

Electronic
PASSPORT™

Rules of Play

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Datamath Calculator Museum

Playing Passport

Passport is for 2 to 4 players, ages 9 and up. The game contains:

- 1 electronic talking flight computer
- 1 global game board
- 4 airplanes—1 red, 1 blue, 1 green, 1 yellow
- 24 passport-stamp tokens—6 red, 6 blue, 6 green, and 6 yellow (Token colors match the airplanes).

The Object of the Game is to travel the world and be the first to collect all six passport stamps.

Installing and Changing the Batteries

Passport requires four AA alkaline batteries (not included). Install the batteries according to the illustration inside the battery compartment.

Note: If turning the game on does not cause it to speak or if the sounds become garbled, install new batteries.

Automatic Power Down (APD™)

The APD feature helps prolong battery life. During play, you have four chances to press Enter/Repeat before the game turns itself off. If you turn Passport on after it has powered down automatically, you can **continue the old game** (The flight computer offers a Status Check), or **start a new game** (The flight computer asks you to decide on the Challenge Rule and identify the players).

Setting Up the Game

Open the game board. In the corners are colored passports that match the airplanes. Above each passport are six round passport-stamp spaces, color-coded to match the six regions.

Africa—Red Asia—Yellow South America—Green
Oceania—Orange Europe—Aqua North America—Pink

You get six passport-stamp tokens (one for each passport-stamp space). The tokens match your airplane and passport color. Use the tokens to cover the spaces when you win passport-stamps.

Note: Oceania includes Australia, New Zealand, Papua New Guinea, and other South Seas islands.

Starting the Game

1. **Set up the game.** Choose an airplane, place it on the passport of the same color, and take the passport-stamp tokens that match your airplane.
2. **Turn the game on.** Press On/Off. The flight computer welcomes you.
3. **Decide on the Challenge Rule.** The flight computer says, “If you want to use the Challenge Rule, press now.” See “Playing Passport with the Challenge Rule.”
4. **Identify the players.** The flight computer tells you to identify the players: “If you have red, press now.” Press Enter/Repeat firmly. Continue until all players are identified. If there is no player for a color (fewer than four people are playing), do **not** press Enter/Repeat when that color is announced.

Note: Tapping the button lightly or hitting it very quickly may not record your response.

5. **Confirm the players.** The flight computer names all the players by color. Press Enter/Repeat after the prompt.
6. **Start the game.** The flight computer selects the first player: “Red, it’s your turn. Press the button when you’re ready to play.” When you press Enter/Repeat, he tells you to fly to one of the six regions. Move your plane to that region.

Note: Passport considers each turn as a new turn; therefore, you may be sent to the same region twice in a row.

Continuing the Game

- Answer a question.** The question is either True/False or Multiple Choice. The choices are given one by one with a pause after each. Press Enter/Repeat as soon as you hear the correct answer. If you do not press Enter/Repeat during the first round, the question and choices are repeated.

If you answer correctly, place a token on the passport-stamp space for the region. If you do not answer on the second round or if you answer incorrectly, you do not earn the stamp. If you already have the stamp, you must give it up.

Notes about the Questions

The questions and choices are selected randomly; therefore, they may be repeated in the same game. Each question pertains to the region to which you are sent. If you are sent to Antarctica, however, the question may be about **any region**. Questions about people's occupations always pertain to their primary occupations. "Leader" refers to a prominent political figure.

- Lose your turn.** The flight computer tells you to stay in the region until your next turn.
- Win a free trip.** The flight computer tells you to collect the stamp without answering a question. (Do not move your plane to that region.)
- Defend your passport stamp.** If you are sent to a region for which you already have a stamp, you must answer correctly to keep it.
- Go to Antarctica or risk all your passport stamps.** The flight computer sends you to a region occupied by another player. You can go to Antarctica and lose your turn, **or** you can stay in the region and risk all your stamps to keep playing. Press Enter/Repeat to risk your stamps. The question can be about any region.
- If you answer correctly, you keep your stamps. (Do not collect a stamp for the region about which the question was asked.) The flight computer sends you to another region and asks a question about that region.
 - If you do not answer or if you answer incorrectly, you must give up all your stamps and go to Antarctica.

See the additional information under "Notes on Playing Passport" on the back.

Winning the Game

The first player to collect all six stamps wins. When you have the opportunity to earn your sixth stamp, the flight computer reminds you that you can win. **Answer correctly on the first round to win the game.** If you answer correctly, the flight computer declares you the winner and says that you can start a new game by pressing Enter/Repeat.

Taking Care of Passport

Turn Passport off before storing the flight computer in the box. To protect Passport:

- Prevent food and beverage spills.
- Do not throw the flight computer or push sharp objects through the speaker openings.
- Do not sit or stand on the flight computer.
- If the flight computer needs cleaning, wipe it gently with a **barely damp**, soft cloth. **Do not submerge** it in water.

Thank you for choosing Passport. We at Texas Instruments hope Passport's map, questions, and answers stimulate curiosity about the world in which we live. They reflect information from standard references at the time the game was created.

Notes on Playing Passport

- ✕ **Checking the Status:** Occasionally, the flight computer asks if you want a Status Check. Press Enter/Repeat to check the players' locations and the stamps they hold. (The number of Status Checks may vary in different games.)
- ✕ **Pausing:** If you need to pause, press **Pause** and **hold it until you are ready to continue**. You can press **Pause** any time. The flight computer completes the instructions, questions, and each answer choice before pausing.
- ✕ **Repeating Questions:** You may hear the question and the choices again by not answering on the first round. The question and choices are repeated. You must answer on the first round when you are challenged by another player and when you are answering a question to win the game.

You can also repeat a question by pressing Enter/Repeat **while the question is being asked**. Pressing Enter/Repeat **after a question is completed** selects the first answer choice.

Note: If you press Enter/Repeat while music is playing, the question is not repeated.

- ✕ **Choosing Your Destination:** The flight computer **may** say "Where do you want to go?" Then he names each region. To choose, press Enter/Repeat when you hear the region's name. If you do not choose, the flight computer sends you to a region that he chooses.

Note: If you choose a region occupied by another player, you will be sent to Antarctica.

- ✕ **Playing Passport with the Challenge Rule:** You must decide at the beginning of the game whether or not to play Passport with the Challenge Rule. The flight computer says, "If you want to use the Challenge Rule, press now."
 - If you do not press Enter/Repeat, the flight computer says, "OK, no challenge today" and begins identifying players.
 - If you press Enter/Repeat, the flight computer says, "Prepare for challenge!"

Randomly during the game, this happens when the Challenge Rule is in effect. After the flight computer has stated a question and the choices the first time, he says, "Challenge, Challenge! Who do you want to challenge?" He then names the other players one by one. To pass your question to another player, press Enter/Repeat when you hear that player's color. The flight computer repeats the question and choices for the challenged player, who must answer correctly on his or her first round.

- ✕ **A successful challenge**—The challenged player does not answer the question or answers it incorrectly.
 - The challenging player without the stamp gets it.
 - The challenged player with the stamp must give it up.
- ✕ **An unsuccessful challenge**—The challenged player answers the question correctly.
 - The challenging player with the stamp must give it up.
 - The challenged player with the stamp can keep it.

NOTE: Since Passport is intended for children ages 9 and older and contains small plastic game pieces, younger children who are likely to place things in their mouths should not play with the game without adult supervision.



This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.



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Service Information

For service or product information, call **1-800-TI-CARES** (1-800-842-2737). You may also write to the following addresses:

For information/orders:

Texas Instruments
Consumer Relations
P.O. Box 53
Lubbock, TX 79408-0053

For product service:

Texas Instruments
Service Facility
2305 N. University
Lubbock, TX 79408-3508

Please contact Consumer Relations **before** returning the product for service.

One-Year Limited Warranty

This Texas Instruments electronic product warranty extends to the original consumer purchaser of the product.

Warranty Duration: This product is warranted to the original consumer purchaser for a period of one (1) year from the original purchase date.

Warranty Coverage: This product is warranted against defective materials or workmanship. **This warranty is void if the product has been damaged by accident, unreasonable use, neglect, improper service, or other causes not arising out of defects in material or workmanship.**

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Texas Instruments strongly recommends that you insure the product for value prior to mailing.

FCC Information

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference with radio communications. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, you can try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.

Caution: Any changes or modifications to this equipment not expressly approved by Texas Instruments may void your authority to operate the equipment.