

token on the game board at a City you have been dealt. (Remember to place your travel token on the board after all the Road Blocks have been placed).

You can now return that City Card to the pack.

When a player's travel token arrives at one of their destinations, they forfeit any remaining moves left on that throw and return that City Card to the pack but first show that card to all players.

Players should not be allowed to see your cards at any time during the game until you are down to your last card which you must turn face upwards so all players can see where you will be finishing the game.

### **AIRPORTS**

The boxes with a picture of an airplane represent an airport. When you pass an airport during your throw and you have in your possession an airline ticket that you have picked up from the chance card pack, you may fly to any other airport on the game board plus one circle, forfeiting any remaining throws left on the dice.

### **AIRLINE TICKET**

When you pick up an airline ticket in the chance cards, you can do one of two things:

1. When you pass an airport during your throw and you have in your possession an airline ticket which you have picked up from the chance card pack during the game, you may use this chance card to go to any other airport on the game board, plus one circle.
2. If an opponent has finished their turn with their travel token on an airport, you may play this card, and move them to any airport on the game board. Once you have used your ticket, the chance card is returned to the bottom of the pack.

### **ROAD BLOCKS (RED PINS)**

Road Blocks must be placed on any of the red circles on the board before the game starts (but after all the players have seen their City Cards, since nobody wishes to block themselves).

A Road Block cannot be passed unless:-

- (a) A six is thrown on the dice.
- (b) A blue card is collected which says "Move Any Road Block"
- (c) A player has been at a Road Block for two turns trying to throw a six. On the third throw, the Road Block may be passed but remains where it is.

If a player throws a six and their travel token passes over one or more Road Blocks during that move, the Road Block may be picked up and replaced on any red circle on the board.

If a player picks a blue card saying "Move Any Road Block", that card may be kept until needed, but can only be played during that player's turn.



## Discovering Europe

### **Rules For Travel Version of 'Discovering Europe'**

**Contents:** Travel case containing game board, 37 City Cards, 43 Chance Cards, 4 moving tokens represented by 4 different coloured pins, 9 Road Blocks represented by red pins, 6 sided dice and Rules.

The aim of the game is to be the first player to visit all of the cities that are issued to you at the start of the game.

### **TO START**

1. The dealer issues the City Cards (Blue Cards) to each player. Each player should be issued at least 5 City Cards. The more cards issued, the longer the game. (Do not show your cards to the other players).
2. Each player is issued one Travel Token. (1 of the 4 different coloured pins)
3. Each player is issued Road Blocks as follows. (These must not be used as travel tokens).  
For 2 players, 4 Road Blocks each  
For 3 players, 3 Road Blocks each  
For 4 players, 2 Road Blocks each
4. Using the dice, each player has one throw. The player with the highest number starts, the remaining players follow in a clockwise direction. A player may move their travel token in one direction only during their throw.

### **CHANCE CARDS (ORANGE CARDS)**

When a player lands on a blue circle at the end of a throw, they must pick up an Orange Card and follow the instructions listed. The card must then be placed at the bottom of the pile unless otherwise stated.

### **CITY CARDS (BLUECARDS)**

When a player receives City Cards, they should be examined and a decision made about the route they wish to travel.

To start the game, place your Road Blocks (See Road Blocks), then place your travel

**GOSLING GAMES LTD.  
CLONAKILTY,  
CO. CORK,  
IRELAND.**