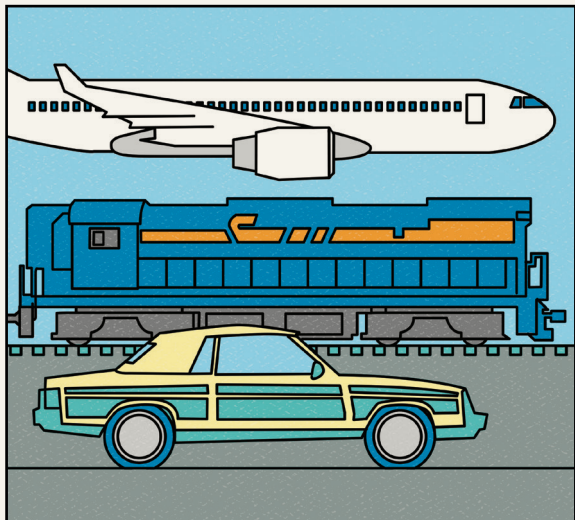


Planes, Trains and Automobiles

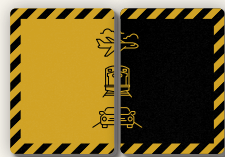
Ages	Players
12+	2



Instructions

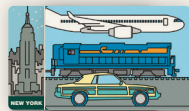
Game Setup

- 1 Sit on opposite sides of a table.
- 2 Separately shuffle the two Challenge decks next to each other to one side.
- 3 Place the Transit card, with the traveling (blue) side up, on top of the Destination card so **only New York is visible**.
- 4 Place the game box and the shower curtain ring nearby.
- 5 Place the Mileage Marker on the zero of the Mileage Track in the game box.
- 6 Each player chooses a character. Take your character's Journey deck, shuffle it, and place it face down in front of you.



Challenge Decks

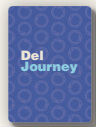
Destination Card



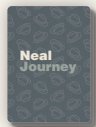
Transit Card



Mileage Marker

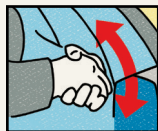


Del Journey Cards



Neal Journey Cards

Object



Work together as Neal Page and Del Griffith to win challenges and get home to Chicago for the holidays. If you lose two challenges, you're stranded and lose the game. If you win three challenges, you both reach Chicago and win the game!

How to Play

Setting Up the Challenge

To start a challenge, flip one card from each Challenge deck and place them next to each other, as shown.

- The left card shows how you set up and play the challenge. Each player takes Journey cards from the top of their deck and arranges them according to the first two symbols. (See other side.) If the cards are placed face down, you can't look at them yet!
- The right card shows what Journey cards you need to play to travel on the Mileage Track.

The number created at the bottom of the cards shows the Goal Mileage, which is exactly how many miles you must travel together to win the challenge.

Challenge Example

Memorable

Number of Cards Used by Each Player → 6

Card Setup (See Other Side) →

Before the first turn, one player **SPINS** the shower curtain ring. Both players pick up their cards and try to memorize them. When the ring stops, replace the cards face down. You cannot look at the cards again.

On each turn, play both cards at the same time by flipping them face up.

Travel Exactly **300** Miles Together ← Goal Mileage to Win

Burglary

Neal **25** Del **50** ← Table Talk Rule (See Other Side)

To count toward your goal, each set must have at least one card with a zero in its mileage.

Playing the Challenge

1 On each turn, each player plays one Journey card according to the challenge rules. The two cards played in one turn are known as a “set.”

- If the set counts toward the goal, according to the challenge rules, set them aside face up and move the Mileage Marker the total of the two cards.
- If the set doesn't count toward the goal, discard them face down and don't move the Mileage Marker.

2 Repeat Step 1, continuing until the challenge ends.

Note: X2 cards copy the mileage of the other player's card. If a set has both X2 cards, they count as zero. Luggage cards are wild and count as any suit you choose—Planes, Trains, or Automobiles.

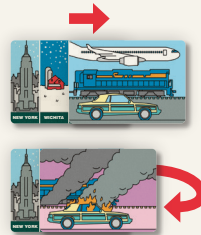


Ending the Challenge

You win the challenge if you move the Mileage Marker to the **exact** Goal Mileage. Slide the Transit card to reveal the next city on the Destination card.

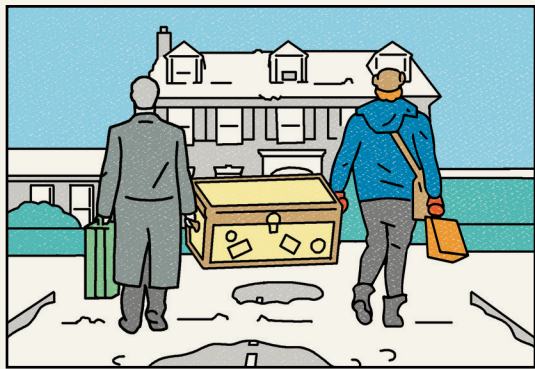
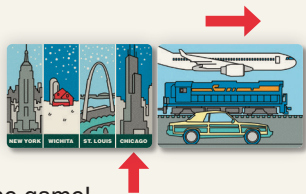
You lose the challenge if either player runs out of Journey cards or you move the Mileage Marker past the Goal Mileage. Flip over the Transit Card to the delayed (pink) side. If the Transit Card already had the delayed side up, you lose the game.

Then gather all your Journey cards, reshuffle your deck, and reset the Mileage Marker to zero. Start the next challenge by flipping a new card from each Challenge deck.



Ending the Game

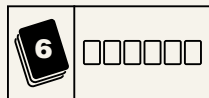
If you lose two challenges and need to flip the Transit card when its already on the delayed side, you're stranded and lose the game. If you win three challenges and slide the Transit card to reveal Chicago, you both made it home for the holidays and you win the game!



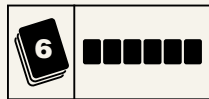
PLANES, TRAINS AND AUTOMOBILES

Contents: 32 Journey Cards, 16 Challenge Cards, Transit Card, Destination Card, Shower Curtain Ring, Mileage Marker, Instructions

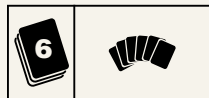
Card Setup Guide



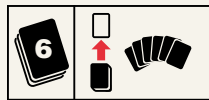
Each player places six Journey cards in a row, face up.



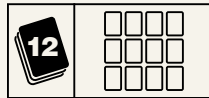
Each player places six Journey cards in a row, face down.



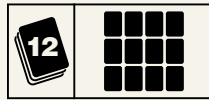
Each player draws six Journey cards.



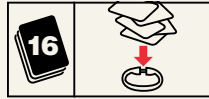
Each player places one Journey card on the table, face up, then draws six cards.



Each player places 12 Journey cards in a 3x4 grid, face up.



Each player places 12 Journey cards in a 3x4 grid, face down.



Players alternate dropping all the Journey cards face up into a pile on the shower curtain ring. If a card touches the table, drop it again.

Table Talk Rules



Players may discuss their cards.

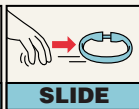


Players may not discuss their cards.

Shower Curtain Ring Actions

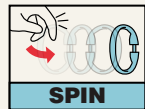


TOSS



SLIDE

You must start on your side of the table and end on the other side.



SPIN

You can use one or both hands.