

Around the World in 80 Days

You have discovered a new route, that no one knows about. You aren't sure if it is better, but you try it anyway. You must discard 1-2 cards from your hand (without effect) or draw 1-2 cards from the deck or do both.

You pay a premium of 100 pounds for your next ticket. Take another turn.

You have discovered a new route, which you take without hesitation. You may change the compass and play another card.

You are in the suburbs, there are no more railroads here. You may move only by carriage. Move the compass to Carriage.

You are stuck in a bad situation. Fortunately, your servant helps you out. The player in last place moves ahead 3 spaces. If several are tied for last, they all move ahead.

The leader gets into an accident. The player in first place moves back 3 spaces. If several are tied for first, they all move back.

You helped out another traveller, and have consequently fallen behind. Fortunately that person comes to your rescue. The player in last place moves ahead 3 spaces. If several are tied for last, they all move ahead.

You found a short cut to the next destination. Take another turn.

In your search to find a better travel connection, you actually find two! Draw 2 cards.

You had the wrong timetable and consequently missed your next connection. Move back 2 spaces.

Obstacles cause a travel delay. Move back 2 spaces.

A huge thunderstorm stops all travel. You must miss a turn.

Detective Fix arrests the leading player. It takes time to prove his innocence. The player in first place moves back 3 spaces. If several players are tied for first, they all move back.

You found a short cut to the next destination. Take another turn.

You save the young Mrs. Aouda from horrible danger. Your bold rescue and willingness to sacrifice valuable time brings you praise from all. You may play as many cards as you wish of the current means of transport and advance the total number in one step.

A travel agency advises you to exchange your tickets. Discard then replace 1 or 2 of your cards.

The next player gets sick. He must spend a day in bed and miss his next turn.

Your servant, Passepartout, was kidnapped. Although it delays your entire schedule, you join the search party, and succeed in rescuing him. You may play as many cards as you wish of the current means of transport and advance the total number in one step.

You are a day ahead of your schedule, and thus you have time to plan better. Move ahead 1-3 spaces.

At the consulate, you get useful travel tips. Move ahead 2 spaces.

Your calmness in the face of danger allows you to handle problems well. Move ahead to join the player in front of you. If you are in the lead, ignore this card.

A Bridge is collapsing. By kicking your train into top speed, you get across before the bridge collapses. Move the compass to Railroad.

While sightseeing at a pagoda, you break a religious law. Move back to join the player behind you. If you are last, ignore this card.

Detective Fix frames you for a robbery. Move back 2 spaces.

Because you are so likeable, one of your travelling companions helps you out. Move ahead to join the player in front of you. If you are in the lead, ignore this card.

The next player misses his connection. And consequently his next turn.

You change vehicles, hoping to move faster. You must discard 1-2 cards from your hand (without effect) or draw 1-2 cards from the deck or do both.

The trailing player is delayed a full day. Fortunately, the next means of transport has to be repaired, so everyone is delayed. The player in last place moves ahead three spaces. If several are tied for last, they all move ahead.

Your servant misdirects you into an opium den. You miss the next vehicle. Move back to join the player behind you. If you are in last, ignore this card.

The lead player breaks a law and gets stuck in jail for a short time. The player in first place moves back 3 spaces. If several players are tied for first, they all move back.

Steam ships are a fast and safe way to travel. This is important, since the longest stretch of a voyage around the world leads across the seas. Move the compass to ship.

In rough terrain, the railroads tend to be unreliable. The best way to travel is on the back of an elephant. Move the compass to elephant.

Beautiful, good weather. This makes traveling fun. Draw 2 extra cards from the deck.

You are sure and quick. This helps you in tricky situations. Move ahead to join the player in front of you. If you are in the lead, ignore this card.

Through constant researching, you discover a faster route. You may move the compass and play another card.

You have planned your trip accurately and well and have thus gained on the others. Move ahead 1-3 spaces.

You are always ready to take risks. Discard 1-2 cards (without effect). If you get rid of your last card, you may move ahead 5 spaces, and take 5 new cards.

You love adventure, especially if it is dangerous. Discard 1-2 cards (without effect). If you get rid of your last card, you may move ahead 5 spaces, and take 5 new cards.

You get into a dispute with another traveller. It comes to a duel. Move back to join the player behind you. If you are in last, ignore this card.

After an unplanned stop, you happen upon a new travel vehicle which you can use without delay. You may move the compass and play another card.