

# CAPITAL ADVENTURE<sup>TM</sup>

## Rules of Play

### EQUIPMENT

One playing board	Four 'Traveller' figures
Two boxes of General Knowledge questions	One Destination board
One box of Visa questions	16 pegs of each of four colours
Four sets of five Insurance Tokens	Six 'Capital Adventure' Travel Tokens
Five sets of Hazard cards	Money
One set of Telex cards	Two Dice
Twenty Double Tokens	

### THE OBJECT OF THE GAME

Capital Adventure is the game for everyone who enjoys going places. It can be played by 2 or more teams or players. The object of the game is to travel around the world from west to east, starting and ending your journey in London. The winner of the game is the first team/player to arrive back in London after visiting all the (diamond shaped) Capital Adventure Cities. You may visit these cities in any order but your final journey must be across the Atlantic Ocean from New York to London.

**Q: How do you do it?**

**A:** To travel, you need money to pay for your fares (printed in dollars on the red routes) and also to pay the fines and expenses that arise from the 'Hazards' you will encounter. Most of your money will come from answering the General Knowledge questions correctly - \$200 for each correct answer. Other money comes in the form of:

- \$1000 received at the beginning of the game.
- Five Travel Insurance Tokens received at the start.
- Money from 'Telexes' received during the game.
- \$400 Capital Adventure Travel Tokens for each time you stay over in a Capital Adventure city.

You can play either as individuals or teams. One of the most enjoyable ways is to play in two teams, each with a team captain. Team members can confer but when the captain says 'Our answer is ...' this is accepted as the team's final answer.

How long you allow for answers is at the discretion of the players, but it is better to start off with an agreed limit.

**Q: How long does it take to play?**

**A:** Depending on chance, skill, the number of people playing (and how much you talk in between)! anything between one and three hours. If you wish to speed this up, you can agree to issue more Double Tokens at the start - or at any time during the game. In addition a larger sum of money can be awarded for each correct answer. (See - STARTING THE GAME Rule 6).

The game can be played on two levels. For a fast, lively game play it the Diplomat way - ignore the Visa crossing regulations - although the fares between the continents still have to be paid.

For a longer, more strategic game, play the Visa version which involves either answering two specialist questions to cross between continents or paying \$1000.

### STARTING THE GAME

To ensure a random distribution thoroughly shuffle the boxes of General Knowledge questions before play begins.

**Q: How do you start?**

**A:1** Choose one of the players to act also as Banker, whose task is to collect and distribute cash and tokens etc. He/she gives each player or team:

- \$1000 (2 x \$500)
- Five Travel Insurance Tokens (one for each of the continents).
- Five 'Double' Tokens.
- One 'Traveller' playing piece
- 16 coloured pegs (matching the colour of your Traveller)

- 3 There are two boxes of 'General Knowledge' questions. If more than two players or teams are playing, decide in which direction round the table the questioning will pass and which box of questions will be used by each team.
- 4 Each player/team rolls a die. The side with the highest number starts and they then roll both dice together. Depending on the number scored, they move to one of the four START cities as follows:  
Up to 3 – start from Madrid; 4-6 – Vienna; 7-9 – Berlin; 10-12 – Rome.  
No fare is paid for this move from London to the Start city but for all subsequent moves you must pay the fares indicated.
- 5 Starting player rolls again only using one die. (N.B. only one die is used from this point onwards). The first General Knowledge card is taken out of the box by the opposing team and the question corresponding to the number thrown is read. (e.g. roll a three, answer question number three on the card).
- 6 If the question is answered correctly, \$200 is paid. (N.B. for a faster game \$400 can be paid for a correct answer).
- 7 The first player/team continues to roll the die and answer further General Knowledge questions, each one from a different card, receiving \$200 (or \$400) for each correct answer until:
  - a. the player/team answers incorrectly
  - b. a 'Hazard' is encountered
  - c. the player/team chooses to relinquish their turn for tactical reasons.
- 8 At the end of that first turn, and at the BEGINNING or END of any subsequent turn, the player/team can travel for any distance and through as many cities as they wish provided they pay the fare.  
Remember: apart from the Start move, Visa crossings and the final trip across the Atlantic, each move MUST be one continuous journey and can only be made either at the BEGINNING or END of the turn. i.e. you may not answer questions, move, then answer more questions.
- 9 ALL FARES MUST BE PAID IN FULL BEFORE ANY MOVE.
- 10 The second player then takes his or her turn.  
**Note:** Throughout the game there is no limit to the number of 'Travellers' allowed in a city.

## AN EXPLANATION OF THE COMPONENTS OF CAPITAL ADVENTURE

### Q: What is a 'Travel Insurance' Token?

A: Each of the five Insurance Tokens relates to a specific continent. They are designed to give you additional funds for travelling or, if you hit a Hazard, to help you out of trouble. For Europe and Australasia the 'cash-in' value is \$500 each; for Africa, Asia and the Americas it is \$1000 each.

A Token may be cashed in with the Bank at any time WHILE THE TRAVELLER IS IN THE CONTINENT TO WHICH IT REFERS. Once a 'Visa' exit point is crossed, a player is deemed to have left a continent.

Insurance Tokens are immune from "lose all your money" Hazards. You may wish to play safe and retain your Insurance Tokens in case of deportation back to a continent.

### Q: What is a 'Double' Token?

A: Each team/player starts with five 'Double' Tokens. At any time during the game, if a token is given to the Banker at the BEGINNING of a turn, any money earned in the course of that go is doubled. Only ONE Double Token may be used at one time – no quadrupling!

Every General Knowledge question answered correctly in that turn earns \$400 (or \$800). Money gained from 'Telexes' is also doubled.

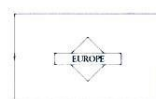
Any 'Hazard' fines, expenses, etc., are also doubled but missed goes are not.

### Q: What are Hazards and Telexes ?

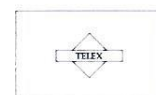
A: Hazards (bad news) and Telexes (good news) occur at random throughout the General Knowledge questions. Instead of a question appearing against the number you have thrown, 'Hazard' or 'Telex' will be printed. You then pick up a Hazard card for the Continent in which you are travelling, or a Telex from the Telex pile.

The chances of drawing a Hazard are about one in 12, and one in 24 for a Telex.

Drawing a 'Hazard' automatically ends your turn at answering questions and you must immediately carry out the instructions on the card. If the Hazard does not involve being hijacked to another city, you are allowed to move – IF you did not do so at the beginning of that turn.



Hazard Card



Telex Card



**Q: What is a Capital Adventure City Travel Token?**

**A:** To help fund your journey, you receive a \$400 dollar token each time you STOP OVER in a Capital Adventure City. Details of how to use them are given in the section on “Capital Adventure Cities.”



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## DEPORTATION

**Q: When does Deportation occur?**

**A:** If you are caught out by a Hazard and have insufficient money (including insurance money) to pay the costs involved, you will be deported. Deportation destinations are shown at the top right hand corner of the playing board.

If you are deported, you can keep whatever funds you have left – for example, if you are fined \$900 and you only have \$700, you will be deported but may keep the \$700.

All Capital Adventure cities already visited remain valid (you need not visit them again).

If you are deported back to London, you should roll both dice next go and recommence your journey from a Start city.

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## CAPITAL ADVENTURE CITIES

The 16 specially marked “Capital Adventure Cities” not only ensure that you make a full trip round the world; they also give you the opportunity to strategically stage your journey and gain financially by doing so.

- 1 You must “visit” each of the cities on the ‘Destination Board’, either by stopping over or passing through; put one of your coloured pegs against each city as you do so.
- 2 You may not answer questions or earn money in these cities, so MAKE SURE you have enough money to move on before you stop there (particularly important for Cape Town and Perth). If you do not have sufficient money or tokens to move out of a Capital Adventure City, the penalty is deportation for stupidity!
- 3 If you end your turn in one of these cities, you will receive a Capital Adventure City ‘Travel Token’ worth \$400 from the bank. You DO NOT receive a Travel Token if you pass through a Capital Adventure City without stopping.
- 4 This ‘Travel Token’ can only be used to pay subsequent travel fares – not Hazard expenses and fines. Neither can change be given if the token is used to pay for a fare which costs less than \$400.  
**Note:** No more than two Travel Tokens may be held at any one time by a player or team.
- 5 You receive the \$400 Travel Token each time you end a go at a Capital Adventure City, no matter how many times you stop in that particular city.
- 6 Capital Adventure City ‘Travel Tokens’ are immune from ‘lose all your money’ Hazards.

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## THE “DIPLOMAT” GAME

Capital Adventure can be played on two levels. By ignoring the Visa points, the game is made faster and simpler – that’s the “Diplomat” way of travelling.

For a more strategic game, you can play the Visa Version – like this:

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## THE “VISA VERSION” GAME

- 1 To cross from one continent to another, you must pass through the two Visa points (out of one Continent and into the other).
- 2 Each time you make a crossing you can decide to either:
  - a. pay the fare shown on the board plus \$500 for each Visa (i.e. \$1000 plus fare) or:
  - b. pay the fare and answer two Visa Questions from the Visa box.

Again the question is chosen by rolling the die. There are no Hazards or Telexes in the Visa question box.

**Note:** You CANNOT pay for one Visa and answer a question for the other.

- 3 Visa questions relate to the relevant continents. So passing from Europe to Africa you would answer a question on Europe to exit from Europe and one relating to Africa to enter Africa.  
In the case of Australasia, you’ll also find questions on Antarctica and the Pacific.
- 4 It is not compulsory to answer both the questions in one go: e.g. if you are crossing between Athens and Cairo and answer the European question correctly and the African question incorrectly, you move to the transit point (small red diamond) and attempt an African question on your next go.
- 5 You MUST declare your intention to either pay or answer Visa questions BEFORE you embark on EACH ONE of these crossings. You are then committed. So, if you elect to answer

- 6 The following combinations are allowed when making Visa crossings:
- (i) Move from any city in one Continent to any other city in the next Continent (e.g., Harare to Delhi) having paid the full fare plus \$1000 Visa fees. You can answer General Knowledge questions in either (but not both) of the cities, provided it is not a Capital Adventure city.
  - (ii) Move to a Visa exit city (e.g. Athens, Nairobi) and answer General Knowledge questions; you must now WAIT to make your Visa crossing on your next go.
  - (iii) Start your turn in a Visa exit city, answer Visa questions and (if you are successful!) move to the Visa entry city. This ends your turn.

Example (iii) also applies if you start your turn from the transit point between Visa cities.

### ENDING THE GAME - "DIPLOMAT VERSION"

- 1 When a player/team arrives in New York they must end their turn. They receive a Capital Adventure City Travel Token.
- 2 On their next turn, the player/team must pay the \$800 fare to London, then move to the transit point (small red diamond) and progress across the Atlantic Ocean by answering six General Knowledge questions correctly (no money is paid for answering these questions). Failure to answer a question correctly ends a turn.
- 3 After answering the sixth question correctly, the player/team must now answer a European Visa question from the Visa Box. When this is answered correctly, the player/team gets back into London - **and wins the game.**

### ENDING THE GAME - "VISA VERSION"

- 1 Arrive in New York, end your turn and receive a Travel Token.
- 2 On your next go, pay your \$800 fare and either pay \$500 or answer an American Visa question.
- 3 Move to the transit point and attempt to answer the six General Knowledge questions to get you across the Atlantic. If you give a wrong answer, your turn is ended (no money is paid for answering these questions).
- 4 When you have correctly answered the sixth question, you **MUST** answer a European Visa question (you cannot pay for this Visa). Answer correctly and you have returned to London - **and won.**

### FOR PLAYERS OF BOTH VISA AND DIPLOMAT VERSIONS

- If, during your Atlantic crossing, you draw a TELEX, it may be counted if relevant i.e. Telexes which award you money when in a particular continent or continents (including Europe and the Americas) **do not apply.**
- If a HAZARD is drawn on an Atlantic crossing, no Hazard card is picked up but the player/team must automatically go back to New Orleans and restart the journey on the next go - and that includes paying all relevant fares (and Visa costs).
- If on a subsequent journey across the Atlantic further Hazards are drawn, the penalty is two missed goes but no movement backwards.

### STRATEGY

Once you have understood the rules of the game, you can then start refining the way you play. Some useful pointers are:

- 1 Don't overstretch yourself by moving to the furthest city you can afford to reach in one turn: try and leave yourself some money in case you hit a Hazard.
- 2 Remember that each time you stop over at a Capital Adventure city you receive a \$400 token - particularly important when you are moving round the Far East or when you are short of money.
- 3 Accumulating a lot of money is very useful, but one nasty Hazard could lose you the lot - it can be wiser to move shorter distances more often.
- 4 Try to avoid cashing in your insurance until just before you leave a Continent. Should you find yourself unable to pay a Hazard, you will be deported. Insurance tokens are also immune from "Lose all your money" Hazards.

**Bon Voyage!**

**This game would not have been possible without the support of Rhonda, my family and friends - who believed in me.**

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