Touring America

Premise:

A fun way to learn about the United States of America. In this racing game, the goal is to plan the best route, visit all your locations and be the first to return home.

Setup:

The hometown is decided with a dice roll by the youngest player to select the region, 1 (Pacific), 2 (West), 3 (Mid-West), 4 (North-East) 5 (South-West) and 6 (South). The same player chooses the top card from that region and places it face-up on the board. All players start and end at the same location.

Each player chooses which token they will be playing as and places it at the starting location.

Deal one card from each region to each player. These are the 6 locations they must visit during the game. They can be visited in any order you want so plan carefully; find the fastest route but be wary of the various icons around the map that could hinder you.

You can only change direction of travel once you have reached a city (not in the middle of the road).

When using a harbour, you must stop on the harbour icon and wait until your next turn before rolling to use the ferry. If a player intends to use the ferry and lands on a city with a harbour route attached, the 'miss a go' rule is void even if they do not possess the card.

First player to visit all 6 locations and return home is the winner.

The maps icons are documented on the board for ease of use during play.

Optional Rules:

Must get the exact dice roll required when landing on a city you need to visit. (Including harbours).

If you land on the same standard space as another player use collision icon rules and both return to the nearest city in the opposite direction of travel.

Miss a go when landing harbour cities regardless of if they intend to use the ferry.