

80 DAYS

An adventurous race around the world
by Emanuele Briano, inspired by Jules Verne.



Diary entry from 29.Dec.1872: I have just heard about this crazy bet of Mr. Phileas Fogg, this breaking news is spreading all over London. The Reform Club, the Robin Hood Society, everyone is talking about it... In just 80 days, he, this enigmatic Mr. Fogg wants to travel around the world.

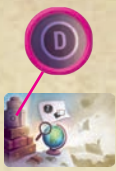
What an idea, what an inspirational challenge! Driven by this event, the thirst for adventure has gripped me, my ambition is fueled. I can do it; I will complete this challenge but more quickly, more daringly and more spectacularly! Let's pack some clothes immediately. A revolver can't hurt, a few coins, here's the suitcase... but... where's my umbrella? ...Albert!!

GAME CONTENT:

90 cards, divided into:



30 adventure cards (in German language)
30 adventure cards (in French language)



90 coins, divided into:
75 grey coins (value 1)
10 yellow coins (value 5)
5 fix coins



16 line tiles



1 Black market cube



1 Start marker



8 Adventure Cards
„London“



10 assistants



44 items,
divided into:
12 shoes
8 Revolver
8 Hats
8 umbrellas
8 coats



6 pass tiles



4 meeple



3 Arrival cards



9 Newspapers



4 character boards
(each with m/f side)

1 Game manual



1 double-sided
game board (A+B)

AIM OF THE GAME:

The aim of this exciting race is to travel around the world as fast as possible, arriving back in London within five periods, and to complete as many adventures as possible, which you'll record in your travel diary.



GAME PREPARATION:

Game setup with board-side A for 3 people:

Before the first game, carefully push all pieces out of the punchboards.

1. Place the **game board** with the desired side in the middle of the table (*tip*: for your first game we recommend **side-A**).

2. Place the **black market die** on the marked space of the game board.

3. Depending on how many people are playing, place the **"fix coins"** on the respective areas of the game board:

- In a **2-player game**, place **1 "fix coin"** on each of the **market areas** (*boutique and bazaar*) as well on each **travel area** (*shipping, train ride, and special ride*).

- In a **3-player game**, place **"1 fix coin"** on each of the **market areas** (*boutique and bazaar*)

- In a **4-player game**, you **don't** need **"fix coins"**. Put them back in the box.

4. Shuffle all the **newspaper cards** and place **5** of them face down on the marked spaces of the game board. Put the remaining newspaper cards back into the box.

5. It take **1 character board** of your choice and the matching colored **pawn**. Select which side of the board you want to play with. Place the pawns on the starting city **London** on the game board.



6. Shuffle the **30 adventure cards** well and place them in a face-down pile next to the game board. Deal **2 adventure cards** face down to everyone, and **keep 1** of them. Return the unselected adventure cards to the bottom of the draw pile.

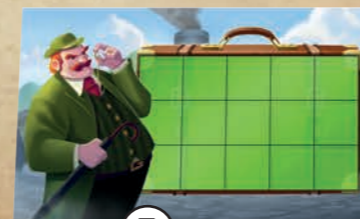
7. Shuffle the **8 "London" adventure cards** and place them in a face-down pile next to the game board (near the arrival-city **London**).

8. Place the **3 Arrival cards** face up next to the game board (near the arrival-city **London**).

9. Place all **items** and all **coins** (with values 1 and 5) as a **general supply** next to the game board.

10. Place four coins (value 1) from the general supply in the form of three stacks (2/1/1) on the **juggler's** marked spaces on the game board.

11. Determine a starting player, who receives the **start marker** (cloud). The next person clockwise gets **1 grey coin** from the **general supply**, the person after that receives **2 grey coins** and so on.




Variant with board side-B:

If you are playing with **side B** of the board, consider the following:

Shuffle the **16 line tiles** face down and place them in any order on the marked squares of the lines on the game board. Then turn them face up. *Note:* The line tiles remain on these spaces for the entire game!



Find the **pass tile** showing the **start-marker**  and place it on the marked square on the game board. Shuffle the remaining 5 pass tiles face down and place **one more tile** on the marked spaces **than there are people participating in the game**. Then turn the pass tiles face up. Put the remaining pass tiles back into the box.

Example:
In a three-player game, you use 5 pass tiles = 1 start marker tile + 4 more. In a game of four, you use all the pass tiles.

Module – the Assistants:

If you play with the *Assistants* module, prepare the following additionally:

Shuffle the **10 assistants** face down. Deal **2** face down to everyone, **keeping 1** of them. Return the unselected assistants back to the box.

Place them next to your character board. The assistants give you additional effects and action options in the game. A detailed explanation of all effects and special rules can be found in the *glossary* at the end of the game instructions.

Tip: Do not add *The Assistants* until you are more familiar with the game.



GAMEPLAY:

A game runs over **five periods** (I.-V.). Each period consists of three phases:

- Phase 1: REVEAL NEWSPAPER
- Phase 2: PERFORM ACTIONS
- Phase 3: END OF ROUND

Phase 1: REVEAL NEWSPAPER

Extra! Extra! Find out the latest news and breaking stories from all over the world! What are you expecting in this period?

Reveal the **newspaper card** corresponding to the current period and

1. **all of you** take the indicated number of **coins** from the *general supply*.
2. Many newspaper cards show an **effect** or special rule that applies to the current period. *Note:* A detailed explanation of all effects and special rules can be found in the *Glossary* at the end of the game instructions.



Phase 2: PERFORM ACTIONS

High time to travel a few meters - or just stroll through the markets beforehand? Let's see what my fellow campaigners are up to...

In the action phase, you take turns clockwise with **exactly 1 action** until no one can or wants to perform an action. There are different options from which you can freely choose one action. The person with the **start marker** always performs the first action of a period.

Action options:

Board side-A:

- A. Travel
- B. Buy
- C. Juggling
- D. Pass

Board side-B:

- A. Travel
- B. Buy
- C. /
- D. Pass (+ tile)

E. Additional action

You may also perform any number of **additional actions before** or **after** your action (see the *Additional Actions* chapter).



A. Travel:

The game board shows the world map with different cities as well as the starting- and arrival-city London. All cities shown are connected with different **lines**. These lines correspond to the **three ways to travel**: By **ship**, **train** or **special trip**.



If you want to move your pawn from one city to the next, you must pay **travel costs** by placing a certain number of **coins** on the corresponding **travel area** of the game board.

Note: Only ever place gray coins on the game board. They have a value of 1. Use yellow coins (value 5) only for your personal supply. You can exchange them for gray coins at any time.



How many coins do I have to pay?

The number of coins is always 1 more than the last person paid for it. Consequently, the first person pays 1 coin, the second 2 coins, and so on.

Important: Place the coins in the form of a **stack** in the corresponding **travel area**, ascending from left to right. This way you can always see how much the next person will have to pay.

Then move your pawn to the next city. You may also "travel back" this way. You can only take one travel at a time in your action. There can be any number of pawns in a city.

Note: If there is a "**fix coin**" in the area, the first person must already pay 2 coins for the action.

There may be any number of coin stacks in the travel areas!

Example: Antonia wants to travel by train. Since there are already three stacks of coins (1/2/3) on the "train" travel area, she has to pay 4 coins. She adds her 4 coins as a stack to the right.



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Line costs:



Some lines have **line costs** that you must pay in **addition** to the **travel costs**. These can be **items** or **coins** and are shown on the lines of the game board (**side-A**). On the game board **side-B** costs are shown on the **line tiles**.



Important: You **always** put the **line costs** back into the **general supply**, never onto an area of the game board.

Example: in order to travel by train, Antonia must also put a "revolver" from her suitcase into the general supply.

B. Buy:

Throughout the game you will need numerous **items**. There are **five** different items that you can buy in **two** different markets:



Shoes, hat and coat in **boutiques**

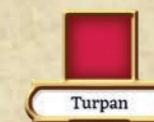


Shoes, revolver and umbrella at **bazaar**

Important: To be allowed to buy an item, your **pawn** must be in the **appropriate city**.



If your pawn is in a city with blue triangle, you can buy in **Boutiques**



If your pawn is in a city with red squares, you can buy in **Bazaars**



If your pawn is in a city with two-colored circle you can buy in **both markets!**

In addition, you must pay a certain number of **coins** and place them on the corresponding **market area** of the game board. Again:

The number of coins is always 1 more than the last person paid for it. Consequently, the first person pays 1 coin, the second 2 coins, and so on.

Important: Place the coins in the form of a **stack** in the corresponding **market area**, ascending from left to right. This way you can always see how much the next person will have to pay.

Then take the item from the **general supply** and put it in your **suitcase**. You can only buy one item at a time in your action.

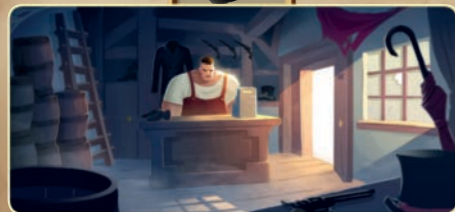
Note: If there is a "**fix coin**" in the area, the first person must already pay 2 coins for the action.


There may be any number of coin stacks in the market areas!

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
Black market:



Regardless of your pawn's location, you may also choose the **Black Market** as a purchase action. Pay as described above and place the coins in the form of a stack - ascending from left to right - on the **Black Market** area of the game board. Then roll the black market die **once** and place the rolled item in your suitcase. If you roll the joker , you may choose any item.

My suitcase:

All items you receive must be placed in the suitcase of your character board. The following applies:

-  You may twist and turn the objects as you wish.
-  The items must not protrude beyond the edge of the suitcase
-  The items must not overlap each other.
-  You may rearrange the items in your suitcase at any time.
-  You may remove any item from your suitcase at any time. Return it to the *general supply*.
-  You do **not** put received coins in the suitcase.



C. Juggling (only for Board side-A!):

Take a **stack of coins** from any field of the *juggler* on the game board.

D. Pass:

If you can't or don't want to perform any of the other actions, you pass and thus exit the current period. You are not allowed to perform any more actions.

Board side-A:

The first player to pass gets the start marker.



Board side-B:

If you pass, take an available **pass tile** from the game board, including coins lying on top (see *End of round*), place it in front of you and execute the **effect immediately**. *Exception:* in the last period (V.) you do **not take** a pass tile!

Note: If nobody takes the "start marker" pass tile, the start marker remains with the current person.

A detailed explanation of the effects of all pass tiles can be found in the *glossary* at the end of the game instructions.



E. Additional actions:

On your turn, you may take any number of **additional actions** before or after your action. These are: *Completing an adventure* and/ or *Search for new adventures*.

Structure of the adventure cards:

All adventure cards have the same structure.

a) The left side shows the **conditions** you need to *complete an adventure*. The upper part determines the **city** where your pawn must be at the time of completing. The lower part shows the required **items** and/or **coins** you need.

b) The right side shows the **narration of your adventure**, the **vicory points** and possibly a **bonus effect**.



Example: in order to complete this adventure, Antonia must be in an city with blue triangle and return a jacket and a revolver. She immediately has to execute the bonus (roll the black market die once). At the end of the game, this adventure is worth 3 victory points.

Completing an adventure:

If you fulfill the **conditions** of your current *adventure card*, return all the required items and/or coins back into the *general supply*. Then carry out the following steps in order:

1. Receive the **bonus**, if applicable. *Important:* You must always execute the bonus **immediately!** (The **vicory points** are only relevant at the *end of the game*).
2. Slide the adventure card slightly offset to the right under your character board so that only the right half of the card is visible. If you complete more adventures during the game, slide the cards the same way under your already completed *adventure cards*, so that your **travel diary** is created here.
3. Then draw **2 new adventure cards** from the pile and **keep 1** of them. Return the unselected adventure card to the bottom of the draw pile.



Search for new adventures:

If you are not satisfied with your current adventure card, you may put **2 grey coins** into the *general supply* to draw **2 new adventure cards** from the deck. Keep **1** of them and return the unselected adventure cards to the bottom of the draw pile. You can only keep exactly **1** adventure card in your hand at any time.

Phase 3: END OF ROUND

Once everyone has passed, the action phase ends. Carry out the following steps after periods I. - IV.:

1. Returns all coins from all *travel* and *market areas* to the *general supply* (but **not** the "fix coins").
2. Remove the face-up *newspaper card* from the game.
3. If you play with the *Assistants*, turn them back to the front if necessary.
- 4.

Board side-A:

Fill up the marked spaces of the *juggler* again with coins (value 1) from the general supply and form three stacks (2/1/1) from them.

Board side-B:

Place **1 grey coin** from the general supply on **each** of the two remaining *pass tiles* (even if the tile already has coins on it from previous periods).

Now put back the pass tiles on the marked fields of the game board.

5. Begin the new period with *Phase 1*.

The arrival in London:

Important: You need **at least 4 completed adventures** in your travel diary to be allowed to enter the arrival-city *London*!



As soon as you reach the arrival-city *London*, you proceed like this:

- Take the **arrival card** with the highest victory point value that is still available.
- Slide your current adventure card face down under the draw pile and draw **2 "London" adventure cards** instead. Keep **1** of them and return the unselected card to the bottom of the draw pile.

For the rest of the game, you are not allowed to perform the *Travel* action anymore. However, all other actions are still available to you. In the arrival-city *London*, you may perform the buying action in **all markets**, completing and drawing more "*London*" adventures until the end of the game.

END OF GAME & FINAL SCORING:

The game ends as soon as everyone has passed in the action phase of **period V**. Now do the final scoring.

1. *Travel Diary*: Add up the **victory points** on your *completed* adventure cards.
2. *Race*: Add the points from your **arrival card** if you have one.
3. If you play with the module *The Assistants*, you may receive additional victory points.
4. *Not back in London?* Each person who has **not** made it to the arrival-city *London* by the end of the game must **subtract 5 points** for **each city** its pawn stands **away from London**. Choose the path with the fewest lines.

Example:

At the end of the game, Antonias pawn is 4 cities away from London. She must subtract 20 victory points.



Whoever has the most victory points in total wins. In the event of a tie, the person with the most coins in possession wins. If there is also a tie, all participants in the tie share the victory.

Designer Rule - Colors Festival

Boutiques and bazaars are popping up on every street corner.








You may buy from boutiques and bazaars in any city, nevermind the shape and color of the city. (Use this variant if you want a lighter feeling at the table, especially with casual and family players.)

Emanuele would like to thank the following playtesters:




Atlantide Giochi Savona, Martina Ratto, Alessandro Ciceri, Samuele Macciò, Ilaria Badino, Angela Peluso, Marco Perrando, Davide Isetta, Augusto Astengo, Elisa Arrigoni, Daniele Gualco, Alberto Merialdo, Roberto Bardoni, Jessica Taramasco, Elisa Boccalario.

GLOSSARY:

Iconography (on adventure cards and die)

	Roll the Black Market die once and place the rolled item from the <i>general supply</i> in your suitcase.
	Take any 1 item from the <i>general supply</i> and place it in your suitcase.
	Take the indicated number of grey coins from the general supply.
	Travel for free by boat to the next city. You don't pay any line costs either.
	Travel for free by train to the next city. You don't pay any line costs either.
	Travel for free by special trip to the next city. You don't pay any line costs either.
	Travel for free by boat, train, or special trip to the next city. You don't pay any line costs either.

Newspapers

	<p><u>Stormy Today</u></p> <p>Take all 12 grey coins each.</p> <p>Places two coins in the form of a stack on the travel area of the <i>shipping</i>. The cost of shipping starts at 3 coins.</p>
	<p><u>The Broken Mirror</u></p> <p>Take all 12 grey coins each.</p> <p>Places two coins in the form of a stack on the travel area of the <i>train ride</i>. The cost of the train ride starts at 3 coins.</p>
	<p><u>The Foggy Journal</u></p> <p>Take all 13 grey coins each.</p> <p>Places two coins in the form of a stack on the travel area of the <i>special trip</i>. The cost of the special trip starts at 3 coins.</p>

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Good Times

Take all 14 grey coins each.



Santa Express

Take all 11 grey coins each.

Everyone gets to roll the black market die once and put the item in their own suitcase.



The Independent

Take all 12 grey coins each.

The cost of the *black market* for the entire period is always exactly 2 coins.



Sunday Express

Take all 11 grey coins each.

You may use the travel section *Special trip* also for trips by train or ship. Pay the costs on arcs as usual.



The Guardian

Take all 12 grey coins each.

You need a revolver in your suitcase for the *train ride*. You do not have to hand it over when traveling. You can buy *revolvers* in both markets during this period.



The Observer

Each person may choose:

a) Take 13 grey coins and return one item from your own suitcase to the general supply,

OR:

b) Take 10 grey coins without giving away any item.

If you don't have an item in your suitcase, you must choose b).

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Assistants (module)

Note: "As action" replaces your normal action.



Paul the sensitive hatter

As an action: Pay 2 grey coins into the *general supply* and put 1 hat in your suitcase.



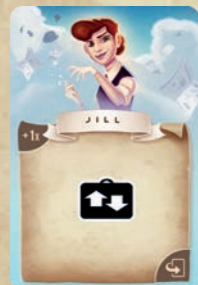
Leonard, the experienced globetrotter

As an action: Pay 3 coins into the *general supply* to travel on any route. Line costs must be paid!



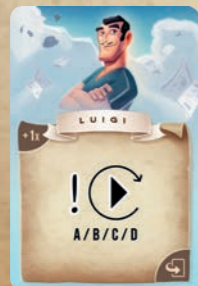
Mary the magic nanny

Once per period, as an action: Put 1 umbrella from your suitcase into the *general supply* to move your pawn from your current to an adjacent city. You don't pay any line costs either. Then turn the assistant card *Mary* over to the back side.



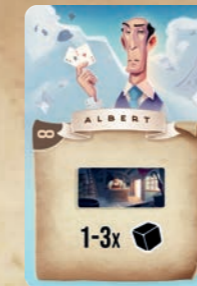
Jill the bold magician

Once per period, as an additional action: Swap any 1 item from your suitcase with any 1 item from the *general supply*. Then turn the assistant card *Jill* over to the back side.



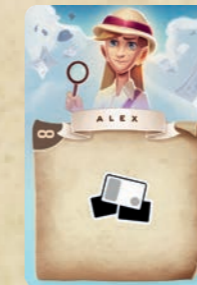
Luigi, the nimble sportsman

Once per period: You may immediately perform another turn. After that, turn the assistant card *Luigi* to the back side.



Albert, the sneaky poker player

In the black market: you may roll the dice **up to three times** and get 1 item. After each dice roll, you must decide whether to take the item you just rolled and not roll again, or not take the item and roll again. You may only ever take the item that the **last** dice roll shows.



Alex, the curious scout

Each time you draw new order cards, you draw **3 from the deck** and keep 1 of them.



Amelie, the dreamy poetess

At the end of the game: You get extra points for the number of fulfilled orders in your travel diary. 1 victory point for 3 adventures, 2 for 4, 4 for 5, etc.



Jean, the strong helper

You have a second suitcase, which brings you extra space for items.



Matilda the callous gunslinger

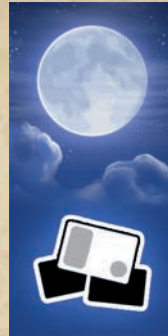
At the beginning of the game you receive **2 revolvers**, which you place on the assistant card. You may use them as if they were in your suitcase. Put the assistant card *Matilda* back in the box after using both revolvers. She is no longer available for the rest of the game.

Pass tiles (only for Board side-B)



Me first!

Take the start marker.
You start the next
period.



New adventures!

Discard your adventure
card and draw 3 new
adventure cards from the
deck. Keep 1 of them and
return the others to the
draw pile, face down.



And bye!

Travel for free by
special trip to the
next city. You don't
pay any line costs
either.



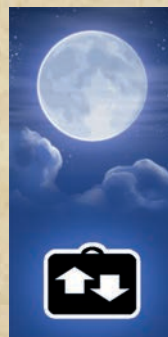
Give me the money!

Take 2 coins from the
general supply.



What do you have on offer?

Roll the black
market die once. Put
the rolled item in
your suitcase.



Time for a swap!

Swap any item from
your suitcase with any
item from the *general
supply*.

If you have any questions or suggestions regarding
„80 Days“, please contact:
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or to info@piatnik.com



Caution.
Not suitable for children under 36 months.
Contains small parts that can be swallowed.
Choking hazard.
Please keep address.

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