

Versions

There are two game versions. The Time Limit game is suited to school classrooms.

Home City: return to your Home City first after visiting all your allocated Place Card or *Ody-see* Card destinations.

Time Limit: achieve the highest total Place Card points of places visited at the finish (agreed time limit or when a player reaches all their Place Card destinations).

WARNING: contains small pieces that may be a choking hazard for young children

Set up

1. Join the three board sections together.
2. Check the following equipment.

Dice and Tokens

- Mode Die (green, blue and white faces)
- Movement Die (numbers 1-6)
- 6 coloured player tokens



Mode Die Movement Die

Game Cards

- 6 Home City Cards, numbered top left 1 – 6
- 50 *Ody-see* Cards
- 100 Place Cards, with coloured borders indicating the region of the location.

Home City and *Ody-see* Cards

1. Shuffle the Home City Cards and deal each player one card.
2. Keep the Home City Cards face up.
3. Each player places a token of the same colour at their Home City Card location on the board, which indicates their starting position.
4. Shuffle the *Ody-see* Cards and place the pack face down in the *Ody-see* Card board position.



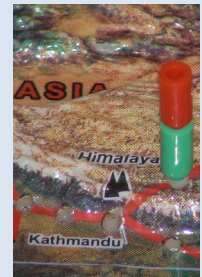
Place Cards

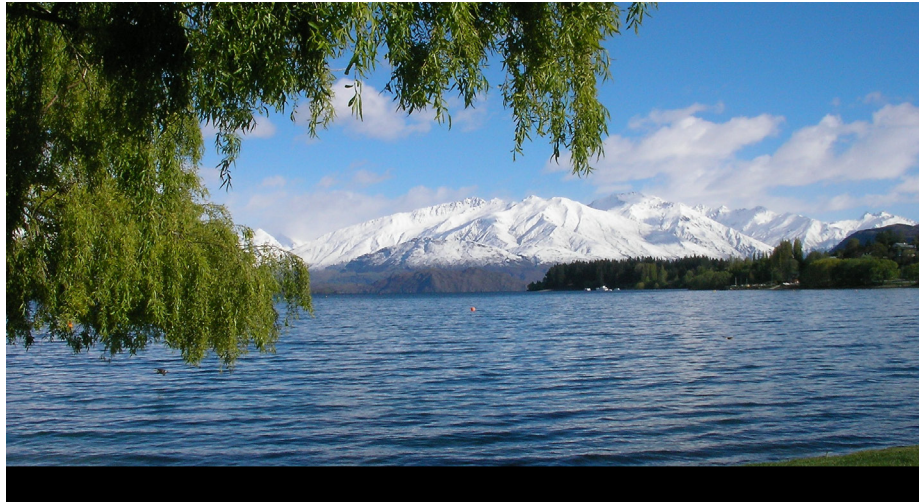
1. Shuffle the Place Cards. Each player is dealt the following number of cards.
 - **Home City** game – **6** Place Cards
 - **Time Limit** game – **10** Place Cards
2. Keep the allocated Place Cards face up. Replace the remaining cards face down.
3. Players must have cards representing at least **3** regions (colour borders). In the **Time Limit** game, players must also have at least **1** site, **1** icon and **1** wonder card. Place Card category points are indicated in the game board legend.
 - **Sites:** white symbols (**1** point)
 - **Icons:** grey symbols (**2** points)
 - **Wonders:** black symbols (**3** points)
4. If players do not have the minimum requirements, they must return surplus Place Cards to the pack one at a time and take the top card until the rule is met.

Use the Place Card regional colours, symbols and mini-maps to find locations on the board. The category symbols also provide an indication of the type of attractions. Players should study card information for planning and to answer bonus questions.

Playing

1. The player with the highest Home City number starts by throwing the dice. Players take turns clockwise (to the left). The upward Mode Die face indicates the travel type.
 - **Green** (surface travel) – move the Movement Die number only
 - **Blue** (air travel) – move the total of the Mode and Movement Die numbers
 - **White** ('O' - *Ody-see*) – follow the top *Ody-see* Card instructions **first**
2. Any route can be used for surface travel (land or water) or air travel.
3. An exact throw is not required to reach a Place Card destination. On reaching a destination, the Place Card is turned over. The Movement Die is thrown **by itself** as a bonus unless an *Ody-see* Card indicates no further throw.
4. Tokens can be stacked if a move ends on the same space.
5. Players win by reaching their Home City first (**Home City version**) or gaining the most total Place Card points (**Time Limit version**).





Game Information

Uniquely New Zealand

English (NZ) names/spelling is used in this version.

Global Ody-see was correct to the best of our knowledge at production. Information was current as far as practical, but data may eventually be outdated. New cards may be requested when significantly out of date at www.ody-see.com.

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Manufacturing Certification

The Manufacturer certifies that this product has been made in accordance with international quality standards using safe materials and without significant defect.



Touch the World

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Image: Lake Wanaka, New Zealand

Touch the World GLOBAL ody-see

The 3D Strategy Travel Game



Take an exciting journey to other places (odyssey).
Compete against other players or form teams to strategize.
Learn about the world, its features, nations, people and cultures
using a unique three-dimensional board and stunning images.

A game for up to 6 players

Age 8 to adult

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