

# 1,000 Places to See Before You Die

## Instructions

**Ages:** 7 to Adult

**Players:** Two to six Travelers

### **Parent Overview:**

Each player is a Traveler creating a trip around the world and then back home. Five cards are dealt to each Traveler. Some cards are Destination Cards and some are Movement Cards. The first player to leave home, travel to five destinations (one in each map zone) and return home wins the game. To add entertainment and to introduce your family to these wonderful places, have Travelers read the postcard after they reach each destination.

### **Contents:**

135 Postcards

45 Movement Cards

1 Game Board

6 Airplanes

1 Die

Instructions

### **Set-Up:**

- Open the game board.
- Shuffle the deck of cards and deal five cards to each player.
- Place cards picture side up until the destination is reached, then the card is turned over.
- Place the remaining cards on the 1,000 Places to See Before You Die space on the Game Board.
- Each player selects an airplane and places it at the red dot closest to their place of birth.

### **How to win:**

The first player to visit a destination in each of the five zones (A, B, C, D and E) and return to his/her starting city is the winner.

### **Time to travel:**

The player (Traveler) starting on the space farthest west goes first. On a turn, a Traveler has two choices:

1. Roll the die
2. Pick a card

If rolling the die: Traveler moves his/her airplane one dot (black or red) for each number on the die. The goal is to fly to a destination on one's destination cards. Travelers do not have to roll the exact number to land on the destination. Upon reaching an intended destination, the Traveler places the card in front of him/her with the text side up. All Travelers can then see which zones (A, B, C, D and E indicated in the lower left hand corner of the "address" portion of the card) have been reached. Travelers reaching their destination immediately take another turn by rolling the die or picking a card.

Travelers must let other travelers view their progress by displaying openly all destinations reached on their journey.

### **Duplicate Destination:**

Travelers may travel to more than one destination in a zone (A, B, C, D, E). When reaching a second (or third or fourth) destination (in the same zone) the Traveler plays the Destination Card by turning it over and then takes another turn. (Travelers may roll the die or pick a card on their new turn).

### **Locating a Destination:**

Below the address portion of every Destination Card is a locator key which indicates a section (e.g. A-1, B-1, etc.) on the map so Travelers can quickly locate their destination.

### **Quick Trips on the Map:**

Note: The world is round so Travelers can follow the routes from San Francisco, Los Angeles and Seattle to Asian ports and vice versa.

### **Movement Cards:**

Movement Cards are cards that can help a Traveler or delay a Traveler. When a Traveler selects a Movement Card he/she may play it on that turn or hold it until another turn.

- **Lost Passport**  
Draw this card and Traveler loses his/her turn. Traveler remains at current location until next turn. The Lost Passport card must be played when it is drawn, and may not be held for a later turn.
- **Bring A Friend**  
Travelers who draw this card select another Traveler to join them at their current location. Depending on the location, this could strategically help or hurt the progress of another player- or just present an opportunity for two friends to visit.
- **Trip Rerouted**  
Traveler takes any unused Destination Card from another Traveler and replaces it with a Destination Card of his/her own. If re-routing Traveler holds no Destination Cards, s/he replaces it with the top card from the deck.
- **Join A Friend**  
Traveler joins any other Traveler on the board at his/her current location.
- **Redeye Flight**  
Travelers who draw this card “fly” immediately to the destination indicated on the card.
- **Fly Free**  
You’ve hit the jackpot. You get to move to the destination of your choice – either immediately or at a later turn (in which case, the Fly Free card is played without a dice roll).

### **Winning the Game:**

A Traveler may not return home and win the game until the Traveler has visited a destination in all five map zones (A, B, C, D and E).