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.

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, 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 another 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
![A Completed 10 Day Journey Diagram]