QuickStart SUMMARY

1. **Set up Game:** Shuffle the forty **ASSIGNMENT Cards** and place a **draw pile** adjacent to the board. All players select **one** colored pawn, **one red roadworks cone** and **one blue air turbulence cone**. Place the **LEGEND** cards around the board, so that all players can easily view for quick reference. **3**

2. **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. **3**
Players *must* place pawns at starting location *before* dealing the **TEMPLE Cards**.

3. **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. **3**

4. **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. **3**

5. **Players carefully review their TEMPLE Cards:** Plan an **itinerary** to try and visit them in any order. **4**

6. **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.** **5**

7. **Bypassing Cones:** Players throwing a **SIX** can pass over 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 *not* removed when the *EXACT* number rule is played, except a **six**, of course. **5**

8. **Start:** The youngest player rolls the dice first, and then play rotates clockwise. Players do *not* draw an **ASSIGNMENT Card** on their first roll of the dice when they start the game. **6**

9. *Must* **draw compulsory ASSIGNMENT Card:** Whenever players change travel mode, **flight** / **road trip**, **road trip** / **flight,** or go through a **border post** between the USA and Canada or Mexico. **6/7**

10. *Optional* **ASSIGNMENT Card:** Players may draw an *optional* **ASSIGNMENT Card** if / when they **land on** (*not stop on*) the **ASSIGNMENT Card** square found on many of the travel routes. **6**

11. **ASSIGNMENT Card:** These can create diversions, incur penalties or offer rewards. Some cards will affect only **one player**, other cards will affect **all players**. The color of the card border is important. **8**
RED border – **All** players follow the instructions; **PURPLE border** – **Only** for **selected** players; **9**
GREY border – **Only** the **player** drawing the card; **BLUE border** – KEEP UNTIL REQUIRED;

12. **Temple Visit:** 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. **10**

13. **Adding Cones:** 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. **10**

14. **Winning the Game:** 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**. **11**

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