

The Gameskeeper: Since 1981

The Gameskeeper

10 Days in Europe

£20.00



10 DAYS IN EUROPE

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

Setting up:

Place the game board in the center of the table.

Place one set of tile holders in front of each player so that DAYS 1–10 are displayed in order, facing that player.

Place all country and transportation tiles face down next to the board and mix thoroughly.

Getting Started:

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.

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.

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

A Turn: The player may draw a tile from the draw pile, or from one of the 3 discard piles. You may either use it to replace any of the tiles on your tile holder, or discard it onto any of the 3 discard piles.

Winning: The first player to complete a 10-day journey by the end of his turn is the winner.

Designed by Alan R. Moon and Aaron Weissblum.

[Vendor Information](#)

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