

## **TAKE OFF! WORLD EDITION**

### **Rules of the Basic Game**

Welcome to Take Off! After just a few minutes study of the rules for the Basic Game you'll be on your way, racing from city to city across the map.

#### **PREPARING TO PLAY**

Unroll the map. Note that a vertical black line visually separates the map into halves. Hawaii is shown at both ends of the map.

Shuffle the brown cards and the blue cards separately. Place brown cards in a convenient spot on or near the eastern half of the map and blue cards on or near the western half of the map.

Have each player or team of players choose a fleet of jets of the same color, and place them near "Start" on the map. Players agree beforehand on the number of jets to use. We recommend that beginners start with just one or two jets. (Larger fleets mean longer games.)

Choose the player who will take the first turn.

#### **OBJECT OF THE GAME**

To be the first player (or team) to "fly" an entire fleet of jets around the world from "Start to "Finish" along the colored route lines--from Hawaii in the east to Hawaii in the west.

#### **TO BEGIN**

The first player rolls both dice. The dice colors indicate the choice of route lines along which the player's jet(s) may advance. The options are: 1) move one jet along two route lines successively, or 2) move two jets along one route line each.

For example, the player rolls red and yellow. From Honolulu one jet may be moved along red to Midway, and from there along yellow to Tokyo. Or one jet may be moved along yellow to Taipei, and from there along red to Wuhan. The final option would be to move one jet to Midway and a second jet to Taipei.

Only forward (westward) movement is allowed, and both colors must be used if possible. If the colors that were rolled are not available from any location occupied by a player's jets, the player must wait until his or her next turn to roll again.

Play proceeds clockwise around the group.

#### **JET SYMBOL FACET**

When a jet symbol rolls up, the player may move one of his or her jets forward along a route line of any color from its current position.

#### **TAKE OFF! FACET**

When "TAKE OFF!" rolls up, the player immediately draws a TAKE OFF! card. If one or more of the player's jets is on the eastern half of the map, the TAKE OFF! card must be drawn from the brown deck. IF every jet in a player's fleet is on the western half of the map, the card must be drawn from the blue deck.

The player then reads the name of the capital city on the flag side of the card (located just above the flag), and immediately sends one of his or her jets to that city.

To identify the country represented by the card, the flag on the card can be matched to the corresponding flag and associated country name positioned around the perimeter of the map. To assist players in locating countries and capital cities on the TAKE OFF! map, the flags have been grouped by region, which gives players a general idea of where to look. (Due to space limitations, the flag groups are not always located next to their corresponding map region.) There is no penalty for not being able to identify or locate a country, and everyone can join in the search.

#### DOUBLES

A roll of doubles entitles the player to another turn. Double "TAKE OFF!" requires that two cards be drawn and two jets moved accordingly. If a player has only one jet on the board, that jet is moved to the two cities indicated by the TAKE OFF! cards in the order that the cards were drawn.

#### BUMPING

When a player's jet lands on a city occupied by an opponent's jet, the opponent's jet is sent back to the Start.

#### WINNING THE GAME

When a jet has reached the Finish--Honolulu on the western half of the map--it is out of play. The first player whose entire fleet reaches the Finish wins the game.

That's all you need to know to play TAKE OFF!