

# TRAVEL AUSTRALIA GAME™

## RULES DEFINED.

### GETTING STARTED

**When you first open your game, sort the cards into seven separate packs.** Stack each pack of Ts Rs As Vs Es and Ls with just the City Cards left over. Set them up OFF the board (see **Game Layout** ) City Cards at far right.

### 1. STARTING PLAY

Players are referred to as “Travellers”. All start and finish to WIN in Sydney. The player at the front of the board acts as the Travel Leader, all players roll the dice, the one who has the best score starts the game.

The first traveller throws the dice and moves forward that many spaces, if they land on a letter T. R.A.V.E. or L the travel leader hands them that card, it then must be read out by that player. If the answer given is correct they advance the number of spaces shown on that card. A quick check of the card number in the answer book will determine if they are right. If a wrong answer is given, the card has a “go back” penalty. It is then the next players turn, as with landing on blank spaces. If a player keeps on landing on a letter they keep picking up cards. **A traveller has only 15 seconds to answer.**

### 2. AROUND THE BOARD

Follow the road marking signs. ( See drawings next to the board layout ). All travellers must complete a full figure eight of the board and finish back in Sydney to **WIN** the game.

### 3. RAILWAY BOOM GATES

When rail boom gates are down all travellers must **STOP**, regardless of your dice score, as you would in the real world. It is then the next travellers turn, you continue on your way with your next turn. You may however use a bit of strategy and try to distract the other travellers as you sneak through the railway boom gate. This mostly only works well further along in the game, but players caught before the next turn is taken, will lose their last dice score.

### 4. T CARDS

You must turn when landing on a T junction, but only with a correct answer, If you do not want to go to Tasmania or into the desert, you will then give a deliberate wrong answer, taking the “back” penalty, if you have no idea right or wrong, then you can only take a guess. You do not pick up cards reversing.

### 5. DEAD END ROADS

When forced to travel down a road or track off the main highway, go to the end of the road and then travel back to the highway, as in real life.

### 6. REST AREAS. ( BLUE SPACES )

When landing on an R space “Rest Area” you have the option to take a card or take a rest, by remembering the pictures on the R cards you will gain a distinct advantage if one is faced with the task of, do I rest here?

### 7. LANDING ON A CITY

If a traveller lands on a city, a card is taken off the top of that pack, the card will determine whether you advance, or stay where you are.

### 8. ROADHOUSES ( YELLOW SPACES )

Back to the Roadhouse cards cannot be avoided in the normal run of play some of these “Return to the Roadhouse” cards can be avoided in the R cards however, by recognising a picture on a card that will send you back to the Roadhouse for repairs. Remember used cards go at bottom of packs.

### 9. CLUES

Looking for possible clues to questions on and around the board when it is not your turn can be an advantage, when you next pick up certain cards. Some cards have pictures that will help with a correct answer and some will try to trick you. You have to think which will be the most likely one.

### 10. APPROACHING SYDNEY

On the approach to finishing in Sydney, travellers use **one** die when six spaces from winning the game, at that last T getting the question right you will be taking the long way home, if you choose to deliberately “wrong answer” at the T and take the chance of backing up only 4 or 5 spaces, it would mean you are back to a two dice throw and need an exact throw of 9 or 10 to **WIN** the game. Believe us, it has happened many times!

### TO WIN THE GAME

A traveller must throw the exact number required to win the game, this is where a traveller who has been lagging behind, has the chance to catch up and/or overtake the others, even coming from behind to **WIN** the game.

### IMPORTANT INFORMATION

All cards must be reshuffled prior to each new game, this will ensure that new cards will emerge for as many as 20 or 30 games in rotation.

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