

The Vacation Fantasy Game You Can Play at Home™

Rules

For 2-6 Players Ages 8 and up

Game Contents: game board map of U.S.A., 6 car shaped tokens & 110 cards

THE OBJECT OF THE GAME is to be the first to travel to and successfully play a card from seven different Tourist Attractions.

THERE ARE FOUR KINDS OF CARDS:

1. Tourist Attraction Cards:

have a name and picture of a Tourist Attraction and are marked by a small map of America highlighting the State(s) where located. They are played by traveling to that State. If the Tourist Attraction is located in two States, it can be played from either State.



The Statue of Liberty was a gaft from France colebrating America's Independence. It stands over 305 feet tall, including the base, and is built of copper plates on a steel frame

Gateway Acch



Lincoln are earved into the South Dakota granite of Mt. Rushmore.



The Kennedy Space Center features many space exhibits, films on the U.S. space program and tours of Launch Complex 39, program and sours of Louise, where the Space Shuttle is launched.









This card is valid for round-trip airfare A player may fly from any state to any tate, play a tourist attraction card, and back gain by playing this card during his/her turn.

2. Transportation Cards:

have a picture and symbol of a Plane, Boat, or Train. Follow the instructions on the card. When using a Round Trip, a player moves to the destination State, plays a Tourist Attraction Card if he has one, and then returns to the departure State all during the same turn.

Morument

3. Bad Weather Cards:

are marked by pictures and symbols of different Bad Weather. A player may play a Bad Weather card immediately an opponent has played a Tourist Attraction Card from one of the affected States, That Tourist Attraction Card is cancelled out so that it doesn't count towards their 7 and is lost. If more than one opponent has a Bad Weather Card for the same State, only the first to be played counts.

4. Airport Closed Cards:

have a picture and a symbol of a closed airport. They are played immediately after an opponent announces he/she is using an Airfare. It cancels out an opponent's Airfare Card and that player then loses his turn, stays in same state and the Airfare Card is lost.



STARTING PLAY

All players start on the State where they are located. Each player draws a card. The one with the State that is first alphabetically starts.

The dealer shuffles the cards and deals each player 6 cards. Players maintain 6 cards in their hand. There is no discarding. Cards are drawn only after one has been played.

Moving: There are 2 ways to move. During a turn, a player may either:

1. "Drive by Car" by moving one space in any direction to any touching state; (no card is needed to drive by car)

2. "Travel by Train, Boat or Plane" by playing one Transportation Card and move following its instructions. It may take several turns of "Driving by Car" and/or using Transportation Cards to reach a particular state.

Playing Cards: A player plays a Tourist Attraction Card when he reaches the State where it is located. Successfully played Tourist Attraction Cards are placed face up in front of the player. All other played and any cancelled out cards are put face down in a pile.

The Winner is the first player to successfully play seven Tourist Attraction Cards. If the deck runs out, play continues until someone wins.

SPECIAL NOTES: Oceans and the Great Lakes are marked by blue borders. The Mississippi River is marked in blue. Canada and Mexico are marked by brown borders.

OTHER GAME OPTIONS:

Starting From States other than the Home State: The dealer may draw a Tourist Attraction Card to determine the starting State for all players for that game. The game should not be started in Hawaii.

Scoring For Multiple Games: Snapshots can be played with each game as a hand and points accumulated. Players start the next hand in the same state they ended up in the previous hand.

The first player to score 1000 or more points wins.

Each Tourist Attraction Card played: 25 points
Each Bad Weather/Airport Closed Card played: 25 Points
Bonus for winning hand with 7 Tourist Attraction Cards: 100 Points

(No Points are given for played Transportation Cards.)

FREQUENTLY ASKED QUESTIONS

- Q: Can I move even if I don't have a Transportation Card?
- A: Yes. A player may just "Drive by Car" by moving one space to any touching State without a card. Transportation Cards are used to move faster. It may take several turns of "Driving by Car" and/or using Transportation Cards to reach a particular State.
- Q: Can I play more than one Attraction Card during a turn?
- A: No. If you have more than one Tourist Attraction Card from the same state, you may stay and play it your next turn. You can't play a Tourist Attraction Card from a State you are passing through on a Train Fare. You may play one Transportation

- and then one Tourist Attraction Card from the State you travelled to during the same turn
- Q: Do Transportation Cards count towards the 7 Tourist Attractions?
- **A:** No. Transportation cards are only to help a player move faster.
- Q: How do I get to Alaska or Hawaii?
- A: Alaska may be reached directly by Plane or Boat and by Train or "Driving" with one extra space between Washington and Alaska.

Hawaii can only be reached by Plane or Boat. You should make sure you have a round trip or you could become stranded with no way back to the mainland. The game should not be started in Hawaii.





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