

RACE AROUND EUROPE

2-4 Players

Ages 8+

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What's in the Box

- 52 Country Tiles

Each country is displayed in one of five colours (blue, green, orange, pink or yellow).

There is one tile per country, except for Denmark, France, Germany, Russia, Spain, and Sweden, for which there are two.

- 19 Transportation Tiles

There are ten Aeroplane Tiles: two per colour.

There are nine Ship Tiles: four Atlantic, three Mediterranean, and two Baltic.

- 4 sets of Tile Holders, two Holders per player

- A Card Holder

- Map Game Board

- Quick Play Rules



Setting up

1. Open and place the game board in the centre of the table. Place the card holder next to the game board.
2. Place one set of tile holders in front of each player so that 1-10 are displayed in order, facing that player.
3. Place all Country and Transportation Tiles face down next to the board and shuffle thoroughly.

Aim of the Game

In **Race Around Europe**, players use Country and Transportation Tiles to chart a course across Europe. The first player to complete a 10 trip journey, where each trip connects to the next, is the winner!

Getting Started

1. All players begin by filling their tile holders. Without taking turns, each player draws a tile from the Country and Transportation pile, looks at it, and places it into any open trip space. Players continue to draw, and place, one tile at a time, until all players have placed ten tiles in their tile holders. Players should then organise their ten tiles and lock in their journey.

Once placed, a tile may not be moved within the tile holder. However, a tile may be replaced during a player's turn (see A Player's Turn). Tile holders should be positioned so that the placed tiles will not be in view of other players.

2. The remaining tiles are stacked, face down, to form a draw pile. The three top tiles are then placed face up next to the draw pile to form three discard piles.



DRAW PILE | **DISCARD PILES**

3. Select a player to take the first turn. Turns will continue clockwise.

A Player's Turn

1. **Draw a Tile** – Select the top tile from one of the three discard piles OR the top tile from the draw pile.
2. **Replace a Tile** – Replace any one of the ten tiles in the tile holder with the drawn tile, OR discard the tile, face up, onto one of the three discard piles. If the player replaced a tile in the tile holder, the replaced tile is discarded, face up, on one of the three discard piles.

If the player selected the last tile from a discard pile, that tile must be replaced by the newly discarded tile. As a result, players will always be able to select from three discard piles, as well as the draw pile.

If the player depletes the draw pile, all tiles in the three discard piles, EXCEPT the top tile on each pile, are shuffled together to form a new draw pile.



Completing Your Journey

There are no restrictions as to where a drawn tile may be placed in the tile holder during a player's turn. However, to win the game, a player must be the first to complete a 10 trip journey. A 10 trip journey is considered complete when, starting with "1", each trip is connected to the next trip in the tile holder. The completed journey must also meet the following criteria:

- *Completed journeys must start with a Country Tile and end with a Country Tile.*
- Six countries have two tiles each, indicated by the * symbol. Two tiles from the same country may be included in a completed journey as long as the tiles are not placed next to each other.
- *It is not necessary to include either an Aeroplane or a Ship Tile to complete a 10 trip journey.*
- Transportation tiles, next to each other, do not form a connection.

Making Connections

Connecting by Foot: Players may travel by foot from one country to a bordering country. The bordering country tiles are connected to each other when they are positioned side-by-side in the tile holder. A broken red line indicates a short connection by ferry (therefore by foot). Conversely, there is a bridge between Sweden and Denmark. Two country tiles are considered connected if there is a broken red line or a bridge, connecting the two countries on the map, or if they are located next to each other. *See examples A, D, and F below.*

Connecting by Ship: Players may travel by ship from one country to another country by sailing on the sea or ocean which borders both of the two countries. When a ship tile is positioned between the two country tiles, these three tiles are connected to each other. Ship tiles may only be used for making connections on the sea or ocean designated on that tile. *See examples B and E below.*

Connecting by Aeroplane: Players may use an aeroplane to fly from one Country to another Country of the same colour. When the Aeroplane Tile is positioned between the two Country Tiles, and is the same colour as both Country Tiles, these three tiles are connected to each other. *See example C below.*

A COMPLETED 10 DAY JOURNEY WHERE EACH TRIP CONNECTS TO THE NEXT TRIP



TRIP 1 (Spain) **TRIP 2** (France) **TRIP 3** (Atlantic) **TRIP 4** (Norway) **TRIP 5** (Greece) **TRIP 6** (Macedonia) **TRIP 7** (Greece) **TRIP 8** (Mediterranean) **TRIP 9** (Turkey) **TRIP 10** (Ukraine)

Examples:

A

B

C

D

E

F

Notes:

To balance game-play, aeroplanes, ships and ferries connect to fewer countries than in real life, which might not actually be connected. These should not be considered accurate representations of Europe at any given time.

Omitted Countries

In the interest of map readability and game-play, the following small countries are not included in the game: Andorra, Gibraltar, Liechtenstein, San Marino and Vatican City. They are still outlined on the map.

Bridges & Ferries

Broken red lines indicate ferries, as well as a bridge connection between Sweden and Denmark. There are ferry connections between France and England, England and Ireland, Northern Ireland and Scotland, the Ukraine and Turkey, the Ukraine and Bulgaria, and between Romania and Turkey. For the purpose of this game, these countries should be considered connected, similar to countries that border each other. They do not count as ships.



Bridges



Ferries

Map information

For the purpose of this game...

- Germany, Denmark, Sweden, and Russia are on both the Baltic and Atlantic.
- Spain and France are on both the Mediterranean and Atlantic.
- Bosnia and Herzegovina does have a port so it is considered on the Mediterranean Sea.
- The Mediterranean Sea tile connects countries located on the water from Spain to Turkey and north to Slovenia.
- The Atlantic Ocean extends from the bridge between Sweden and Denmark, indicated by a bridge, to the Strait of Gibraltar, indicated by a solid blue line. The Atlantic Ocean tile connects countries located on the water from Spain and Portugal, around Norway, to Russia.
- The Black Sea, the body of water between the Ukraine and Turkey, is not part of the game and cannot be used as a connection.

Map not to scale.

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Product Code GP026

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WARNING!

For Ages 8 years +

Not suitable for children under 36 months due to small parts that may represent a choking hazard.

