

# RULES

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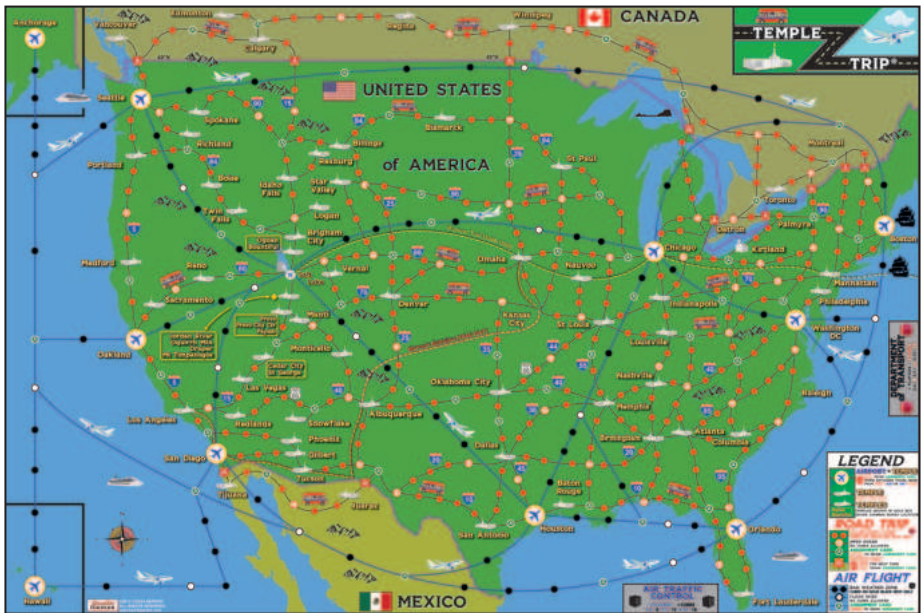
## DISCLAIMER

Not an official game from  
The Church of Jesus Christ  
of Latter-day Saints

# SUMMARY

**TEMPLE TRIP®** is a fast family fun-filled game for **2 - 10** players, racing across North America to visit some of the featured **LDS Temples**. Players decide which airport they will start from, and how many temples they must visit during the game. **5/6** is the suggested total to ensure plenty of fun, and, also helps keep the game time relatively short.

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



The rules are quite simple. If you've played plenty of games and think you can easily learn new rules, go directly to the separate **QuickStart SUMMARY**. These more formal rules should answer any of the small print details missing from the summary.

**Contents:** 1 Game Board; 10 multi-colored Pawns; 16 black cubes; 16 red cubes; 2 dice; 1 Rules Booklet; 1 QuickStart SUMMARY

80 TEMPLE Cards;  
45 ASSIGNMENT Cards

4 blank TEMPLE Cards;  
4 blank ASSIGNMENT Cards

# SET UP

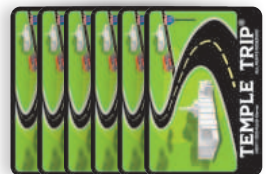
**1. Set up Game:** Shuffle the **45 ASSIGNMENT Cards** and place a **draw pile** face down adjacent to board.

All players select **one** colored pawn, **1 red roadworks cube** and **1 black bad weather cube**. Spare cubes are placed on the playing board in the space marked, **Air Traffic Control – black cubes**, and **Department of Transport – red cubes**.

**2. Choose Start Location:** Players are free to start from **any AIRPORT**, including **Salt Lake**, but everyone **must** place their pawns at their starting airports **before** dealing the **TEMPLE Cards**.

**3. Agree on number of temples to be visited:** **5/6** is a good balance with plenty of fun, but keeping the game time relatively short.

**4. Shuffle and deal the 80 TEMPLE Cards:** Deal the number of cards, agreed in **3.** above, to each player **face down**. Place unused cards face down to form a new draw pile.



6 CARDS  
HIDDEN  
FROM  
OTHER  
PLAYERS



DRAW  
PILES

# ITINERARY



5. Players carefully review their own **TEMPLE** cards they are dealt, taking care not to show other players. 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 window on the **bottom right corner** of the card shows the national flag of the country in which the temple is located, matching the flag on the game board.

The window on the **bottom left corner** of the card, shows which **travel mode** is needed to reach that specific temple, e.g, **flight only**, **road trip only**, or either **flight** and/or **road trip**, if located at a mainland airport.



**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. Players can, but do **not** have to, visit a temple at an airport before switching travel modes.

**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.

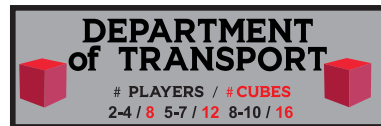
# OBSTRUCTION CUBES

**6. Obstruction Cubes:** All players start with **1 red roadworks cube**, and **1 black bad weather cube**. After planning their itinerary and before a dice is thrown everyone places both cubes on the board to try and block their opponent's potential routes. Be careful **not** to block your own travel plans. Cubes can **only** be placed on **Roadworks / Bad Weather** zones, **not** at an **AIRPORT & TEMPLE, TEMPLE, BORDER POST, A**, on **Open Roads** or **Clear Skies**.

## CUBES ALLOWED



The number of cubes in each game depends on the number of players.



**7. Bypassing Cubes:** Players throwing a **6** on **either** dice advance six places and can **land on/pass over** any cubes enroute, and remove and **keep** for their own use. Alternately, players can bypass a cube with **any** dice roll if they also roll a matching-colored square on the custom dice, e.g. roll a 5 and a **red** square and advance five places passing only **red cubes**. Finally, players may also throw an **EXACT** number to land on an **AIRPORT & TEMPLE, TEMPLE, BORDER POST, A**, **Open Roads** or **Clear Skies**, but cubes stay on the board in both cases.



Advance **six** places on the board.  
Keep **any** cubes you **pass** or **land** on.



Advance **five** places on the board passing only **red** cubes. Do **not** remove cubes from board.

# TRAVELING BETWEEN CITIES

**8. Start.** All players choose their own starting airport, and the **youngest player** rolls the dice first to start the game, with play 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 dice roll when they start the game.

**9.** There are **10 AIRPORT & TEMPLE** cities on the board, all in the USA, and each Airport & Temple has both an **AIRPORT** and a **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 **9 mainland airports**, including **Salt Lake**, which does **not** have a **TEMPLE** card to visit.



There are 8 mainland **AIRPORT & TEMPLES** accessible by **both flight** and **road trip**, while **Anchorage** and **Hawaii** are **only** accessible by **flight**.



The other **70** temples can **only** be visited on a **road trip**, which gives a total of **80** temples, each with its own **TEMPLE** card. Some temples share a common location on the game board and their names are listed inside a gold box, as shown here.

**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.

10. Whenever a player **lands on** one of these **A** symbols, found on most air routes and roads, they have the **OPTION** to draw an **ASSIGNMENT** card, **if they choose!!**



## ASSIGNMENT CARD

**OPTION TO DRAW ASSIGNMENT CARD**

Players are **not** allowed to simply **stop**, and end their move on this **A** symbol, but **must** throw an **exact number** and **land on** the **A** symbol.

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 cubes between your current position and the temple. To bypass any cubes and arrive at a temple you **must** follow the rules explained in **7.** above.

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

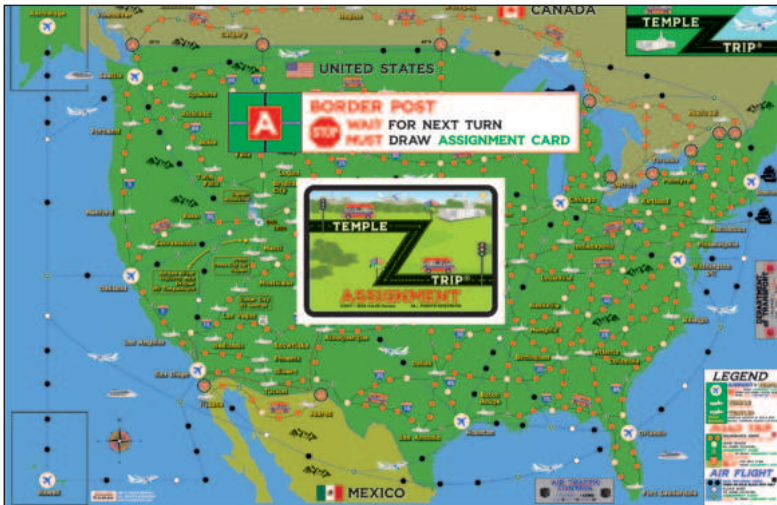


**REMEMBER!!!:** Be sure to read the **BLUE** border cards carefully, some are valid for a single use, **DISCARD AFTER USE**, others are valid for a **total trip**, **DISCARD AFTER ARRIVAL** or **DISCARD AFTER LANDING**.

# A **BORDER POST**

There are eleven **BORDER POST**s on the roads between the USA and both Canada and Mexico, denoted by **A**.

Whenever any a player passes through a **BORDER POST** they **must STOP** for 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 a **FAST PASS ASSIGNMENT** card, which allows that player to go directly through the **BORDER POST**.  
The card **must** be returned to bottom of draw pile after use.

However, in regular play, to go back into the USA and continue the game, players **must** cross the border in the normal way described above, unless redirected by another **ASSIGNMENT** card.

Once a player draws an **ASSIGNMENT** card at the border he must go through the border, unless diverted elsewhere.



# ASSIGNMENT CARDS

**11.** There are **45** different **ASSIGNMENT** cards, some work in your favor, others against you, some **must** be played **immediately**, others saved for **future use**. You can **only** draw from the **face down draw pile**, and all **used** cards are returned face down to the bottom of the draw pile. There is a **Schedule Change ASSIGNMENT** card that will force a reshuffle of the draw pile.



Many of the **ASSIGNMENT** cards are **diversions**, which could 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, only those player's pawns must immediately be moved 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.

**e.g.** if all players were on a **road trip**, and then all players were sent to Anchorage, **no player** would be required to draw an **ASSIGNMENT** card before a **flight** out, because it was not the player's choice to change travel modes.

**REMEMBER!!** To add to the fun be sure to read the **ASSIGNMENT** card **aloud**, unless it has a **BLUE** border. When playing any **BLUE** border card allowing the holding player to ignore any **ASSIGNMENT** diversions show all players, before returning to the bottom of the draw pile.

**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**.

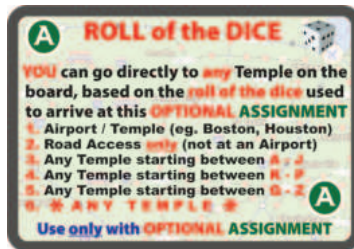


**ASSIGNMENT** card **must** be drawn **before** a player goes through a **BORDER POST**, which can only happen on the next turn **after** a player arrives at the **BORDER POST**.

See 10. above. Players also have the **OPTION** to draw an **ASSIGNMENT** card if/when they land on this **A** symbol on air routes or roads.



This **ROLL of the DICE ASSIGNMENT** card can only be played if the player has landed on one of the **A** symbols and drawn this card as an **OPTIONAL ASSIGNMENT** card. Otherwise disregard this card.



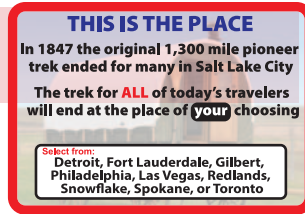
Before playing the **AIRWAY TO HEAVEN** or **STRAIGHT & NARROW ROAD ASSIGNMENT** card the player must declare they are on their **final route** to Salt Lake, and leave the card turned face up until arrival.



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

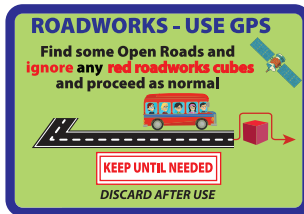
Players drawing a **RED**, **PURPLE** or **GREY** border **ASSIGNMENT** card can immediately turn their **TEMPLE** card **face up** on arrival, if they select a diversion city which is part of their own itinerary. Players who divert themselves to a city on their itinerary **can** also collect an **Obstruction Cube**, and, **immediately** place on the game board.

**RED BORDER** – All players *must* obey the instructions. [Total 8]



**PURPLE BORDER** – ONLY for selected player(s). [Total 9]

**GREY BORDER** – ONLY the **player** drawing the **ASSIGNMENT** card. [Total 15]



**BLUE BORDER** – KEEP UNTIL REQUIRED. Return after use. [Total 13]

Players diverted to a city for which they have the **TEMPLE** card **must wait** their turn before turning their **TEMPLE** card **face up**. You might get redirected again before having the opportunity to turn your **TEMPLE** card over!! Do **not** collect an **Obstruction Cube**, and do **not** add an **Obstruction Cube** to the game board.

**REMEMBER!!** All **RED**, **PURPLE** and **GREY** border **ASSIGNMENT** cards are played **immediately**. Only **BLUE** border cards can be used later.

**SUGGESTION!!** Before playing your first game quickly review the **ASSIGNMENT** cards to see what to expect in game play.

## TEMPLE VISIT (Normal Travel)

**12.** On road trips the white temples on the board denote the city. Players must include each temple as they move their pawns around the board, whether stopping, or passing through.

When players arrive at the city to match their **TEMPLE** card they turn that card **face up**, to show they have completed that visit. When arriving at an **AIRPORT & TEMPLE** players still turn their **TEMPLE** card face up, but if switching travel modes, **on their next turn** they must first draw an **ASSIGNMENT** card, before starting their next trip.

**13.** After arriving, and turning over a **TEMPLE** card and, if available, players can take **one red** or **one black** cube from the bank at the edge of the board, and immediately place to try and block an opponent. If none are available players may use a cube they already own. If the player doesn't have a cube play continues **without** a cube being added.

Occasionally players are dealt a **TEMPLE** card to match their starting airport. On their first turn just turn the card face up, then take and place a cube on the board. This completes their turn, do **not** also roll the dice.

Due to limited space some adjacent temples share a **common board location**. These temples are shown inside a gold box, on both the game board and the **TEMPLE** card.



Players may turn a **maximum** of **(2)** **TEMPLE** cards over in one turn, if both temples share the same **common board location**, as shown above, or using the **BONUS DICE TEMPLE** throw as detailed in **14.** below.

# TEMPLE VISIT (ASSIGNMENT Cards)

The player **creating** the **ASSIGNMENT** card **diversion** can immediately turn over the matching **TEMPLE** card on arrival, **if** the diverting player holds that **TEMPLE** card and used a **RED**, **PURPLE** or **GREY** border card.



Cards with a **GREY** border allow a player to send other player(s) to a diversion destination. Sometimes, a player may be sent to a city on their itinerary as the result of an **ASSIGNMENT** card diversion.

These players must **wait their turn** before turning over their **TEMPLE**

card(s). Those players diverted to a temple destination do **not** collect or place any obstruction cubes.



In exceptional circumstances a player may be diverted by others to a city, for which he has the **TEMPLE** card, but, while waiting his turn to then turn the **TEMPLE** card **face up** may be diverted again, by another player. Or, maybe a diverted player **forgets** to turn his **TEMPLE** card **face up** while at the city, and then moves his pawn, the opportunity is lost.

A player **must** be at the city to turn the **TEMPLE** card **face up**, so, in both examples the player will need to return to that city later in the game.

# WINNING THE GAME

**14.** Any player(s) having visited all their temples, and with all their **TEMPLE** cards turned **face up**, must now race back to **Salt Lake**, 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. However, these players may 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 bypassing the obstruction cubes, as explained in **7**.

## HAVE FUN and SAFE TRAVELS!!!

### BONUS DICE

**TEMPLE TRIP®** includes both a regular and a **bonus** dice, and both dice are rolled on **every** throw. The **bonus 6** is added to the regular dice throw, **except** when bypassing cubes!

The solid **black** and **red** squares are used with regular dice throw to bypass **black** and **red** cubes, see **7**.

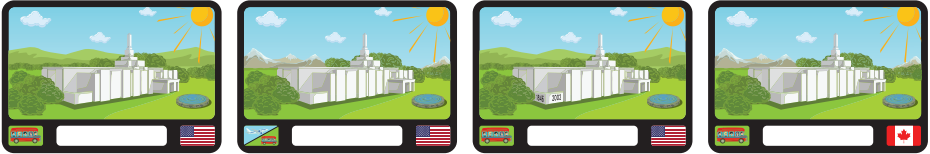
The bonus **TEMPLE** allows a player to travel past their first temple straight on to their **next** temple by the **same mode of travel** and turn over **both** **TEMPLE** cards **at once**, as if the player had stopped at the first temple before moving on to the second temple.



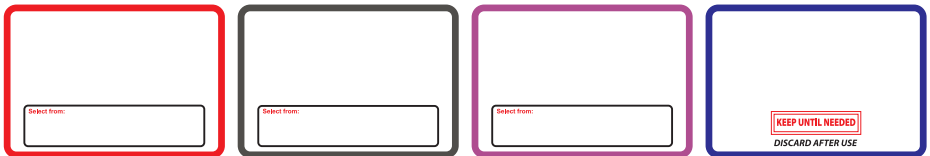
This move must be completed using the result of the **regular** dice throw only, combined with this **BONUS DICE TEMPLE**. Therefore, both temples will probably need to be adjacent, or at least **very** close, to comply with this requirement

# BONUS CARDS

**TEMPLE TRIP®** includes four additional **blank TEMPLE** cards. Why not add your local temple to the game, if it is missing. However, you will also need to add the city to the map on the board, if it's at a unique location that cannot be shared with another temple.



The game also includes four **blank ASSIGNMENT** cards for you to add your own customized diversion assignments. There is one of each color code, so why not be as creative as you can!



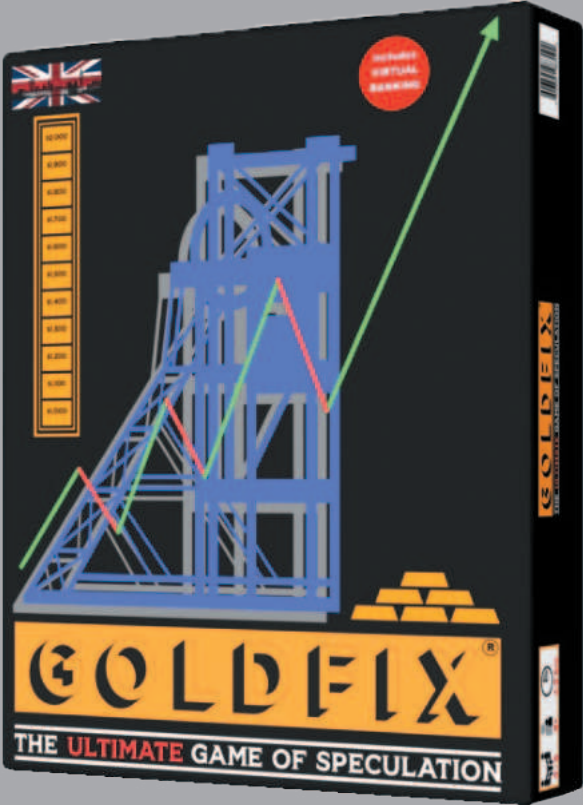
**REMEMBER!!!:** Remove any **blank** cards from the game before starting.

## RELATED INFORMATION

The year on the corner of the temple is the date it was dedicated as an operating temple of The Church of Jesus Christ of Latter-day Saints. **Nauvoo** shows two years, which are the dedication dates of both the original and rebuilt temples. Since **Kirtland** is no longer operating as an LDS temple the original dedication date is shown on the opposite corner.



# KanDi Games



- International Edition -  
HAITI to HONG KONG  
PARIS to PERTH  
SALT LAKE to SEOUL



UTAH ROAD TRIP



ALL FUN  
**4**  
FUN ALL

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