10 DAYS in the AMERICAS

The Unpredictable Game of Making Connections

What's in the Box

- 40 Country Tiles

  Each country is displayed in one of five colors (blue, green, orange, pink or yellow).

 *There is one tile per country, except for Brazil, for which there are two.*

- 23 Transportation Tiles

  There are ten Airplane Tiles: two per color.

  There are thirteen Ship Tiles: two for each of the North Pacific, South Pacific, North Atlantic and South Atlantic Oceans, and five for the Caribbean Sea.

- 4 sets of Wooden Tile Holders, two holders per set

- Map Game Board

- Rule Sheet

- 2-4 Players
- Ages 10 to Adult
- 20-30 Minutes per Game
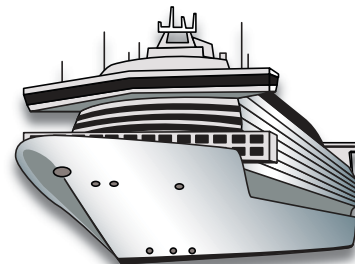
The Object of 10 DAYS® IN THE AMERICAS

In *10 Days® in the Americas*, players use country and transportation tiles to chart a course across the Americas. The first player to complete a ten day journey, where each day connects to the next day, is the winner!

Setting up

1. Open and place the game board in the center of the table.
2. Place one set of tile holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.
3. Place all country and transportation tiles face down next to the board and mix thoroughly.

Getting Started

1. Players fill their tile holders without taking turns. Each player draws a tile, looks at it, and places it into any open location, DAYS 1–10. Players continue to draw and place one tile at a time, until all players have placed ten tiles in their tile holders.

   *Once placed, a tile may not be moved within the tile holder. However, a tile may be replaced during a player's turn. See **A Player's Turn**.*

   Tile holders should be positioned so that tiles cannot be seen by other players.

2. Stack the remaining tiles, face down, to form a draw pile. The three top tiles are then placed, face up, next to the draw pile to form three discard piles.

3. Select a player to take the first turn. Turns will continue clockwise.

DRAW PILE   DISCARD PILES

A Player's Turn

1. **Draw a Tile—**Select the top tile from one of the three discard piles OR the top tile from the draw pile.

   If a player depletes the draw pile, all tiles in the three discard piles, EXCEPT the top tile on each pile, are shuffled together to form a new draw pile.

2. **Place the Tile—**Replace any one of the ten tiles in the tile holder with the drawn tile, OR discard the tile, face up, onto one of the three discard piles. If a tile is replaced, the tile removed from the tile holder is discarded, face up, onto one of the three discard piles.

   If the player selected the last tile from a discard pile, that tile must be replaced by the newly discarded tile. As a result, players will always be able to select from three discard piles, as well as the draw pile.

Winning the Game

If, at the end of a player's turn, that player has a completed ten day journey, he or she wins *10 Days® in the Americas!*

The winner must show that each day is connected to the next day in his or her tile holder.

Completing a 10 Day Journey

There are no restrictions as to where a drawn tile may be placed in the tile holder during a player's turn. However, to win the game, a player must be the first to complete a ten day journey. A ten day journey is considered complete when, starting with DAY 1, each day is connected to the next day in the tile holder. The completed journey must also meet the following criteria:

- *Completed journeys must start with a country tile and end with a country tile.*
- *Transportation tiles may not be placed next to one another in a completed journey, except when they are part of a cruise.*
- *The two Brazil tiles may not be placed directly next to one another. However, they may both be part of a completed journey.*

Making Connections

Connecting by Foot: Players may travel by foot from one country to a bordering country. A bordering country is an adjacent country or a country connected by a ferry. A ferry connection is represented by a broken black line between two countries. Two bordering countries are considered connected when their tiles are positioned side-by-side in the tile holder. *See example A below.*

Connecting by Ship: Players may use a ship to travel from one country to another country by sailing on a body of water which borders both of the countries being connected. The body of water may be one of the oceans, or the Caribbean Sea. When a ship tile is positioned between the two country tiles, these three tiles are connected to one another. A ship tile may only be used for the body of water designated on that tile. *See example B below.*

Taking a Cruise: Players may use two or more ships to travel from one country to another—this is called taking a cruise. A cruise starts with a country tile, followed by one or more ship tiles, each for a body of water that border's the country or body of water on the preceding tile. The cruise ends with a country tile for a country that borders the body of water designated on the preceding ship tile. Two or more ships for the same body of water may be included in a cruise, but may not be placed directly next to each other. *See example D below. In this example the Panama Canal was used to connect the South Pacific Ocean to the Caribbean Sea.*

Connecting by Airplane: Players may use an airplane to fly from one country to another country of the same color. When the airplane tile is positioned between the two country tiles, and is the same color as both country tiles, these three tiles are connected to one another. *See example C below.*

A COMPLETED 10 DAY JOURNEY WHERE EACH DAY CONNECTS TO THE NEXT DAY

ECUADOR	COLOMBIA	CARIBBEAN SEA	THE BAHAMAS		CHILE	SOUTH PACIFIC OCEAN	CARIBBEAN SEA	NORTH ATLANTIC OCEAN	CANADA
QUITO	BOGATÁ		NASSAU		SANTIAGO				OTTAWA
Pop. 14,573,101 283,561 sq. km.	Pop. 45,644,023 1,138,914 sq. km.		Pop. 309,156 13,880 sq. km.		Pop. 16,601,707 756,102 sq. km.				Pop. 33,487,208 9,984,670 sq. km.
DAY 1	DAY 2	DAY 3	DAY 4	DAY 5	DAY 6	DAY 7	DAY 8	DAY 9	DAY 10

EXAMPLES: A   B   C   D

Panama Canal:

The Panama Canal allows for cruises to connect the Caribbean to either the North Pacific or the South Pacific. Therefore, during a cruise, a ship tile for the Caribbean may be placed next to a ship tile for either the North Pacific or the South Pacific. A cruise that goes through the Panama Canal does not require the use of the Panama country tile.

See Days 7 and 8 in the example of A Completed 10 Day Journey.

Notes:

- In this game, the North Atlantic and the North Pacific are not connected—placing those two tiles next to each other does not constitute a connection during a cruise.

- The following countries have coasts that may be difficult to see on the map:

  Guatemala and Honduras border both the North Pacific and the Caribbean.

  Venezuela borders the Caribbean and the South Atlantic.

- In the interest of map readability and game-play, several small islands do not have corresponding tiles and are not included in the game. Some of those islands are shown in gray on the map while others are left off altogether.

  Not shown on the game board: Anguilla, Aruba, British Virgin Islands, Cayman Islands, Clipperton Island, Guadeloupe, Martinique, Montserrat, The Netherlands Antilles, Saint Barthélemy, Saint Martin, Turks and Caicos Islands, Virgin Islands.

  Shown in grey on the game board: Falkland Islands, South Georgia and the Sandwich islands.

- Ferries are shown connecting countries which might not actually be connected by ferry.

  Population information is current as of the date of publication. Source: CIA World Factbook. Map not to scale.

Rules Variations for Younger Players (Ages 6-9)

10 Days® in the Americas can be modified to make it easier for younger players. A rules variation and pre-game activity are available at the Out of the Box website: www.otb-games.com/americas/rules/variations.html.