**20 Days in Africa and Europe**

I was looking at the world map on the wall and thinking of traveling around to all of the countries. According to the [**travelerscenturyclub**](travelerscenturyclub.org), there are 325 possible countries/places to visit, and the membership requirement is 100 countries. I have been to 75 of them as of August 2017. Well, I can dream of more, so we have been playing the “Out of the Box Publishing” games of 10 Days in Africa/Europe and found that the game frequently ended too quickly. There are also 10 Days in Asia, 10 Days in the United States, and 10 days in the Americas. I thought of combining all the “10 Days” games to form a bigger trip around the world. My first game combining design effort was to combine the two games of Africa and Europe that I had available.

 The following explains the approach and rules:

* Requirements: The 10 Days in Africa game and the 10 Days in Europe game.
* Place the two boards adjacent to each other with the Mediterranean Sea in the middle.
* Each player has two sets of racks with positions 1-20.
* The Atlantic Ocean can’t be used to go from/to an African country.
* The Truck can’t be used to go from/to a country in Europe.
* The Mediterranean Sea borders the countries in Europe AND the countries in Northern Africa.
* Spain and Morocco are connected with a ferry and players can go directly from one to the other.
* Each player must start with 10 cards from the Europe set and 10 cards from the Africa set.
* Cards are placed one at a time without looking at any subsequent cards.
* The cards are selected in any order and can be placed in any vacant position.
* Start with two sets of discard piles, three cards for Europe, and three cards for Africa.
* Cards must be discarded into one of the piles for the continent that matches the card back.
* If one of the discard piles is vacant, it must be filled first before using one of the others.
* Play of the game: a card is selected from one of the six discard piles (if available), or the Africa unknown pile or the Europe unknown pile. The card may be placed in the tableau and therefore discard the previous card, or the selected card may be discarded. Play continues clockwise around the table until one player wins by having 20 connected countries, according to the usual 10 Days rules, from position 1 to position 20.
* To make the game even more difficult, position 1 must connect to position 20. This creates a circular trip.
* To make the game easier, allow players to swap any two cards instead of drawing a card.

Notes:

* The game can take much longer than the usual 10 Days game
* There is no requirement to end up with a certain number of Africa or Europe cards.
* There are now four of each of the five colors of airplane (20 airplane cards).
* Airplane cards can be used to connect colors from both continents.
* African countries on the Mediterranean: Morocco, Algeria, Tunisia, Libya, Egypt.
* The four Mediterranean Sea cards from the Europe set can also be used to connect.
* Trips can go back and forth between continents via air or sea as desired.
* The game is fun and has lots of variety in play style and planning.

Addendum: From Board Game Geek- “Out of the Box Publishing is no longer in business. They sold all of their remaining inventory and ceased operations in October 2015.” Game designers Alan R. Moon and Aaron Weissblum designed some very interesting and easy-to-play games. The games can be procured from garage sales, Ebay, Amazon or other sources. Prices seem relatively high when compared to the original new price. My economics class said something about supply and demand. From Wikipedia: “Moon has won the [Spiel des Jahres](https://en.wikipedia.org/wiki/Spiel_des_Jahres) award twice, for [*Elfenland*](https://en.wikipedia.org/wiki/Elfenland) in 1998 and for [*Ticket to Ride*](https://en.wikipedia.org/wiki/Ticket_to_Ride_%28board_game%29) in 2004”. His games have generally featured some version of the “Traveling Salesman” problem.