

# AROUND THE WORLD IN 80 DAYS

2 to 4 players · 30 min · Ages 10 and up

*Driven by an impossible bet at the Reform Club, the eccentric English gentleman, Phileas Fogg, embarks on a daring journey with his assistant, Jean Passepartout: He must travel around the world in just 80 days or risk losing his fortune!*

*But it won't be easy, as the cunning Inspector Fix from Scotland Yard is hot on his trail. Are you ready for the challenge and to complete the journey around the world in 80 days?*

## OBJECTIVE OF THE GAME



**LEARN TO  
PLAY IN 5  
MINUTES!**



stops will either earn you more money or grant you fame points by experiencing thrilling adventures. And don't forget, the protagonists of this fantastic novel are there to help you along the way.

## COMPONENTS

- Double-sided pad (Eurasia side and America side).



Starting  
London

Arrival  
London

- 4 day tokens.



- 1 calendar board.



- 55 cards:



30 transport cards  
(train on one side and  
ship on the other)



3 transport cards  
(balloon)



4 summary  
cards



4 character cards  
(with different abilities on each sides)



8 adventure  
cards



6 income  
cards

## SETUP

- 1- Each player takes **2 sheets** from the pad and connects the front of one with the back of the other to form the world map.

💡 If you want to play another game later, flip these sheets over for a fresh map.



- 2- Place the **calendar board** in the center of the table.

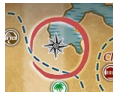
- 3- Each player chooses a color and receives the **day token** and the **summary card** in that color.



- 4- Place all players' day tokens on the **October 2, 1872**, space on the calendar board, stacking them randomly. The player with the token on top will take the first turn.



- 5- Shuffle the **adventure cards** and draw **as many as there are players plus one**. Place them face-up in a row on one side of the table. Announce the locations of the cards one by one, and circle the adventure locations on your maps.



- 6- Shuffle the **income cards** to form a deck and place it on one side of the table, revealing the top card.



- 7- Place the **3 hot air balloons** next to the calendar board. Then, shuffle the **train/ship transport cards**, flipping some over to mix the sides, and place the deck next to the calendar board (area **+3**).



Draw 6 cards from this deck and create a grid of 2 rows of 3 cards just below the board, aligning with the **+2**, **+1**, **0** areas.



Arrange trains in the top row and ships in the bottom row, flipping cards as needed to show the correct transport type.

*This set of 10 cards (9 cards plus the top card of the deck) forms the transport market.*

- 8- Place the **4 character cards** on one side of the table. Each card has an ability on the front and another on the back (marked with a "B"). For your first game, use the front-side ability. Later, you can decide which side of each card to use.



## TRANSPORT CARDS

Each transport card displays the following:

*Cost in pounds and an additional cost of one pound to flip the card and change the type of transport.*

Travel days.

Character icon.

Ruler to draw the route on the map (by land, sea, or air).

The inner lines show the number of detours you can take during the journey (2, 1, or none).



## HOW TO PLAY



You must chart a journey from the starting London on the left side of the map to the arrival London on the right side. On each turn, you select a mode of transport, pay its cost in money and travel days, use the ruler shown on the card to draw the route on your map, and finally, collect income based on the destination you have reached.

The game progresses in turns according to the calendar board. **The turn always belongs to the player whose day token is furthest back in time.** If multiple players are on the same date, the one whose token is on top takes their turn. A player may take several consecutive turns as long as they remain the furthest back on the calendar.

**EXAMPLE:** It's Red's turn because they are the furthest behind on the calendar. If, after taking their turn, they do not reach day 16, they get to take another turn. If they do reach day 16, it will then be Green's turn.



### MONEY TRACKER

Each player's map includes a money tracker with 80 pounds, starting at 10 pounds already marked. When you earn more pounds, circle  the amount, and when you spend money, mark it with an . In the example below, the player has earned 7 pounds and spent 4, leaving them with 13 pounds.



You cannot move your day token forward if you are on a date later than December 21. If this happens, your journey has ended (*see "End of Journey and Scoring" on page 8*). But even if you don't reach London, you can still be the most successful adventurer and win the game!

## PLAYER TURN

During your turn, you must perform the following actions in the given order:

- 1- Obtain a Transport.
- 2- Pay the Ticket and Count the Travel Days.
- 3- Draw the Route.
- 4- Collect Income.

### 1. OBTAIN A TRANSPORT

Choose a card from the available options in the transport market. Depending on the transport you choose, the travel duration may vary:



- The first cards in each row represent transports that depart today, with **no additional time cost**.
- The second cards in each row depart tomorrow, with an **additional cost of 1 day**.
- The third cards in each row depart the day after tomorrow, with an **additional cost of 2 days**.
- The top card of the deck is also available, with an **additional cost of 3 days**.



- You cannot use the transport market cards to measure the route on the map before choosing one.

Once you have chosen a card, **shift the remaining cards in that row to the left**, leaving an empty space that you fill with the top card of the deck. If the type of transport doesn't match the correct row, flip the card to align it. If the deck runs out, create a new one using the discard pile.

If you choose one of the **3 available hot air balloon cards**, cross out the balloon you wish to use on your sheet. These cards do not have any additional time costs. You can only use each type of balloon once per game, and any unused balloons grant you one fame point at the end of the game.



### 2- PAY THE TICKET AND COUNT THE TRAVEL DAYS


Next, pay for the chosen card by crossing out the corresponding number of pounds on your money tracker. You can **flip the card** to switch from train to ship or vice versa for an additional cost of one pound. Flipping the card only changes the type of transport; the rest of the information remains the same.

**EXAMPLE:** You spend a total of 6 pounds (5+1) to flip the card and convert the ship into a train.







You must also account for the travel days. Move your day token on the calendar board by the number of travel days plus any additional days for the transport's departure. .

If, when moving your day token, you land on a space occupied by other tokens, place yours on top, and remember that the top token has the turn priority in case of a tie.

If you need **more pounds** than you have, you **must spend one calendar day for each additional pound**. These extra pounds are not recorded on your money tracker; simply move your token forward on the calendar by the required number of days.



**EXAMPLE:** You want to take a train card that takes 3 travel days and costs 5 pounds, but it departs tomorrow, and you need to flip it to draw a sea route.



You must advance 4 (3+1) days and pay 6 (5+1) pounds.



Since you only have 5 pounds, you cross out all of them and pay the remaining one as an extra day, advancing your token one more day (5 in total).



Once you've paid for the card, if it features a character icon, take the corresponding **character card** from the center of the table or from an opponent's area and place it in your play area. You will benefit from this character's ability until someone else takes it from you.



- ! The Inspector Fix character is **NOT** taken from the reserve as indicated in the "Characters" section (*see page 7*).



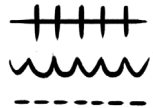
### 3- DRAW THE ROUTE

Using the ruler on the transport card, draw the indicated route on your map.



Your route must start from the last destination you reached (or from the starting London if it's your first turn) and follow these rules:

- Trains can only be used on land, and ships can only be used at sea. Balloons can be used on both land and sea within the same route.
- The **Himalayan mountain** range cannot be crossed by any means.



- You are not required to end your route at one of the five types of locations on the map.



You can end anywhere by marking it with a small dot.

- Routes must be **straight lines**, starting from the left red line to the right red line of the ruler on the transport card.

However, you don't need to use the full length shown on the card; you can stop earlier.



- Some transport cards have one or two red lines within the ruler that can be used for **detours**. To do this, draw a straight line to the first mark, then rotate the card as desired to draw another straight segment, and so on if there are more segments.



**EXAMPLE:** With this ship, you can use the detour to avoid stopping at the Philippine Islands.

- If you are the first to reach an **adventure location** circled on your map (corresponding to one of the adventure cards), take the card and place it face-up in your play area. The location remains available for other players to reach (since all adventure locations grant fame points), but they can no longer claim the card.



### ADVENTURE CARDS (Editor's Note):

To increase the number of routes available for circumnavigating the globe, adventure cards have been created in remote locations that Jules Verne did not include in this book... although he did in many of his other "Extraordinary Voyages." Therefore, we've created some fictional scenes where Phileas Fogg and his friends cross paths with other Verne adventures.



- If your route crosses the Pacific Antimeridian line, **move your day token back one space** on the calendar board.



*«Phileas Fogg had, without suspecting it, gained one day on his journey, and this merely because he had travelled constantly eastward. In journeying eastward he had gone towards the sun, and the days therefore diminished for him as many times four minutes as he crossed degrees in this direction. There are 360 degrees on the circumference of the earth which, multiplied by four minutes, gives precisely twenty-four hours—that is, the day unconsciously gained.»*



- After drawing your route, discard the transport card.






## 4. COLLECT INCOME

If you end your turn at one of the 4 locations shown on the income card, add the corresponding pounds to your money tracker.



  If you did **NOT** stop at one of those 4 locations on the map, you do not receive any income.

 Ending at adventure icons does not provide income either.

Like Phileas Fogg's fortune, your pounds are limited. If you mark all 80 pounds on your money tracker, you stop receiving income.

 **At the end of your turn**, if you are the first to advance to a new month with your day token on the calendar board, remove the current income card and reveal a new one. A total of 3 income cards will be activated throughout the game.



## CHARACTERS

### ● Phileas Fogg

*A wealthy English gentleman whose great nobility masks his quirks and eccentricities.*

- **Front:** You earn 7 pounds instead of what is indicated on the income card.
- **Back (B):** In addition to what is indicated on the income card, you earn 7 pounds at adventure locations.



### ● Jean Passepartout

*Fogg's French servant, whose irregular and street-wise past has made him resourceful and tough.*

- **Front:** No transport market card has any additional day costs for the transport's departure.
- **Back (B):** You can cross the coastline with the same transport. The first part of the route must match the chosen transport. For example, if you go from sea to land, the transport must be a ship.



### ● Princess Aouda

*A beautiful widow of an elderly rajah, who is saved by Fogg and Passepartout from being sacrificed.*

- **Front:** A hot air balloon costs you 5 pounds instead of 12, but you must return Princess Aouda to the reserve after paying.
- **Back (B):** A hot air balloon costs you 9 pounds instead of 12.



### ● Inspector Fix

*A manipulative Scotland Yard detective who chases Fogg around the world.*

This card is **NOT** taken from the reserve. When activated, the penalty applies to the player or players **furthest ahead on the map** (those with the end of their route furthest to the right).

- **Front:** They must discard all characters they currently have.
- **Back (B):** They must spend 2 pounds. If they don't have it, they must pay with a day for each missing pound.



# END OF THE JOURNEY AND SCORING

The first player to **start their turn** in Arrival London (on the right side of the map) scores **12 fame points**. Other players who later start their turn there score **5 fame points**. Once these points are marked in the scoring box, their journey ends.



A player's journey also ends if their day token is on a date later than December 21st and they haven't reached London, in which case they score **0 fame points** in this scoring box.

When a player finishes their journey, **they remove their day token from the calendar, take no further turns**, and wait for the other players to finish as well.

Once all players have finished their journey and no day tokens remain on the calendar board, the game ends, and fame points are totaled in the following scoring categories:



## AROUND THE WORLD IN 80 DAYS

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● **Money:** 1 fame point for every 3 pounds left (earned and unspent).


● **Calendar:** As mentioned earlier, you will have scored 12, 5, or 0 points in this category.

● **Balloons:** 1 fame point for each hot air balloon you did not use.



● **Areas:** The map has 19 areas, each containing several locations. You receive 1 fame point for each different area you have visited (where at least one of your routes ends in a location within that area).



● **Adventures:** 2 fame points for each adventure location (circled or not) visited on the map. Each  on acquired adventure cards also grants 2 fame points.



**Example:** *These 4 adventure icons give you 8 fame points.*



**The player with the most fame points wins the game!** In case of a tie, the player with the most calendar points among the tied players wins. If the tie persists, the player with the most adventure points among them wins. If there's still a tie, victory is shared.