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A WEEKEND IN

LONDON

DISCOVER LONDON AND IMPROVE YOUR ENGLISH

From 14 years of age, for 2–5 players

Objective

Get ready to take a sightseeing tour of London! Using a token, you leave from a specified starting point and travel across London on the squares marked on the board, heading directly for the numbered sights. Having arrived at a sight, you either collect or give up a picture card by answering a question correctly. For every correctly answered question, you also earn chips you can use for travelling in taxis, buses and on the Tube. Using clever tactics and with a little luck, you can get ahead of the other players while inspiring them to compete — and have fun!

What's included

- 1 game board
- 5 coloured tokens and 4 marker chips per token in a matching colour
- 5 arrival cards
- 295 question cards
- 50 picture cards showing the sights marked on the board
- 1 die
- 60 travel chips



How good is your English?






In this game, consideration is given to players' varying levels of proficiency in English. For this reason, the first question on each card is written at a simpler language level (Level 1) and the second question is in more advanced English (Level 2). Before starting, decide at which level you wish to play. Each player decides for him- or herself. If you choose to play at Level 1, you must always answer the first question; if you play at Level 2, you must always answer the second question. Feel free to help other players whose English is not as good as yours. It will not hurt your chances of winning to help another player with pronunciation or comprehension questions. There are two kinds of questions for players to answer: general knowledge questions and those having to do with the English language.



Preparation

1. Place the game board at the centre of the table.
2. Each player takes a token, 2 marker chips in the colour of their token and 3 travel chips.
3. Each player decides at which level he will play (see page 1).
4. Shuffle the arrival cards. Then place the cards face down and draw a card. Each player draws one.
5. Each player places his token on the starting point designated by his arrival card.
6. Shuffle the picture cards and deal two cards to each player. These are then laid out face up in front of each player. The remaining picture cards are placed in a stack beside the board.
7. Shuffle the question cards and place them in the compartment in the game box.

Meaning of symbols on the die

-  **walking** – move 1 square without payment
-  **joker** – move 1 to 4 squares without payment
-  **taxi** – move 1 to 4 squares. Price: 2 chips
-  **bus** – move 1 or 2 squares. Price: 1 chip
-  **Tube** – move to the nearest Tube station and travel as many stops on that line as desired. “Nearest” means a Tube station that is on the same square as the player or on a square directly adjacent. If the nearest station is 2 squares or more away, the player may not move.
Price: 1 chip for up to 3 stations, 2 chips for 4 or more stations.

Winning

The first player to give up his initial 2 picture cards, collect at least 2 more and get back to his starting point wins the game.

***Note:** If you wish to play for longer, or there are only two or three players, we recommend you collect and give up 3 or 4 picture cards per player. In this case, players draw 3 to 4 picture cards at the start of the game and the corresponding number of marker chips.*





How to play

Each player looks at his picture cards. By checking the *coordinates or numbers* on your cards, you can see which squares you will have to travel to. Place your marker chips on those destinations on the board for which you have picture cards.

The youngest player begins the game. He rolls the die and moves his token according to the symbol shown on the die. The player may move straight ahead in any direction, but not diagonally. He may not turn a corner or move backwards. Once a player has decided upon a direction, he must stick with it.

Should he land on a *square with a sight that matches one of his picture cards (a square that has one of his marker chips)*, then the player to his right draws a question card and reads a question aloud. If the player answers the question correctly, then he may **hand in his picture card** (which is then placed on top of the picture-card stack) and **take a travel chip**. *He then removes his marker chip from that square.*

Should he arrive *at a sight on a square that has no marker chip* (his own or anyone else's), the player must also answer a question read by the player on his right. If his answer is correct, he takes a **travel chip** and the picture card that matches the sight from the stack. If another player is already in possession of this card, *that player must hand over the card!*

Each player can decide in which order he wishes to give up or collect cards.

Note: *The players lay out their picture cards so that other players can see them (allowing the other players to "win" specific picture cards from opponents).*

The player who has given up the 2 picture cards he began the game with and collected at least 2 additional picture cards *makes his way back to his starting point*. Along the way, he must answer a question on every square he lands on that contains a sight with no marker chip. If he answers correctly, he may move **1 to 3 squares**; if he answers incorrectly, he must give up one of his picture cards.

The player must arrive exactly at his starting point according to the value shown on the die. If the value on the die will not get him to his starting point, the player must stay where he is and wait for his next turn.

planning
your route

rolling
the die
and moving

giving up
picture cards

collecting
picture cards

the return
journey

at the
finishing line



What happens if...

...a player answers a question incorrectly?

Bad luck — the player gets nothing, no picture card and no travel chip. He must move on at his next turn; he cannot stay on the same square at his next turn and simply answer another question. He can, however, return to that square later in the game. If he is on his way home, he must give up one of his picture cards.

...a player arrives at a square that contains more than one sight?

If the player answers a question correctly, he can choose which picture card of the sights on that square he wants (this only applies to a sight with no marker chip). Recommendation: choose a picture card that is held by another player.

...a player no longer has any travel chips?

At any time during the game, a player can sell one of his picture cards to another player in exchange for 2 travel chips — only, of course, if the other player is willing to buy the picture card. If more than one player is willing to buy a picture card, the player decides to whom he wishes to sell. Alternatively, he can return one of his picture cards to the picture-card stack and take one travel chip (this, of course, does not apply to picture cards the player has to get rid of!). If the player has no picture cards, he may move only if he rolls a joker or the walking symbol on the die.

...a player lands on a square already occupied by another player?

The other player must return to his starting point. The other player can prevent this, however, by giving the player 1 picture card (not, of course, one he wants to give up) or 2 travel chips.

Have fun!



2. aktualisierte Auflage
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