

Wide World Air travel Game

Parker Bros
1957

Red Box - 13³/₄ x 14"

6 metal "Rocket ship" pieces

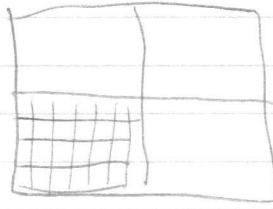
Products & travel route

Has a "chaos" factor

plastic overlay grid is shifted

one quadrant when you roll a "6". Your plane

can be shifted from Africa to South America



Rules for Playing
WIDE WORLD®

AIR TRAVEL GAME

For 2 to 6 Players

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Parker Brothers Inc.
SALEM, MASSACHUSETTS • DES MOINES, IOWA
NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

INTRODUCTION:

This Air 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, a weather guide, and a colorful map of the world.

PREPARATION:

Each player selects a plane which he places on the starting place and takes a 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. Place the Weather Guide on the board so that the "N" in the upper left hand corner is directly over the "N" in the upper left corner of the playing board. 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 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 moves the Weather Guide to the next quarter-section on the board.

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.

WEATHER GUIDE:

During the game when a player throws a six, he moves the Weather Guide to the next position. Starting from position "N", the Weather Guide is moved to position "E" covering the upper right hand quarter of the board, then to position "S" covering the lower right hand quarter of the board, then to position "W" covering the lower left hand quarter, and then back to position "N" etc.

If there are one or more planes in an area into which the Weather Guide is to be moved, these planes are to be momentarily lifted off the board until the Weather Guide has been placed in its new position. The airplanes are then put back on the spaces where they were. If any one of these spaces is occupied as a result of moving the Weather Guide, the player whose plane is momentarily off the board places his plane on any space adjacent to the one he was just on.

The letters at the top and bottom and the numbers at the sides of the board are used only to help a player to quickly ascertain the space his plane is on when the Weather Guide is moved to his area. If there are planes on the Weather Guide when it is moved to a new location, they remain in the same position on the Weather Guide and are moved with it.

REACHING DESTINATIONS:

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 this pile face down.

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.