn.

The Blue circles on the board indicate the destination points. The Red circles are Travel Agent stations. A player landing on a Red circle by exact count draws a Travel Agent card and immediately follows the instructions printed on it. A player does not draw a Travel Agent card if he is "bumped" on to one of these Red circles by another player.

#### WINNING THE GAME:

Once a player has reached all of the destinations on the cards which were dealt to him, he returns to the space marked Finish which he must enter by exact count. The first player reaching Finish, receives a bonus of 5 points and the game ends. Each player adds up the points on the Product Cards which he has collected during the game and the player with the highest score is the winner.