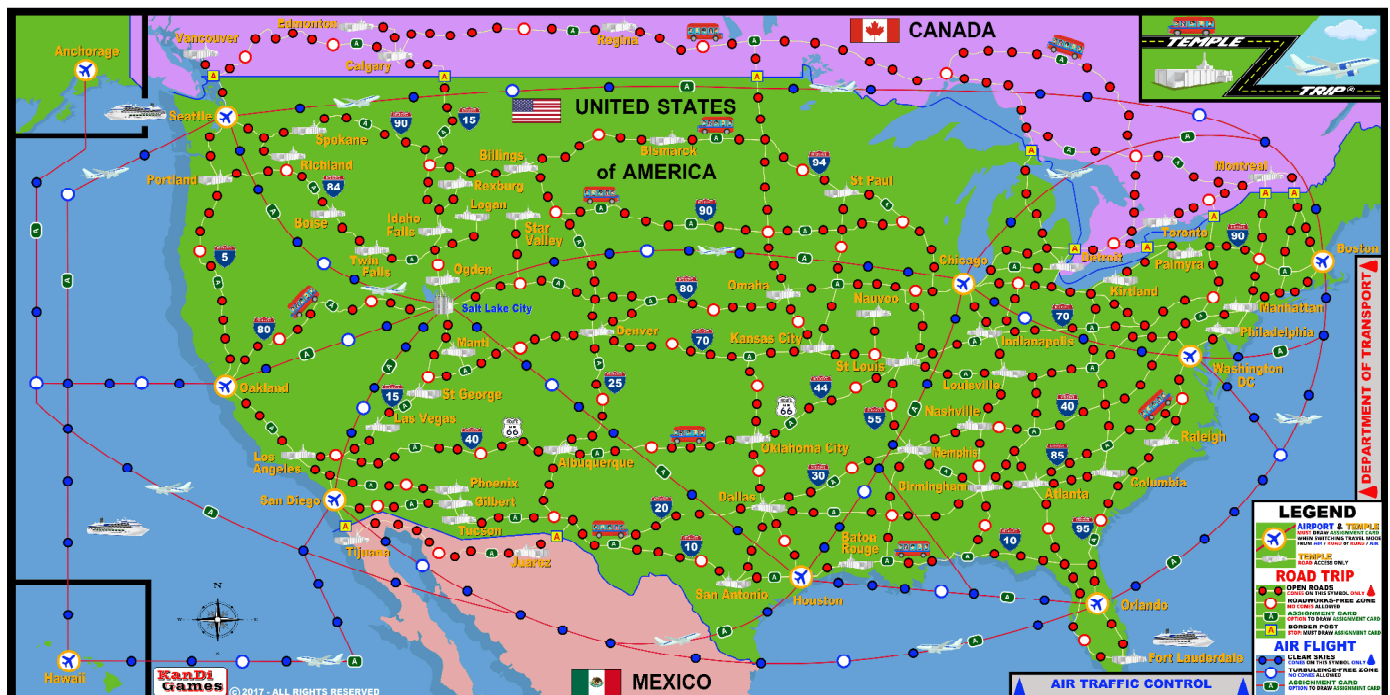# R U L E S

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SUMMARY

TEMPLE TRIP® is a fast family fun-filled game for up to 10 players, racing around North America to visit some of the featured **temples**.

Before the game begins players decide where they will start on the board, and how many temples they must visit during the game. **Six** is the suggested total to ensure plenty of fun, and, also helps keep the game time short.

The **winner** is the **first** player to visit all the temples on their itinerary, and, be the **first** player to arrive back at the main temple in **Salt Lake City**.

The rules are quite simple. If you've played plenty of games and think you can easily pick up these rules, go directly to the separate **QuickStart SUMMARY**, and read in conjunction with one of the **LEGEND** cards. These more formal rules should answer any of the small print details missing from the summary.
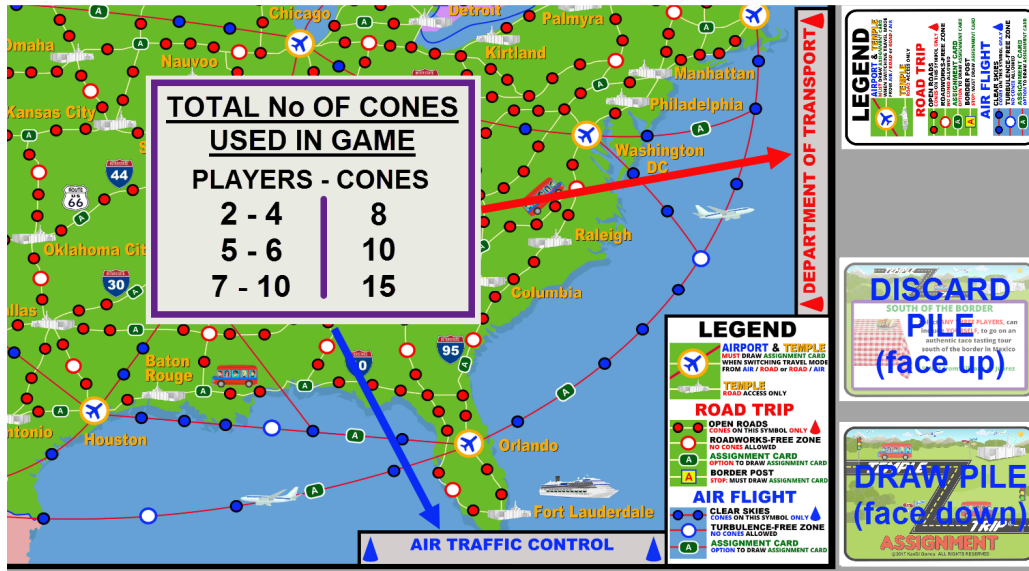
Contents:

1 Game Board

62 TEMPLE Cards;   ~~4 blank TEMPLE Cards~~;   **40 ASSIGNMENT Cards;**   ~~4 LEGEND Cards~~

1 ziplock bag w/ 10 Pawns (different colors);   **15 red cones;**   **15 blue cones;**   **1 dice**

1 Rules Booklet;   **1 QuickStart SUMMARY**   **Not available in TableTopia version!**

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SET UP

1. Shuffle the forty **ASSIGNMENT Cards** and place a **draw pile** adjacent to board.
2. All players select **one** colored pawn, **one red roadworks cone** and **one blue air turbulence cone**. Spare cones are placed on the playing board in the space marked, **Air Traffic Control – blue cones**, and **Department of Transport – red cones**.
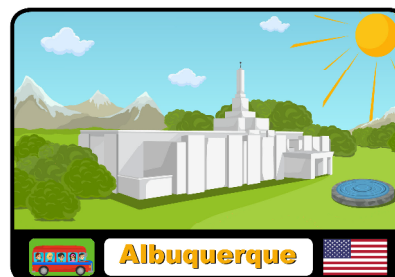
Place the **LEGEND** cards around the board so that all players can easily view them for quick reference.
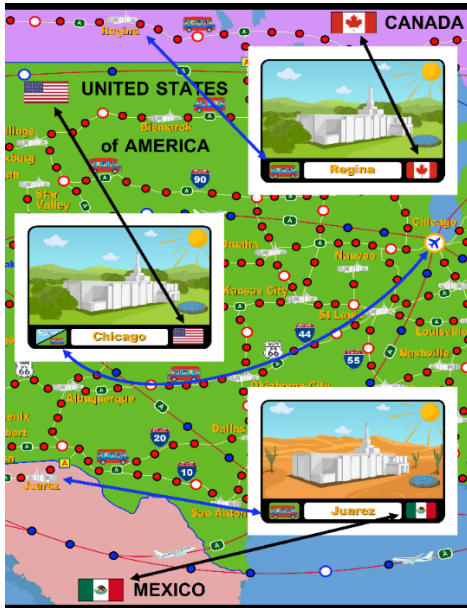

3. **Determine the starting location:** Either, **a)** all players start at the main temple in Salt Lake City, or, **b)** everyone can choose their **own** starting city.
   All players *must* place their pawns at their starting location *before* dealing the **TEMPLE Cards**.

   REMEMBER!!: Players starting in Canada or Mexico *must* cross the border to continue the game!!.

4. **Agree on number of temples to be visited: Six** is a good balance to ensure plenty of fun, but also keeps the game time relatively short.

5. **Shuffle & Deal the sixty-two TEMPLE Cards:** Deal the number of cards, agreed in 3 above, to players **face down**. Place unused cards back in the box, they are not required during the game.

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ITINERARY

6.	Players carefully review the **TEMPLE Cards** they are dealt, taking care not to let other players see them. Players then decide on a route to start trying to visit these temples, in any order they choose. **This is their itinerary.**

To assist younger players each **TEMPLE Card** has two small **help windows** along the bottom of the card.

The first, on the **bottom left corner** of the card, shows which **travel mode** is needed to reach that specific temple, **eg**, **flight only**, **road trip only**, or a **choice of both flight** or **road trip** if located at a mainland airport.

The second window, on the **bottom right corner** of the card, shows the national flag of the country the temple is located in, which matches the flag shown on the game board.

REMEMBER!!: When planning an itinerary, **every** time you **switch travel modes** from **flight** to **road trip**, or **road trip** to **flight**, you *must* draw an **ASSIGNMENT Card. Every** time you go through a **Border Post** on a road trip, from the USA to either Canada or Mexico, you *must* draw an **ASSIGNMENT Card.**

The **help window** on the bottom left of the **Temple Card**, showing the required **travel mode** to reach the temple shown on that card.

This sample itinerary shows a start and finish in Salt Lake City. There are two travel mode changes from **flight** to **road trip**, two **Border Post** crossings, and finally two more travel mode changes from **road trip** to **flight**.

This is a minimum of **six ASSIGNMENT Cards** during the game, **if** there are no other diversions!!.

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OBSTRUCTION CONES

7. **Obstruction Cones:** All players start with **one red road block** cone, and **one blue air turbulence** cone. After planning their itinerary everyone places both cones on the board to try and slow down opponents. Cones can *only* be placed on **Open Roads** and **Clear Skies**, *not* at an **Airport / Temple, Temple, Border Post, Assignment Card,** or **roadworks-free / turbulence-free zone.**

REMEMBER!!: Before the first dice is thrown, all players place both their cones on **one air route** and **one road** to block any two of your opponent's possible routes. Be careful *not* to block your **own** proposed routes, since these cones will slow down progress.

CONES NOT ALLOWED   CONES ALLOWED

AIRPORT & TEMPLE

TEMPLE

ROAD TRIP

ROADWORKS-FREE ZONE

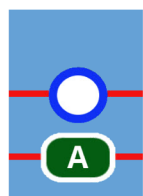**ASSIGNMENT CARD** OPTION

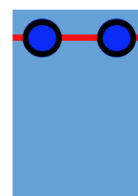**BORDER POST**

OPEN ROADS
CONES ALLOWED THIS SYMBOL ONLY

AIR FLIGHT

TURBULENCE-FREE ZONE

ASSIGNMENT CARD OPTION

CLEAR SKIES
CONES ALLOWED THIS SYMBOL ONLY

8. **Bypassing Cones:** Players throwing a **SIX (6)** can pass over, or land on, any cones on their route and **remove** the cones to **keep** for their own future use.
Alternately, players *must* throw an *EXACT* number to land on an **Airport / Temple, Temple, Border Post, Assignment Card,** or **roadworks**-free / turbulence-free zone. Cones are left on the board and are *not* removed when the *EXACT* number rule is played, except a **six**, of course.

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TRAVELING BETWEEN CITIES

9. All players **start in Salt Lake City,** which is an **Airport** only, *or* in their agreed alternate cities, and the **youngest player** rolls the dice first to start, with play continuing in a clockwise direction. Players move their colored pawns between cities to visit the various temples on their itinerary. Players do *not* draw an **ASSIGNMENT Card** on their first roll of the dice when they start the game.

10. There are **ten Airport / Temple** cities on the board, all in the USA, and each Airport / Temple has both an airport and temple in that city. There are **two** travel modes, **air flight** and **road trips**, but players can only **switch travel modes** at one of the **nine mainland airports**, including Salt Lake City, which does *not* have a **TEMPLE Card** to visit.
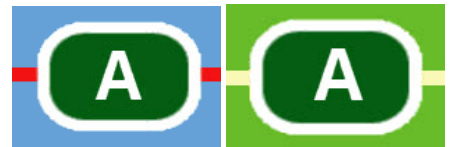
The eight mainland **Airport / Temples** are accessible by **both flight** and **road trip**, while both **Anchorage** and **Hawaii** are **only** accessible by **flight**.

The other **fifty-two** temples can **only** be visited on a **road trip**, which gives a total of **sixty-two** temples, each with its own **TEMPLE Card**.

REMEMBER!!: Every time a player switches travel mode, from **flight** to **road trip**, or **road trip** to **flight**, that player *must* be at an **Airport,** and *must* draw an **ASSIGNMENT Card** **before** rolling the dice. Players do *not* have to visit a temple at an airport to switch travel modes.

11. Whenever a player **lands on** one of these two squares, found on most travel routes, they have the **OPTION** to draw an **ASSIGNMENT Card, if they choose!!** Players are **NOT** allowed to simply **stop** and end their move on this square, but **must** throw an **exact number** and **land on** the square.

Players do *not* have to **stop** at a city if they are *not* visiting the **temple,** or *not* using the **Airport.** However, players *must* stop at a city if they plan to **visit the temple** in that city, or, **change travel mode,** if at an **Airport.**

When attempting to reach a temple you do *not* have to throw an **exact number** to land on the temple, *unless* there are obstruction cones between your current position and the temple. To bypass any cones and arrive at a temple you *must* follow one of the two examples in **7)** above, eg, **throw a six (6)**, and keep the cone(s), or throw an **EXACT** number to **land on** the temple or airport / temple, and leave the cone(s) on the board.

You may have an **ASSIGNMENT Card** that allows you to ignore any obstruction cones between you and your destination, if you play one of these cards it *must* be returned to the **top** of the draw pile **immediately** after use.

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BORDER POST

There are numerous **Border Posts** on the roads between the USA and both Canada and Mexico, denoted by a **yellow square with a red A**. When a player passes through a Border Post they *must* **STOP** to clear Immigration. On their **next turn**, and **before** rolling the dice, the player *must* draw an **ASSIGNMENT Card** and immediately follow those instructions.
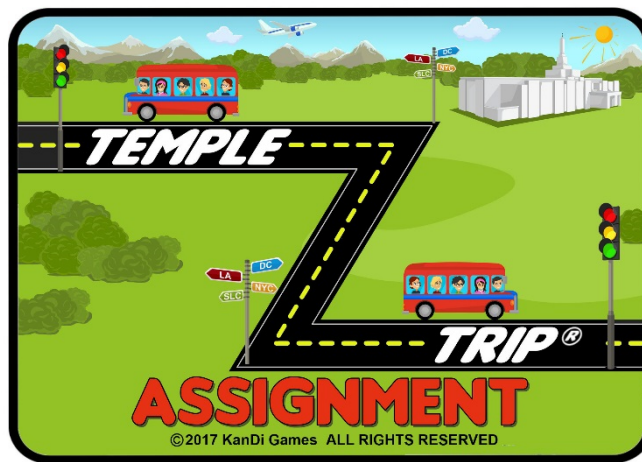

There are two exceptions when a player may cross a border **without stopping** and/or **drawing** an **ASSIGNMENT Card.**

1) When a player is sent over the border as a direct result of an **ASSIGNMENT Card** **diversion**.
2) When a player draws the **PASSPORT EXPRESS ASSIGNMENT Card**, which allows that player to go directly through the Border Post. Card *must* be returned to bottom of draw pile after use.

However, in regular play, to get back across the border into the USA and continue the game, players will need to **cross the border in the normal way** described above, unless redirected by another **ASSIGNMENT Card**.

ASSIGNMENT CARDS

12. There are **40** different **ASSIGNMENT Cards**, some work in your favor, others against you, some *must* be played **immediately**, others saved for **future use**. All <u>used</u> cards are returned **face up** to the discard pile, once the draw pile is finished, the discard pile is **shuffled** and turned **face down** to form a new draw pile.

Many of the **ASSIGNMENT Cards** are **diversions**, which might be to your advantage, or disadvantage, depending on each individual itinerary. All diversion cards *must* be completed **immediately** by **all** players involved. Sometimes, a diversion will instruct that **all players** *must* go to a specific location, then, all player's pawns immediately move to that location. Other times the card will instruct **one** specific player to choose other specific player(s) and/or a specific diversion location, again, those player's pawns immediately move to the diversion location.

Whenever players are diverted to another location they are *not* required to draw their own **ASSIGNMENT Card** to continue their travels. For example, if all players were sent to Anchorage **no player** would be required to draw an **ASSIGNMENT Card** before a **flight** out, even those who were originally on a **road trip**.

ASSIGNMENT Card *must* be drawn **before** a player chooses to **switch travel modes**, which can only happen on the next turn **after** a player **arrives** at an **airport.**

ASSIGNMENT Card *must* be drawn **before** a player goes through a **Border Post**, which can only happen on the next turn **after** a player **arrives** at the **Border Post.**

Players also have the **OPTION** to draw an **ASSIGNMENT Card** whenever a player **lands on** these **A** symbols along the air routes or roadways. The dice throw *must* be *exact* to **land on** these squares, players cannot just stop on the square to draw an **ASSIGNMENT Card.**

TEMPLE TRIP®

Not all **ASSIGNMENT Cards** are identical in format, but all have specific colored borders to help for quick and easy identification.

RED and **PURPLE** border **ASSIGNMENT Cards**:

The player drawing a **red** or **purple** border **ASSIGNMENT Card** can immediately turn their **TEMPLE Card face up** on arrival, if they select a diversion city which is part of their own itinerary. Players who divert themselves to a city on their itinerary **can** also collect an **Obstruction Cone**, and, **immediately** place on the game board.

Other players who are diverted to a city for which they have the **TEMPLE Card** *must* wait for their round before turning their **TEMPLE Card face up**. Do *not* collect an **Obstruction Cone**, and, do *not* add an **Obstruction Cone** to the game board.

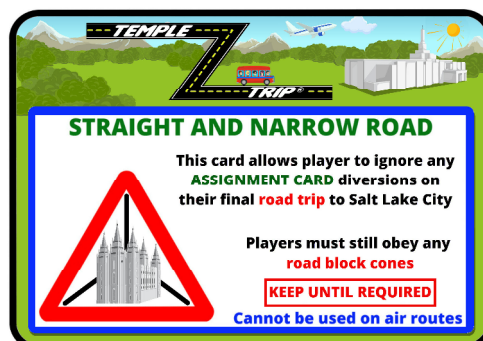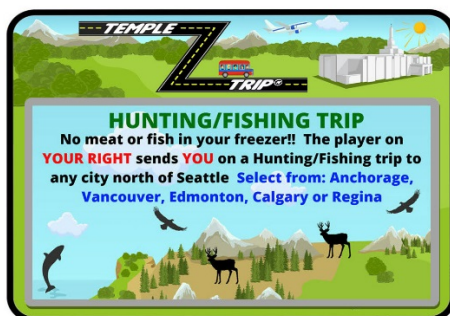**RED BORDER – All** players *must* obey the instructions.   **[Total 9]**

PURPLE BORDER – The instructions are **only** for the **selected** players.   **[Total 8]**

GREY BORDER **–** Instructions are **only** for the **player** drawing the **ASSIGNMENT card**.   **[Total 16]**
Players diverted to a city for which they have the **TEMPLE Card** *must* **wait** for their round before turning their **TEMPLE Card face up**. Do *not* collect an **Obstruction Cone**, and do *not* add an **Obstruction Cone** to the game board.

BLUE BORDER – KEEP UNTIL REQUIRED/USED. Return after use.   **[Total 7]**

ASSIGNMENT Cards   **[Total 40]**

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TEMPLE VISIT

12. When players arrive at the city to match their **TEMPLE Card** they simply turn that card **face up**, to show to all other players they have completed that visit.

There are **4** regional types of **TEMPLE Card** depicted in the game, shown below; Mountains, Hills & Plains, Desert and Downtown, all denote a similarity to the surrounding geography of their city.   **[Total 62]**
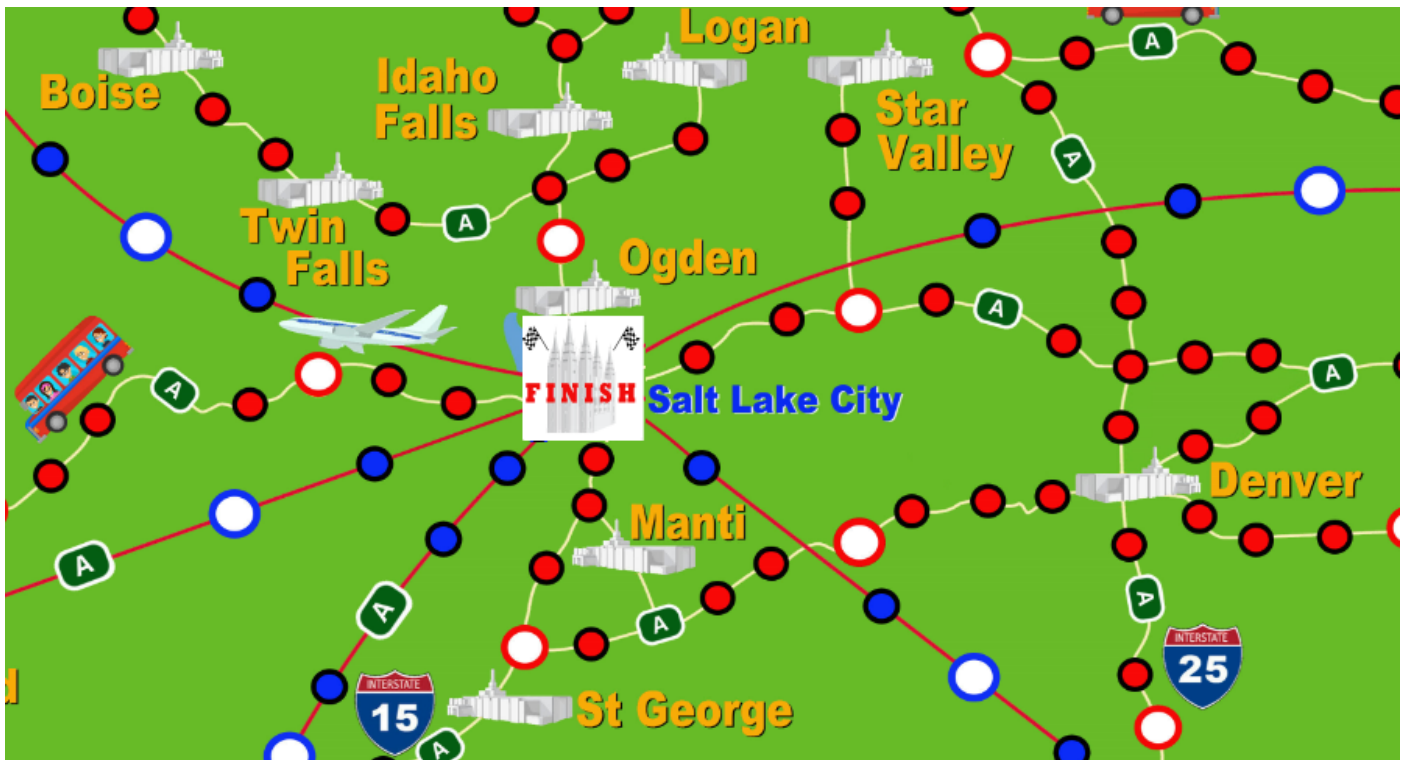

13. After arriving, and turning over a **TEMPLE Card**, and if available, players can take **one blue** *or* **one red** cone from the respective bank at the edge of the board, and **immediately** place to try and block an opponent. If none are available, a player may place a cone he already owns, but if he does not have any cones, then play continues **without** a cone being added

ASSIGNMENT CARD diversions: The player **creating** the diversion can immediately turn over the matching **TEMPLE Card** on arrival, *if* the diverting player holds that **TEMPLE Card**. Sometimes, players may be sent, by others, to a city on their itinerary as the result of an **ASSIGNMENT Card** diversion. These players *must* **wait** for their round before turning their **TEMPLE Card face up**. Also, those players who are **diverted** to a temple destination **by others** do *not* collect an **Obstruction Cone**, and do *not* add an **Obstruction Cone** to the game board.

In exceptional circumstances a player may be diverted by others to a city, for which he has the **TEMPLE Card**, but, while waiting for his round to turn the **TEMPLE Card face up** may be diverted a second time, by another player.   Or, maybe a diverted player **forgets** to, or **misses** the opportunity, to turn his **TEMPLE Card face up** while at the temple, and then moves his pawn, the opportunity is lost. A player *must* be at the temple to turn the **TEMPLE Card face up**, so, in both these examples the player will need to return to that temple later in the game.

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WINNING THE GAME

14. When any players have visited all six temples, and all **six TEMPLE Cards** are turned **face up**, those players must race back to the main temple in **Salt Lake City**, and the *first* player to arrive **WINS the game**.
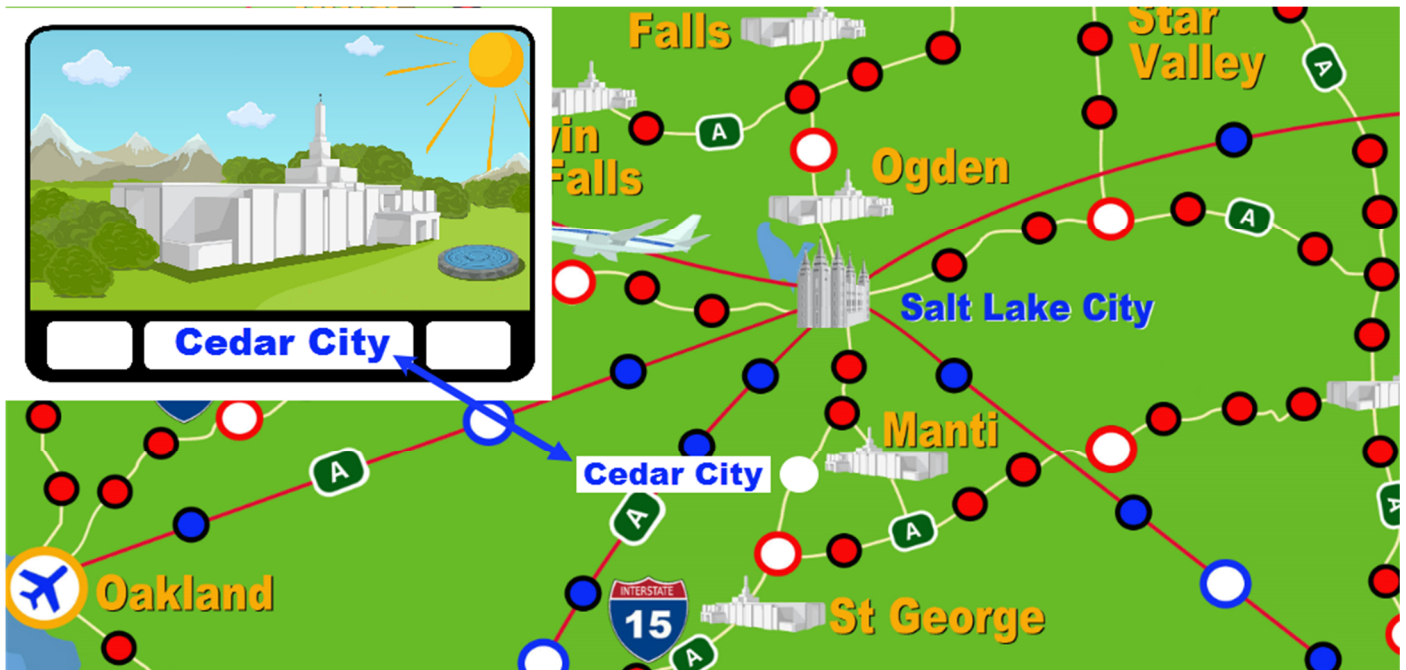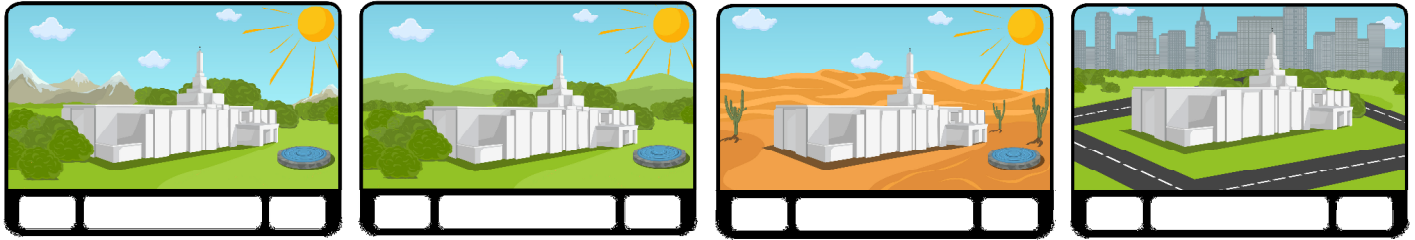

The same rules apply for this final journey as for all other trips. Players do *not* have to throw an exact number on the dice to **land on** Salt Lake City. However, players may be still be diverted by others using an ASSIGNMENT Card diversion, unless you have the *Straight and Narrow Road*, or, *Airway to Heaven* ASSIGNMENT Card in your possession!!   Also, players *must* obey all the normal rules associated with the obstruction cones, including throwing a **six (6)**, or, an **EXACT** dice throw to **land on** Salt Lake City *if* there are any **obstruction cones** along the route.

HAVE FUN and SAFE TRAVELS!!!

BONUS CARDS

TEMPLE TRIP® includes four additional **blank** **TEMPLE Cards**, one for each region. Why not add your local temple to the game, if it's missing. However, you will also need to add the city to the map on the board, as shown in the example below.

Contact us at KanDi Games for some **free** white adhesive strips to add these dots and custom city names to the playing board, if required.

REMEMBER!!: Remove any **blank** **TEMPLE Cards** from the game before starting.

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