

AROUND THE WORLD

Around the World is a game played by two people on one-half of a basketball court. The "travelers" attempt to complete an "Around the World" journey on the court by successfully scoring baskets from predetermined locations on the court (see diagram.)

A Traveler may have up to three chances to make each basket based on the following "allotted shots":

- a. Free Each Traveler receives one attempt per location without penalty for a miss. His next trip will begin from the location of his last miss.
- b. Chance Travelers may attempt a second shot at any location by declaring "Chance". If it is also missed, the traveler must return to the start, location #1, and begin his journey again on his next turn.
- c. Life Travelers may attempt a third shot at any location by declaring "Life". If it is missed, the traveler is disqualified, the game is over, and the win is awarded to the opponent.

The first Traveler begins play at location #1, and with each basket made, proceeds to the next location. At any miss, he must pass the ball to his opponent, unless he chooses to declare "Chance" or "Life". If the traveler is successful in completing his "Around the World" journey, the second traveler is given the opportunity to tie the game by completing his journey in one attempt. If he is not successful in tying the game, the first traveler is declared the winner.

If the second traveler is successful in tying the game, play will begin at location #1 again in the form of a tie-breaker. Each player will be given an opportunity to travel as far as possible on one turn. The traveler reaching the farthest point is the winner. No allotted shots are allowed in the tie-breaker. If a second tie results, play will begin again at location #1.

If the second traveler completes his journey before the first, he will be declared the winner.

