

JOY MUNDO

The logo for 'JOY MUNDO' is written in a large, white, bubbly font with a thick blue outline. It is set against a background of a torn paper effect. Behind the text, there are various travel-related icons: a yellow airplane, a red hot air balloon, a brown Eiffel Tower, a yellow and orange pagoda, a blue sailboat, and a green airplane. The background also features a blue globe with white clouds.

A board game that allows you to travel the world while learning about countries and experiencing exciting real-life adventures. The game's ultimate goal is to succeed in being the first traveller to globe-trot around the world.

However you have to:

- Manage your budget well
- Learn facts about each country
- Make strategic decisions
- Tease your opponents!
- Overcome the obstacles
- Have luck!

Players will emerge victorious while building knowledge and familiarising themselves with traveling information!

As the Travellers make wise financial plans to travel at the lowest cost, they will experience various surprises that come with travelling!

So... let's begin the journey around the continents!

GAME COMPONENTS:

- A foldable board with countries from all over the world with their flags and the average cost of visiting each country.
- Six tokens (The game is played with a minimum of 2 and a maximum of 6 players)
- Two dice
- Cash

- Three types of cards (100 Questions, 40 Chances, 24 Jokers)
- Answers sheet about countries' information (only checked when verifying trivia questions)

GAME SETUP:

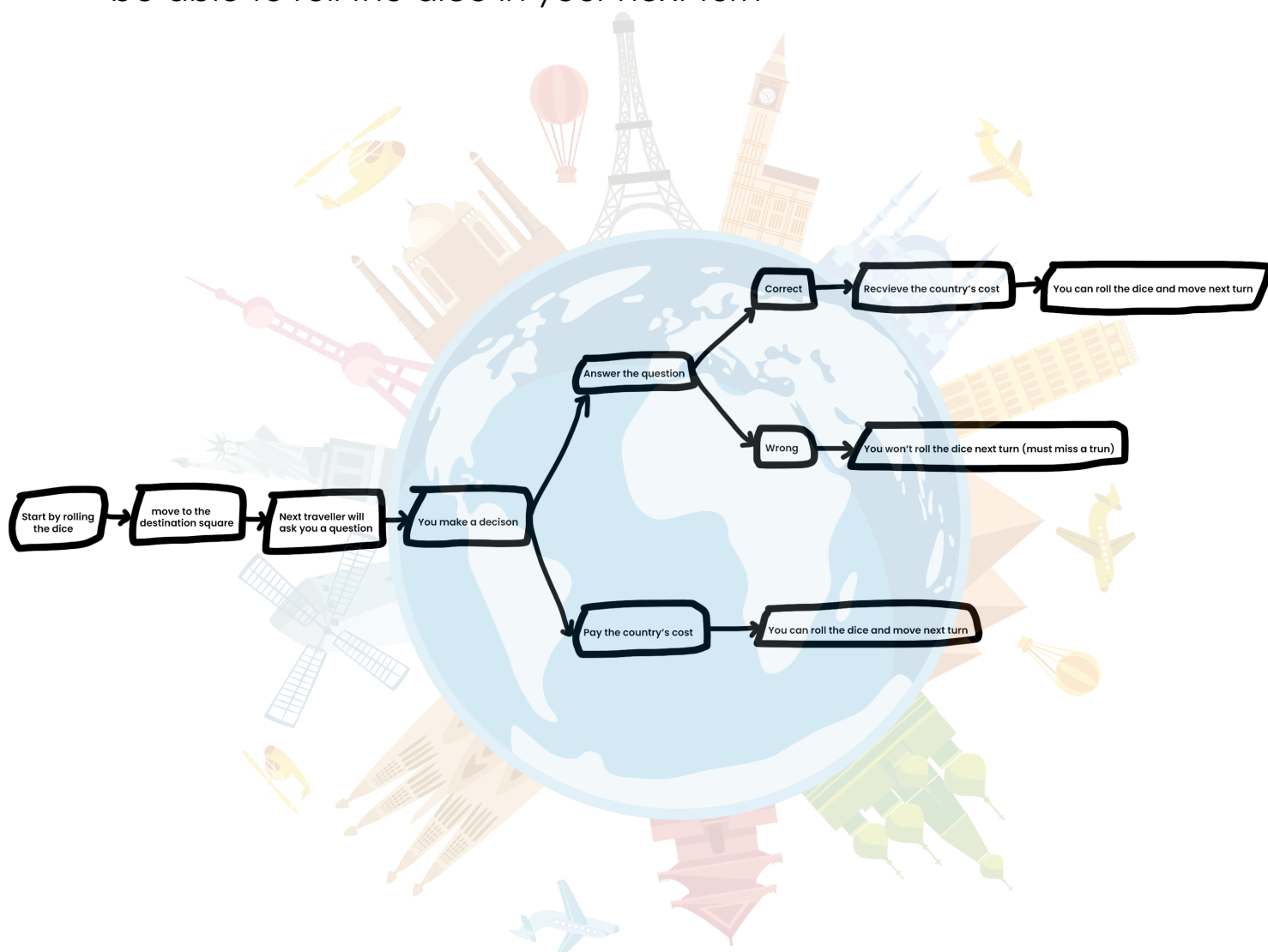
NB: The players will be called "Traveler" during the game

- Start by stacking Question and Chance cards in the middle of the board onto 2 separate stacks
- Each Traveler selects a token to move around the board
- Each token is placed at the 'Departure' square on the board, this is where your journey begins...
- Select one Traveler to distribute the cards and manage the cash. A.K.A: (The travel agent)
- Each Traveler will get:
 - 500 in Cash: 10 of 5\$, 5 of 10\$, 5 of 20\$, 4 of 50\$, 1 of 100\$
 - Four joker cards

GAMEPLAY:

- Each Traveler rolls the two dice. Whoever gets the higher value in two dice will start first, and the game will be played clockwise or counter clockwise (as decided)
- If you start first, you will roll the two dice again and move with your token to the destination country according to the value of the two dice


- If you are in a country on the board, the next Traveler in turn will take a Question card and asks you
- Here you must make a decision:
 - Either answers the question
 - Or pay the country's cost with your money and wait for your turn the next round
- Now, if you answer the Question correctly; then, you will earn the cost of that country you're in and wait for you next turn
- If you give a wrong answer you have to miss one turn, You won't be able to roll the dice in your next turn



NB: The money you earn or you need to pay is written under each country you are in on the board

NB: Question and Chance cards should be returned face-down under the deck

CONDITIONS:

- If Traveler lands on a 'Chance' square, he takes a Chance card and does what is written
- If Traveler lands on an 'Airport' square, he gets 100 

USE OF JOKERS:

- Jokers are cards you can use to save money, not pay at all, or use it against your opponents
- Each Joker should be used only once and given to the Travel Agent after using it
- You can only use a joker on your turn, not on another player's turn

WINNING:

The winner of the game is the one who arrives first at the Arrival square. Therefore having completed a tour around the world. The game can, if wish, be stopped or continued by the remaining travelers.

Have a good trip!