

Dad in Chad!

SPACES & BUBBLES

BLUE SPACE:
Take 1 card from the top of **EITHER** the Discard Pile **OR** the Country Card deck. Place a colored peg (white side down) on that country on the map. If Discard Pile becomes empty, replenish with a card from top of the Country Card deck.

2 BLUE "2" SPACE:
Take 2 cards from the top of **EITHER** the Discard Pile **OR** the Country Card deck. Place a colored peg (white side down) on each of the 2 countries on the map. If Discard Pile becomes empty, replenish it with a card from top of the Country Card deck.

GREEN SPACE:
Take 1 Adventure Card from the top of the Adventure Card deck.

2 GREEN "2" SPACE:
Take 2 Adventure Cards from the top of the Adventure Card deck.

GREEN/BLUE SPACE:
Take 1 Country Card and 1 Adventure Card from the top of each deck. On the map, place a colored peg (white-side-down) on the country listed on the Country Card.


DISCARD PILE RULE:
If Discard Pile becomes empty replenish with a card from the top of the Country Card deck.


LEFT SWAP SPACE:
LEFT SWAP
MUST swap with the player to your left any one of your cards (and the corresponding pegs) with any one of their cards, except Travel Cards, cards in a Matching Pair, or the START & END cards.

RIGHT SWAP SPACE:
RIGHT SWAP
MUST swap with the player to your right any one of your cards (and the corresponding pegs) with any one of their cards, except Travel Cards, cards in a Matching Pair or the START & END cards.


OPEN SWAP SPACE:
OPEN SWAP
MUST swap with any player any one of your cards (and the corresponding pegs) with any one of their cards, except Travel Cards, cards in a Matching Pair, or START & END cards.

GENERAL SWAP RULE:
Swaps do not need to be from the same deck. For example, a Country Card may be swapped for an Adventure Card.

ROLL SPACE:
 Roll the white die and take a card from the Travel Card deck. If you roll a: **1, 2 or 3** take a CAR card **4 or 5** take a BOAT card **6** take a PLANE card

DAD IN CHAD CORNER BUBBLE:
 Jackpot! Take 4 cards: the top card from the Country Card, Adventure Card, and Discard piles **AND** take the Travel Card of your choice. Place one of your colored pegs (white side down) on the map on each country listed on the Country Cards.

FREE FLIGHT BUBBLE:
 Take a PLANE card from the Travel Card deck.

FREE CRUISE BUBBLE:
 Take a BOAT card from the Travel Card deck.

TRIP CANCELLED BUBBLE:
 Return one of your Travel Cards to the Travel Card deck.

TO WIN

Be the 1st player to make 3 Matching Pairs and map out a route to get Dad from SOUTH AFRICA back home to CHAD. This route must include at least 3 Matching Pairs. See an example of a winning route below.



START



Matching Pair



Matching Pair



Matching Pair



END