by Eli Lester
2-5 Players, Ages 10+, 10 Mins./Player

Do you dream of romantic train travel across Europe? Well, we've got it (minus the romance), and even some planes and buses to boot. To be honest, we were feeling a bit generous, so we went ahead and added some of the other famous parts of traipsing through Europe as well - you know, the sketchy taxi drivers, border controls, bad kebabs, and arrogant backpackers. Really, it's because we want your experience to be complete and believe us, some of those negative parts are every bit of memorable as the Eiffel Tower. Use your cunning and skill, avoid common travel pitfalls, and visit exciting countries to make the most of your time TRAVELIN'.

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THE SETUP

For a fine-tuned Travelin' setup executed to perfection, just look at the image to the right. Here's how you can replicate it at home or on the road for your group of 2-5 players:

1. Those cards won't shuffle themselves. Get to work.

2. Deal 8 cards face down to each player and 3 Common cards face up on the table. Each player should check their hand to make sure they have at least 1 Country card. If a player doesn't have a country, check to make sure your opponent is not a lying snake (or an idiot), move their hand to the discards pile, and deal them another 8 cards.

3. Each player then picks a starting travel point by selecting one Country card from their hand and placing it face down on the table. Once all players have picked a starting country, all are revealed simultaneously and the player with the lowest-point country has first turn. In the case of a tie, the player that was born furthest from where you are playing Travelin' goes first.

Super-Balanced Ultra Competition Mode

Travelin' is all about having fun, but if there's more on the line than bragging rights, a more level starting field may be desired. To accomplish this, have each player choose 1 of their initial 8 cards to keep and pass the rest to the left. Take the stack on your right and repeat. Continue with this draft until all players have 8 cards and proceed as normal. If a player ends up with a hand that has no country, all of their cards go to the discards and they take the top 7 cards from the deck.

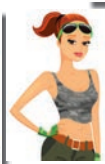
3-PLAYER GAME SETUP

DISCARDS will go here.

DECK **COMMON CARDS**

Steve

Hsin



Jane

In this setup, both Steve and Jane are tied for the lowest-point country. Jane is from Madrid, Steve is from Toronto, and they're playing Travelin' in Bucharest, so Steve will be the first player because he is from further away.

Note: During the course of the game, a player must always have at least 1 played country. This means that certain actions, such as Russian Gambit or Arrogant Backpacker, cannot target a player with only 1 country.

THE PLAY

Now here's where you'll want to strap in because it's gonna be a wild ride. Actually, wait a minute – no it won't. The play is easy to learn, and once you have the basics down, you'll soon be on your way to orchestrating daredevil combos that win you more than just admiring glances. Each player's turn will have a succession of 3 phases:

1. The DRAW Phase – Draw 1 of the 3 Common cards, the top discard, or 2 cards from the deck and add them to your hand.

2. The ACTION Phase – Each turn, you may take 1 action. There are 2 ways to take an action:

a. An Action card may be played, such as a Bus to a bordering country (the Country card would also be played), a Sketchy Taxi Driver to steal 2 cards from another player, a Bidet to add 1 card and 2 actions, or many others. Used Action cards are placed on top of the discards pile after being used.

OR

b. The other way to take an action is to use a played Country card. Each Country card has an action that may be used once. When this action is used, the card is turned upside down to show that it can no longer be used. The country and its points still count in your total after its Action has been used.

3. The DISCARD Phase – Select 1 card from your hand and put it face up on the top of the discards pile. After the discard has been made, play moves to the next player on your left (or right, if the direction of play has been reversed).

DECK **COMMON CARDS** **DISCARDS**

Draw 1 of the 3 Common cards or the top Discard.

OR

Draw 2 cards from the deck.

Note: The best way to determine whether an action can be used during the ACTION phase is to look at the icon on the card. There are 3 types of cards: **COUNTRY, ACTION,** and **SPECIAL.** Only those with the action icon may be used as an action during the ACTION phase of a player's turn.

COUNTRY

ACTION

SPECIAL

Unused Country ---> Action

<--- Used Country Action

THE WIN

Serious business is approaching and you're thinking about the endgame. You've got all your travel plans neat and tidy with some Diplomatic Immunity as backup just in case things get tight. How 'bout a nice little FAQ to keep you company?

How do I win?
If you have the most points when the game ends, then you are declared the winner.

Aw, really, another one of those games that uses "points?"
Ok, first off, that sounds more like a rhetorical question than a useful one. Secondly, there's a reason why so many games like the tried-and-true points system. It works, and if you can't get on board with that, then it's your loss, not ours.

Don't hate the player, hate the game. Actually, don't hate the player. Or the game. Just embrace your inner points.

Ok, whatever. How does the game end?
The game ends when a player reaches 5 played Country cards. At this point, the game is over and the points on the Country cards and any other relevant cards are tallied.

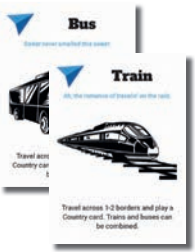
Cards in your hand are worth nothing, with the exception of Golden Passport (adds +5 points). As previously stated, the player with the highest score wins. If a player has reached 5 played Country cards, they receive a bonus of +5 points.

Help! I don't know what to do in case of ties. Save me.
In case of a tie in points, the player who has traveled to 5 countries wins. If there is still a tie (not very likely), the victory is shared between all players with the tied score.

CLARIFICATIONS

Here's a few quick pointers to make sure tricky cards are being used to their utmost ability.

Border Control – This card/action is used to stop a player from playing a new Country card. The player attempting to travel returns the Country card to their hand, but any Bus/Train/Airplane/other modes of transport that were being used are discarded.



Bus/Train – Buses (cross 1 border) and trains (cross 1-2 borders) may be combined to reach a new country. For example, you could travel from Portugal to Poland (4 borders, PT-ES-FR-DE-PL) with 1 Airplane, 2 Trains, 4 Buses, or 1 Train + 2 Buses. You may use Trains to cross a single border if desired.

Rerouted – When you reroute an opponent, you must give them a Country card from your hand that now becomes their destination. In exchange, you take their intended destination Country card and add it to your hand.

Note - You are always "located" in your last country played and can only travel from there to a new country.

Russian Gambit/Day Trip – Place the "annexed" Country card underneath your played Country card that borders it. The points of the "annexed" country count towards your total, but the added country's action may not be used. In addition, this is 1 single country towards the 5 countries needed to end the game. Because the combined countries now form a single entity, you may travel using the borders of either (if you are currently located there).

Germany annexed by ---> Czech Republic

Germany <--- annexed by Czech Republic with action used

THANKS FOR TRAVEL!N'!

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Game Design: Eli Lester
Art Direction: Paula Lazaroni
Special thanks to Raphael, Marius, Radu, Anca, Tina, Robert, and the rest of the Midland Hostel gang in beautiful Bucharest, Romania. Also, of course, thanks to Mom, Dad, and anybody who played the game and helped us make it better.
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