

ACTION SPACES

GO

When you pass or land on the GO space, collect £200 from the Bank.



Just Visiting

Don't worry. If you land here, put your piece in the Just Visiting section.



Travel Insurance and Travel Guide Fees

Pay the Bank the amount shown on the space.



Free Parking & The Golden Travel Ticket

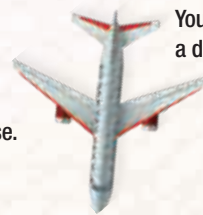
At the start of the game, you'll place the golden travel ticket on Free Parking. The first player to land on Free Parking may take the ticket and keep it until they're ready to use it. If you have the ticket, you can travel to any destination on the board at any time on your turn! After you use the ticket, place it out of play. Then, for the rest of the game, when any player lands on Free Parking, they do nothing. Just take a break!



Chance

Take the top card from the Chance deck, read it out loud, and immediately do what it says. Return it to the bottom of the deck when you've finished.

If you ever pass GO when using a Chance card, do not collect £200 unless the card tells you otherwise.



Go to Jail

Move your piece to the In Jail space immediately! Do not collect £200 for passing GO. Your turn is then over. You can still collect tour fees, follow the rules on Travel Journal cards, bid during auctions and trade while you are in Jail.

How do I get out of Jail?

You have three options:

1. Pay £50 at the start of your next turn, then roll and move as normal.

2. Use a Get Out of Jail Free card at the start of your next turn if you have one (or buy one from another player). Put the card at the bottom of the appropriate deck, then roll and move.

3. Roll a double on your next turn. If you do, you're free! Use the roll to move, and that's the end of your turn.

You can use up to three turns to try for a double. If you don't roll a double by your third turn in Jail, pay £50, and use your last roll to move.

Flight Spaces

There are two types of flight spaces: local and long-distance flights.



Local Flights

You may pay £100, then travel to any destination before the next flight space.



Long-distance Flights

You may pay £200, then travel to any destination on the board!

If you pass GO when using a flight space, do not collect £200.



Travel Journal

Take the top card from the Travel Journal deck.

Read it out loud and immediately do what it says. Return it to the bottom of the deck when you've finished.

Travel Journal cards will ask you to stamp them, and each has a certain number of stampable spaces. Stamp a card only if there is an open space.



Open space



No open spaces

Unlike stamps on the board, stamps on cards are permanent and will affect future games! The more you play, the more you'll fill up those cards, and the more memories you'll have of previous games!

Here's an example:

Ducky draws the following card and reads it out loud. Hazel stamped the first space in a previous game. Ducky then stamps the open space. Because Ducky and Hazel have now each stamped this card once, they each collect £100 from the Bank. The card is now full, and no player may add any more stamps.



DEALS & TRADES

You can buy, sell or swap Destination cards with other players at any time.

Destinations can be traded for cash, other destinations and/or Get Out of Jail Free cards. The amount is decided by the players making the deal.

Only one player can stamp any given destination in any given game. For example, if you own Chichen Itza and stamp the travel goal Angkor Wat, then you trade Chichen Itza to another player, that player may not stamp Angkor Wat as a travel goal.

HELP! I CAN'T PAY!

If you ever owe money for a tour fee or a Chance or Travel Journal card but can't pay, pay what you can. Then just hang in there! There is no bankruptcy in this game.

THE END OF THE GAME

The game ends when one player has stamped four of their travel goals. That player wins!

Taking care of your stamps and the gameboard

1. The caps on the playing piece stamps simply snap on and off. There is no need to turn them.
2. Keep the caps on your playing piece stamps whenever you're not using them.
3. At the end of every game, wipe the gameboard with a clean cloth to remove ink.
4. The stamps included in this game use a dry-wipe ink. Use only dry-wipe ink on the gameboard.

STAIN ADVISEMENT: ink may stain clothing, furniture or other surfaces. Adult supervision recommended.

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♦ Fast-Dealing Property Trading Game ♦

MONOPOLY

TRAVEL World Tour



CONTENTS

Dry-wipe gameboard

4 Playing Pieces with

self-inking stamps

22 Destination cards

10 Chance cards

10 Travel Journal cards

2 Dice

Cardboard money

44 tens, 45 twenties,

30 fifties, 21 one-hundreds,

14 five-hundreds



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2-4

WHAT IS DIFFERENT ABOUT MONOPOLY TRAVEL WORLD TOUR?

Visit must-see destinations!

Properties are destinations from around the world! When you land on a destination, you may buy it and take that destination's card. When other players land on your destinations, they must pay you a tour fee, similar to paying rent.

To win, complete travel goals by stamping the dry-wipe gameboard!

Each Destination card includes a travel goal: another destination on the board that you must land on by exact count in order to complete that goal.

You can reach travel goals by

- rolling the dice
- using a Chance or Travel Journal card, or
- using the golden travel ticket (see Free Parking & The Golden Travel Ticket)

When you land on one of your travel goals, use your playing piece stamper to stamp that space to say you were there!

For example, if you own the Destination card for Chichen Itza, Angkor Wat is one of your travel goals. When you get to Angkor Wat's board space, stamp it!

Make memories with Travel Journal cards!

Travel Journal cards replace Community Chest cards and celebrate all the surprising things that can happen when you travel. When you draw a Travel Journal card, you'll have to stamp it — and that stamp is permanent! So the next time you play, you'll be able to relive moments from previous games.



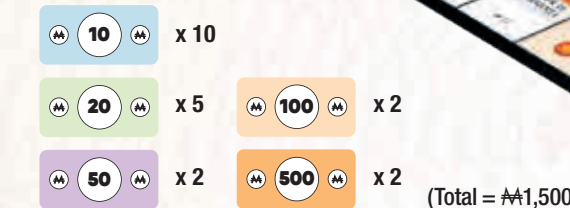
SET IT UP!

The first time you play, punch out the money.

- 1 Choose someone to be the Banker. The Banker's in charge of:
The Bank's money
Destination cards
Auctions

The Banker can play too, but must keep their money separate from the Bank.

- 2 Banker, give each player:



- 3 Each player chooses a piece and places it on GO.



The pieces are self-inking stamps! Take the cap off, stamp, and then replace the cap!

- 4 Make sure the dry-wipe gameboard has been wiped clean with a clean cloth!

- 5 Place the golden travel ticket on Free Parking.



- 6 Shuffle the Travel Journal cards, and place them face down here.

- 7 Shuffle the Chance cards, and place them face down here.

- 8 Put the dice by the gameboard.



PLAY!

How to win

Travel the board visiting exciting destinations! When you purchase a destination, you'll take its Destination card and can then collect a tour fee from other players who visit.

That card will include a travel goal that will challenge you to make your way to another exciting destination. Stamp your travel goals as soon as you visit them. The first player to stamp four wins!

Who goes first?

Each player rolls both dice. The highest roller starts, and play moves to the left.

On your turn

1. Roll both dice.
2. Move your piece clockwise that number of spaces.
3. Where did you land? Carry out the rules of that board space. See **THE BOARD SPACES**.

Did you roll a double?

Roll the dice again, and take another turn. **Watch out!** If you roll a double three times in a row, you must immediately go to Jail! Do not complete your third turn.

4. Your turn ends. Pass the dice to your left.

THE BOARD SPACES

DESTINATIONS

Destinations are must-see locations from around the world. They come in colour sets.

Unowned Destinations

When you land on an unowned destination you must buy it or auction it.

Want to buy it?

Pay the price on the board space, and take the Destination card from the Bank. Check that card's travel goal, and try to make your way to it so you can stamp that space!

Don't want to buy it? Auction it!

The Banker must auction it. Bidding starts at £10, and anyone can increase the bid by as little as £10. You don't need to follow turn order, and the Banker ends the auction when no player is willing to increase the bid. The highest bidder pays the Bank. If no one wants to bid on the destination, that's fine. No one pays anything, and the Destination card stays with the Bank.

If you ever have a Destination card that is also one of your travel goals, at the start of your next turn, travel to that goal immediately and stamp that space! Then take your turn as normal.

For example, you own Angkor Wat. Then you land on Chichen Itza and buy it. Now one of your travel goals is Angkor Wat. At the start of your next turn, you may move to Angkor Wat and stamp it!



Collect colour sets!



When you own each destination in a colour set, you can double the tour fee for those destinations!

Owned Destinations

When you land on a destination that someone else owns, the owner must ask you for the tour fee. If they do, you must pay the tour fee shown on that destination's card — unless that destination is one of your travel goals.

You never need to pay a tour fee for destinations that are your travel goals!

The owner of a destination must ask for the tour fee before the next player rolls the dice. If they don't, you don't have to pay!

