



Are We There Yet?TM

Air Travel Card Game

GAME EQUIPMENT - 216 travel cards

OBJECT OF THE GAME - To accumulate the greatest number of travel cards by sighting the most items which appear on the cards during a predetermined time or travelling distance.

TO START - Designate a person as the dealer. This person remains as the dealer for the duration of the game and may also play the game. Decide on a fixed time period or distance during which the game is to be played. The dealer then distributes to each player five travel cards chosen randomly from the deck. Use the blue side of the card when travelling to your destination and the yellow side for the return trip. Each player discloses their cards to the other players by reading them out loud. This enables players to help each other if they decide to.

TO PLAY - Each player tries to sight an item described on any one of the travel cards which they hold in their hand.

As a player sights an item, they point out the item and show the corresponding card to the other players. It is then put aside and another travel card is dealt to that player from the deck. It is read out loud to the other players and the game continues. The player to accumulate the greatest number of travel cards by sighting the most items during a predetermined time or travelling distance wins the game.

PARACHUTE CARDS - In the event that a player is in possession of a Parachute card, that player may at any time during play, trade in any card in their hand which they have found difficult to sight by returning their Parachute card as well as the difficult card to the deck. The player must then draw two new cards, read them out loud, and include these cards in their hand.

At any time during play, a player may trade in and difficult card from their hand along with a card which they have already sighted in return for a card from the deck. By doing so, a player forfeits the sighted card and may not count that card when adding up their score. If desired, a player may trade in any number of sighted cards along with any corresponding number of difficult cards from their playing hand at any time. The new card or cards obtained from the playing deck must be included in that player's playing hand.

THE CATEGORIES



OBJECTS



PEOPLE



SIGNS



ALPHABET



SAFETY



PARACHUTE

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