

RULES



DISCLAIMER

Not an official game from
The Church of Jesus Christ
of Latter-day Saints

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SUMMARY

TEMPLE TRIP® is a fast family fun-filled game for **2 - 10** players, racing across North America to visit some of the featured **LDS Temples**.

Players decide which airport they will start from, and how many temples they must visit during the game, **6** is a good balance of time and fun.

The **winner** is the **first** player to visit **all** the temples on their itinerary, and be the **first** player to arrive back in **Salt Lake City**.



The rules are quite simple, and if you've played plenty of games and think you can easily understand new rules, go directly to the separate **QuickStart SUMMARY**, and / or the QuickStart Video on the website (www.kandigames90.com). These more formal rules help answer any small print details which may not be clearly defined in the summary.

Contents: 1 Game Board; 1 bag w/ 10 Pawns; 16 black cubes
16 red cubes; 1 dice; 1 Rules Booklet; 1 **QuickStart SUMMARY**

80 TEMPLE Cards; 4 blank TEMPLE Cards; 45 ASSIGNMENT Cards
4 blank ASSIGNMENT Cards

SET UP

1. Set up Game: Shuffle the **45 ASSIGNMENT Cards** and place a **draw pile** facedown adjacent to board.

All players select **1** colored pawn, **1 red roadworks cube** and **1 black bad weather cube**. Spare cubes are placed on the playing board in the space marked, **Air Traffic Control – black cubes**, and **Department of Transport – red cubes**.

2. Choose start location: Each player can start from a **different Airport** including **Salt Lake City**, but all players **must** place their pawns at their starting airports **before** dealing the **TEMPLE Cards**.

3. Agree on number of temples to be visited: **6** is a good balance to ensure plenty of fun, but also keeps the game time relatively short.

4. Shuffle & deal the 80 TEMPLE Cards: Deal the number of cards, agreed in **3.** above, to players **facedown**. Place unused cards back in the box, they will not be required during the game.



ITINERARY



5. Players carefully review their own **TEMPLE Cards** they are dealt, taking care not to show other players. Players then decide on a route to start trying to visit these temples, in any order they choose. **This is their itinerary.**

To assist younger players each **TEMPLE Card** has two small **help windows** along the bottom of the card.

The window on the **bottom right corner** of the card shows the national flag of the country in which the temple is located, matching the flag on the game board.

The window, on the **bottom left corner** of the card, shows which **travel mode** to use to reach that specific temple, eg, **flight only**, **flight** and / or **road trip** if located at a mainland airport, or **road trip only**.

POINTS TO REMEMBER!!

When planning an itinerary, **every** time you **choose** to **switch travel modes** from **flight** to **road trip**, or **road trip** to **flight**, you **must** draw an **ASSIGNMENT Card**. Players can, but do **not** have to, visit a **temple** at an airport before switching travel modes.

Flights are much quicker than road trips, especially when travelling from coast to coast, and the airplane symbols on the flight paths are **not** included in the dice throw when moving your pawns.

Every time you go through a **Border Post** on a road trip, from the USA to either Canada or Mexico, you **must** draw an **ASSIGNMENT Card**.

OBSTRUCTION CUBES

6. All players start with **1 red roadblock cube**, and **1 black bad weather cube**. After planning their itinerary everyone places both cubes on the board to try and block their opponents. Cubes can **only** be placed on **Roadblock / Bad Weather zones**, **not** at an **Airport / Temple, Temple, Border Post, Assignment Card**, or on **Open Roads** or **Clear Skies**.

REMEMBER!!: Before the first dice is thrown, all players place both their cubes on **one air route** and **one road**, but be careful **not** to block your **own** planned routes, since these cubes will slow down progress.



7. Players throwing a **six (6)** can **land on / pass over** any cubes on route and **remove** the cubes to **keep** for their own future use.

Alternately, players **must** throw an **EXACT** number to land on either a **Airport / Temple, Temple, Border Post, Assignment Card**, or on **Open Roads** or **Clear Skies**. Cubes are left on the board and are **not** removed when the **EXACT** number rule is played, unless a **six (6)**, of course.

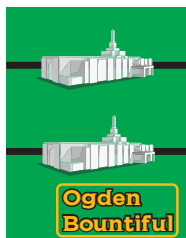
TRAVELING BETWEEN CITIES

8. All players choose their own starting airport, and the **youngest player** rolls the dice first to start the game, with play in a clockwise direction. Players move their colored pawns between cities to visit the various temples on their itinerary. Players do **not** draw an **ASSIGNMENT Card** on their first dice roll when they start the game.

9. There are **ten Airport / Temple** cities on the board, all in the USA, and each Airport / Temple has both an **Airport** and a **Temple** in that city. There are **two** travel modes, **air flight** and **road trips**, but players can only **switch travel modes** at one of the **nine mainland airports**, including **Salt Lake City**, which does **not** have a **TEMPLE Card** to visit.



Two **Airport / Temples**, **Anchorage** and **Hawaii**, are **only** accessible by **flight**, and the other **eight** mainland **Airport / Temples** are accessible by **both flight** and **road trip**.



The remaining **seventy** temples can **only** be visited on a **road trip**, which gives a total of **eighty** temples, each with its own **TEMPLE Card**. Some of these temples **share** a **common location** on the game board, and shared city names are listed inside a **gold box**, as shown.

10. Whenever a player **lands on** one of these “A” symbols, a green / white circle with a white A, found on many airline routes and roads, they have the **OPTION** to draw an **ASSIGNMENT Card**, **if they choose!!**



ASSIGNMENT CARD

OPTION TO DRAW ASSIGNMENT CARD

Players are **not** allowed to simply **stop**, and end their move on this symbol, but **must** throw an **exact number** and **land on** the “A” symbol.

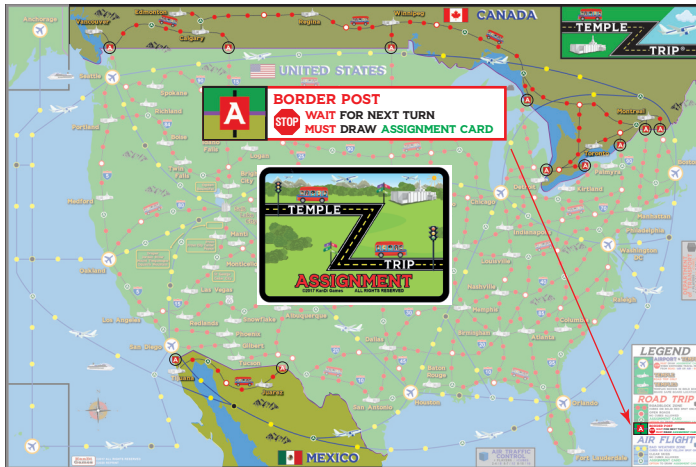
Players do **not** have to **stop** at a city if they are **not** visiting the **temple**, or using the **Airport**. However, players **must** stop at a city if they plan to **visit the temple** in that city, or, **change travel mode**, if at an **Airport**.

When attempting to reach a temple you do **not** have to throw an **exact number** to land on the temple, **unless** there are obstruction cubes between your current location and the temple. To bypass any cubes and arrive at a temple you **must** follow one of the two examples in **7** above, eg, throw a **six (6)**, and keep the cube(s), or throw an **EXACT** number to **land on** the **temple** or **airport / temple**, and then leave the cube(s) on the board.

You may have an **ASSIGNMENT Card** that allows you to ignore any obstruction cubes between your location and destination, if you play one of these cards it **must** be returned to the bottom of the draw pile **immediately**, or as instructed on the card.

BORDER POST

There are eleven **Border Posts** on the roads between the USA and both Canada and Mexico, denoted by a **red square with a white A**. When a player passes through a Border Post they **must STOP** for Immigration. On their **next turn**, and **before** rolling the dice, the player **must** draw an **ASSIGNMENT Card** and immediately follow those instructions.

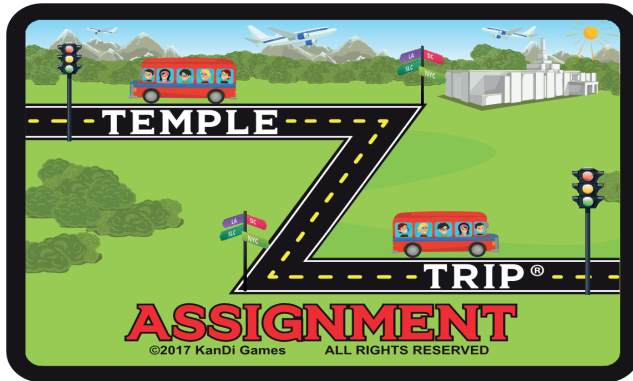


There are two exceptions when a player may directly cross a border **without stopping** and / or **drawing** an **ASSIGNMENT Card**.

- i) When a player is sent over the border as a direct result of an **ASSIGNMENT Card** diversion.
- ii) When a player already has a **FAST PASS ASSIGNMENT Card**, which allows that player to go directly through the Border Post. This card **must** be returned to the bottom of the draw pile **immediately** after use.

However, in regular play, to go back into the USA and continue the game, players will need to **cross the border in the normal manner** described above, unless redirected by another **ASSIGNMENT Card**.

ASSIGNMENT CARDS



11. There are **forty-five** different **ASSIGNMENT Cards**, some work in your favor, others against you, some **must** be played **immediately**, others saved for **future use**. They are drawn from the **facedown draw pile**, and all **used** cards are returned to the **bottom** of the drawpile. The **Schedule Change ASSIGNMENT Card** requires the drawpile to be reshuffled during the game.

Many of the **ASSIGNMENT Cards** are **diversions**, which could be to your advantage, or disadvantage, depending on each individual itinerary. Sometimes, a diversion will instruct that **all players must** go to a specific location, then, all player's **pawns** immediately **move** to that location. Other times the card will instruct **one** specific player to choose other specific players and / or a specific diversion location, again, those player's pawns must immediately be moved to the diversion location.

All diversion cards **must** be completed **immediately** by **all** players involved, unless a player uses one of the **Safe Landing ASSIGNMENT Cards** to ignore the diversion, or either the **Straight and Narrow Road**, or **Airway to Heaven ASSIGNMENT Cards** **if** on the final trip to Salt Lake City.

Whenever players are diverted to another location, they are **not** required to draw their own **ASSIGNMENT Card** to continue their travels, **even if switching travel mode!**

eg, if all players were sent to Anchorage **no player** would be required to draw an **ASSIGNMENT Card** before a **flight** out, even those who were originally on a **road trip**.

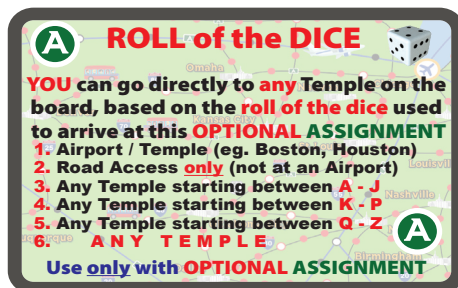
ASSIGNMENT Card **must** be drawn **before** a player **chooses** to **switch travel modes**, which can only happen on the next turn **after** a player arrives at an **Airport**.

ASSIGNMENT Card **must** be drawn **before** a player goes through a **Border Post**, which can only happen on the next turn **after** a player arrives at the **Border Post**.

See **10**. above. Players also have the **OPTION** to draw an **ASSIGNMENT Card** if / when they **land on** these “**A**” symbols along many of the air routes or roads. Players are **not** allowed to simply **stop**, and end their move on this symbol, but **must** throw an **exact number** and **land on** the symbol.



This **ASSIGNMENT Card** can only be used by a player who has landed on one of the “**A**” symbols and drawn this card as an **OPTIONAL ASSIGNMENT Card**. Ignore this card if drawn at any other time.



Not all **ASSIGNMENT Cards** are identical in format, but each has a specific colored border to help show who the card will apply to.

RED and **PURPLE** borders.

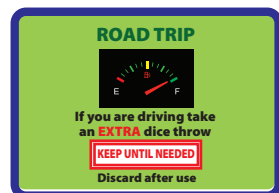
The player drawing a **red** or **purple** border **ASSIGNMENT Card** can immediately turn their **TEMPLE Card faceup** on arrival, if they select a diversion city which is part of their own itinerary. Players who divert themselves to a city on their itinerary **can** also collect an **Obstruction Cube**, and, **immediately** place on the game board.

RED BORDER – All players must follow instructions **[Total 8]**



PURPLE BORDER – ONLY for **selected** player(s) **[Total 9]**

GREY BORDER – ONLY the **player** drawing **ASSIGNMENT Card** **[Total 15]**



BLUE BORDER – BONUS / KEEP UNTIL NEEDED **[Total 13]**

Players diverted by others to a city for which they have the **TEMPLE Card** **must wait** their turn before turning their **TEMPLE Card faceup**. Do **not** collect an **Obstruction Cube**, and do **not** add an **Obstruction Cube** to the game board.

TEMPLE VISIT

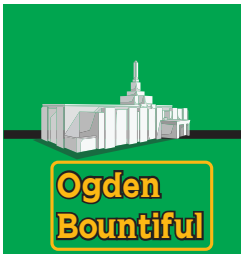
via Normal Travel

12. On road trips the white temples on the board denote the city. Players must include each temple in their dice count when moving their pawns around the map, whether they stop at, or pass through it.

When players arrive at the city matching their **TEMPLE Card** they turn that card **faceup**, to show that visit is complete. When arriving at an **Airport / Temple** players still turn their **TEMPLE Card** faceup, but if switching travel modes, **on their next turn** they must first draw an **ASSIGNMENT Card**, and then start their next trip if no diversion.

After arriving, and turning over a **TEMPLE Card**, and if available, players can take **one red or one black** cube from the respective bank at the edge of the board, and **immediately** place trying to block an opponent. If none are available, a player may place a cube he already owns, but if he does not have any cubes then play continues **without** a cube being added.

Occasionally players are dealt a **TEMPLE Card** to match their starting airport. On their first turn just turn this card faceup and draw / place a cube. This completes their turn, and they do **not** also roll the dice.



Due to limited space some adjacent temples share a **common board location**.

These temples are shown inside a gold box, on both the game board and the **TEMPLE Card**.



Players may turn a **maximum** of **(2)** **TEMPLE Cards** over, if they have more than one temple sharing the same **common board location**. eg. only **Ogden** and **Bountiful** may be turned over together.

TEMPLE VISIT

via **ASSIGNMENT** Cards

The player **creating** the **ASSIGNMENT CARD diversion** can immediately turn over the matching **TEMPLE Card** on arrival, **if** the diverting player holds that **TEMPLE Card**.

This only applies to cards with either a **RED** or **PURPLE** border.



Cards with a **GREY** border allow a player to send other player(s) to a diversion destination. Sometimes, a player may be sent to a city on their itinerary as the result of this **ASSIGNMENT Card** diversion.



These players **must wait** their turn before turning their **TEMPLE Card(s)** **faceup**. Those players who are **diverted** to a temple destination by **others** do **not** collect an **Obstruction Cube**, and they do **not** add an **Obstruction Cube** to the game board.

In exceptional circumstances a player may be diverted by others to a city, for which he has the **TEMPLE Card**, but, while waiting his turn to then turn the **TEMPLE Card faceup** may be diverted again by another player. Or, perhaps a diverted player **forgets** or **misses** the opportunity, to turn his **TEMPLE Card faceup** while at the city, and then moves his pawn, the opportunity is now lost.

A player **must** be **at the city** to turn the **TEMPLE Card face up**, so, in both these examples the player will need to return to that city later in the game.

WINNING THE GAME

13. When any players have visited all six temples, and all **six TEMPLE Cards** are turned **faceup**, those players must race back to **Salt Lake City**, and the **first** player to arrive **wins the game**.

The same rules apply for this final journey as for all other trips. Players do **not** have to throw an exact number on the dice to **land on** Salt Lake City. However, players may still be diverted by others using an **ASSIGNMENT Card** diversion, unless you have either a **Safe Landing**, the **Straight and Narrow Road**, or the **Airway to Heaven ASSIGNMENT Card** in your possession!!

Also, players **must** obey all the normal rules associated with the obstruction cubes, including throwing a **six (6)**, or, an **EXACT** dice throw to **land on Salt Lake City** **if** there are any **obstruction cubes** along the route.

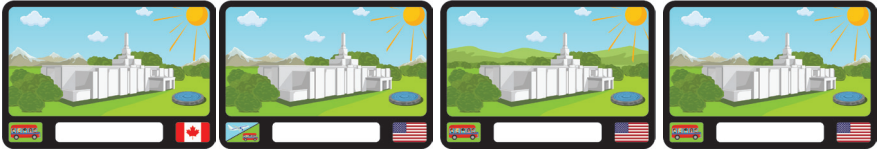
OPTIONAL RULES for younger children

- i) Players throwing a dice roll of **six (6)** can immediately throw again.
- ii) **MISS ONE TURN** - players can only be held up behind a **bad weather** or **roadblock cube** for one turn, before continuing on and leaving the cube in place on the board.

HAVE FUN and SAFE TRAVELS!!!

BONUS CARDS & INFO

TEMPLE TRIP® includes four additional **blank** TEMPLE Cards. Why not add your local temple to the game, if it is missing. However, you will also need to add the city to the map on the board, if it's at a unique location that cannot be shared with another temple.



The game also includes four **blank** ASSIGNMENT Cards for you to add your own customized diversion assignments. There is one of each color code, so why not try to be as creative as you can!



REMEMBER!!: Remove any **blank** cards from the game before starting.

RELATED INFORMATION

The year on the corner of the temple is the date it was dedicated as an operating temple of The Church of Jesus Christ of Latter-day Saints. Nauvoo shows two years, which are the dedication dates of both the original and rebuilt temples. Since Kirtland is no longer operating as an LDS temple the original date is shown on the opposite corner.



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