Notes:

Trains •————•

Railroad lines are shown in brown. A train tile may be used for travel on any connected railroad line on the map. The trains in this game connect countries which are not actually connected by rail-this is simply an element of the game.

Bridges ▬▬   Ferries - - - - - - -

Solid black lines indicate bridges and broken black lines indicate ferries. There are bridge connections between Singapore and Malaysia, and between Bahrain and Saudi Arabia. There are ferry connections between Cyprus and Turkey, Cyprus and Lebanon, India and Sri Lanka, China and Taiwan, South Korea and Japan, and between Russia and Japan. For the purpose of this game, these countries should be considered connected, similar to countries that border each other.

Map Information

For the purpose of this game…

- The division between the Indian Ocean and the Pacific Ocean is indicated by a blue line extending south from Singapore.
- The Persian Gulf, Red Sea and the Bay of Bengal are all considered part of the Indian Ocean. Jordan and Israel border the Red Sea so they are considered on the Indian Ocean.
- The South China Sea, Sea of Japan and Coral Sea are all considered part of the Pacific Ocean.
- Singapore is on both the Indian and Pacific Ocean.
- Cyprus may only be reached by ferry or airplane. There are no Mediterranean ships in this game.
- Individual islands which make up island countries, such as Malaysia and Indonesia, are considered connected. For example, a player may take a train to Malaysia and then walk to Indonesia.
- There are no ships for the four seas shown in solid blue: the Mediterranean, Black, Caspian and Aral.

The information on each country tile is current as of the date of publication. Source: Encarta. Map not to scale.

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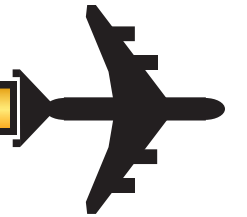
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Product Development: Tom Strom

ALAN R MOON
DESIGNERS
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10 DAYS in ASIA®

- 2-4 Players
- Ages 10 to Adult
- 20-30 Minutes per Game

What's in the Box

- 57 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 China, India, Indonesia, Iran, Pakistan, Russia, and Saudi Arabia, for which there are two.
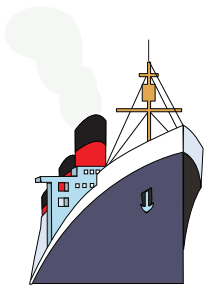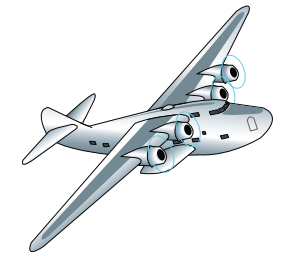
- 22 Transportation Tiles

  There are ten Airplane Tiles, two per color.

  There are seven Ship Tiles: four Indian Ocean and three Pacific Ocean.

  There are five Railroad Tiles, all a neutral color.

- 4 sets of Wooden Tile Holders, two holders per set
- Map Game Board
- Quick Play Rules

The Object of 10 DAYS IN ASIA

In *10 Days in Asia®*, players use country and transportation tiles to chart a course across Asia. 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 the placed tiles will not be in view of 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.

PAKISTAN*
ISLAMABAD

Pop. 165,803,560
307,374 sq. mi.

CAMBODIA
PHNOM PENH

Pop. 13,881,427
69,898 sq. mi.

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 the player replaced a tile in the tile holder, the replaced tile is discarded, face up, on 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 Asia!**

The winner must show that each day is connected to the next day in his or her tile holder.
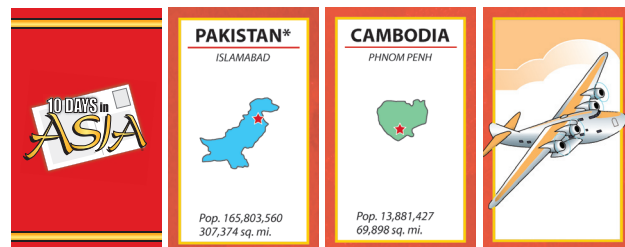
Completing a 10 Day Journey

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.*
- *Seven countries have two tiles each, indicated by the * symbol. Two tiles from the same country may be included in a completed journey as long as they are not placed next to each other.*
- *It is not necessary to include an airplane, a train or a ship tile to complete a ten day journey.*
- *Transportation tiles placed next to each other, do not form a connection.*

Making Connections

Connecting by Foot: Players may travel by foot from one country to a bordering country. The bordering country tiles are connected to each other when they are positioned side-by-side in the tile holder. A solid black line across a body of water indicates a connection by bridge and a broken black line indicates a connection by ferry (therefore by foot). Two country tiles are considered connected if there is a black line, solid or broken, connecting the two countries on the map, or if they are located next to each other. *See examples A, B, and E below.*

Connecting by Ship: Players may use a ship to travel from one country to another country by sailing on an ocean which borders both of the two countries being connected. When a ship tile is positioned between the two country tiles, these three tiles are connected to each other. Ship tiles may only be used on the ocean designated on that tile. *See example F below.*

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 each other. *See example D below.*

Connecting by Rail: Players may use a train to travel from one country to another country located on the same railroad line. When a railroad tile is positioned between two country tiles, and both country tiles are located on the same rail, these three tiles are connected to each other. *See example C below.*

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

AFGHANISTAN
KABUL

Pop. 31,056,997
251,825 sq. mi.

IRAN*
TEHRĀN

Pop. 68,688,433
636,300 sq. mi.

AZERBAIJAN
BAKU

Pop. 7,961,619
33,400 sq. mi.

RAILROAD

KAZAKHSTAN
ASTANA

Pop. 15,233,244
1,049,200 sq. mi.

INDONESIA*
JAKARTA

Pop. 245,452,740
735,359 sq. mi.

MALAYSIA
KUALA LUMPUR

Pop. 24,385,858
127,320 sq. mi.

PACIFIC OCEAN

CHINA*
BEIJING

Pop. 1,313,973,700
3,695,500 sq. mi.

| 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   E   F