

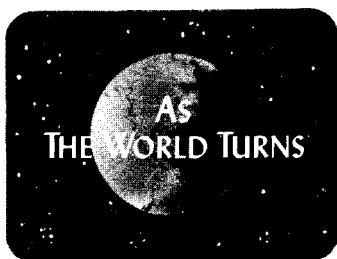
**RULES FOR
PLAYING**

AS THE WORLD TURNS

T.M.

For 2 to 6 Players

**As played by the
Hughes family
on the
Television Show**



Rules for Playing

OBJECT:

The object of the game is to be the player who has the most money when the game ends.

EQUIPMENT:

The equipment consists of 6 playing pieces, World spinner, Customs Cards, Passport Cards, 2 dice, a quantity of money and a playing board.

PREPARATION:

Shuffle the Customs Cards and place them face down on the location indicated on the board. Place World spinner over the "As the World Turns" circle on the board. Give each player \$3,000 divided as follows: 2—\$500, 15—\$100, 10—\$50. Place the balance of the money in a convenient place off the board. Shuffle the Passport and Travel Cards together and deal them out one at a time to each player.

Before starting to play, each player must total the cost of the cards he has been dealt and pay this amount of money into the Customs Fund space on the board. Players pay the full amount shown on each Passport Seal Card and pay the "BUY" amount on each Travel Card. Players place all cards they have purchased face up in front of them off the board. Each player then rolls a die and the player rolling the highest number goes first.

PLAY:

The first player throws one die and starting his piece from the "START" position, moves it the number of spaces indicated. If the number he throws lands

him on a space marked with the name of a city, he pays the amount shown in the circle to the player or players holding Passport Cards for this city. If a player holds both of the cards, he is paid the full amount for each card. If a player's throw lands him on a city that says "Draw a Card," he pays the Passport Card Fee and then draws a Customs Card and follows the instructions. If his throw lands him on a space marked "Turn the World," he spins the spinner and follows the instructions in the window under the indicator. He ignores all other windows.

When a player lands on a city, he has to pay only if the player or players who own these cards asks for payment. If the player fails to ask for payment before the following player starts his turn, he cannot collect.

OFF COURSE CITIES:

When a player lands on a space marked "Off Course," he must move his piece immediately to the city indicated and his turn ends. (*All off course cities are in the center of one of the two circles*) On the player's next turn, he must first pay to the person or persons owning travel cards shown for that city the amounts shown on those cards. He then moves his piece back "On Course" onto the space from which he went off course on his previous turn, and his turn is again ended. **EXAMPLE:** A player's piece lands on the space which reads "Off Course go to Mt. Everest." He must move his piece immediately to Mt. Everest and his turn ends. On his

next turn he pays the holder of the Donkey Card \$300, the holder of the Snowshoes Card \$300 and the holder of the Sherpa Guide Card \$400. He then moves his piece back to the space from which he was sent and his turn ends. Beginning with his next turn the player continues on around the track as before. Whenever a player who holds an Off Course Card lands on a space directing him to an Off Course City, he plays that card immediately. He does not go off course but remains where he is, starting his next turn from that space.

COMPLETING THE

FIRST HALF OF COURSE:

When a player has completed the first half of the course, he moves across to the second half as indicated by the arrow on the Mt. Everest space.

NO CHARGE:

A player drawing any card saying "No Charge" does not pay any fees or penalties and does not move off course.

CUSTOMS FUND:

Whenever the Customs Fund has less than \$100 in it, each player is assessed \$100 which is added to the fund. In taking $\frac{1}{4}$ of Customs Fund, a player takes to the nearest \$50.

RUNNING OUT OF MONEY:

If a player runs out of money, he is allowed to borrow up to \$500 from the bank on any one turn. Any borrowed money must be paid back or deducted from the player's total at the end of the game.

COMPLETING THE GAME:

The game is completed when any player lands on "HOME." A player is required to end the game when the number shown on his die is the exact number required to land his piece on the "HOME" space.

A player throwing a number greater than that required to go "HOME" has a choice: If he feels he has enough cash to win the game, he may stop on the "HOME" space and end the game; or if he feels he does not have enough cash to win, he may continue beyond "HOME" the full number of spaces shown on the die. If he chooses to pass the "HOME" space, he must on his next turn continue around the second half of the course, and does not have another chance to end the game until he again reaches "HOME."

The player who ends the game and any player who passes "HOME" receives \$200 from each of the other players.

WINNING THE GAME:

When the game is ended, all players count their money deducting from the total any debt owed to the bank and the player having the largest amount is the winner.

We will be glad to answer inquiries concerning these rules. Parker Brothers, Inc., Salem, Mass.



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