

Travelogue - Dan Manfredini (c) 2007

2-4 Players
30 Minutes

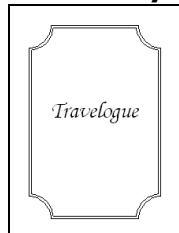
Overview

Players travel the world and try to have the best time at each country they visit. This is accomplished through collecting and scoring sets of activity cards at various destinations.

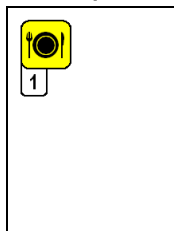
Components

110 Cards

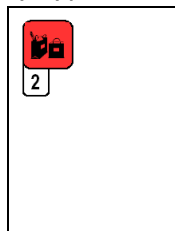
- 84 **Activity Cards**; (6 activity types each numbered 1 through 14)



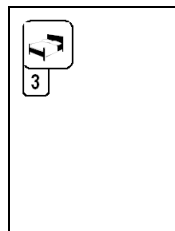
(Card Back)



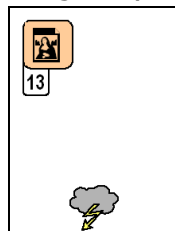
Dining



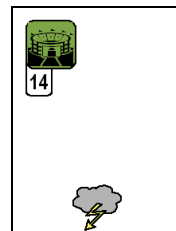
Shopping



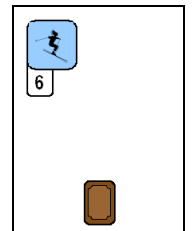
Lodging



Culture

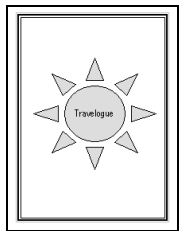


Leisure

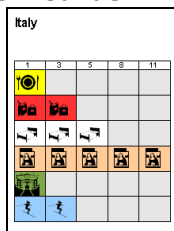


Sightseeing

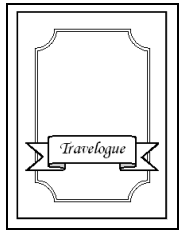
- 18 **Destination Cards**



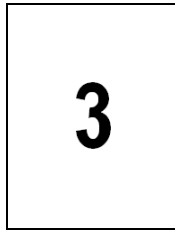
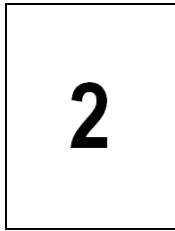
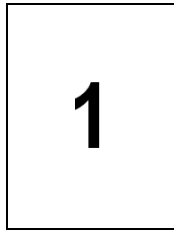
(Card Back)



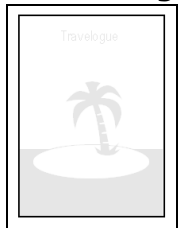
- 4 **Album Cards**



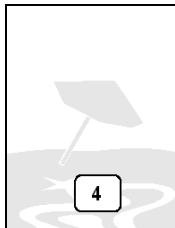
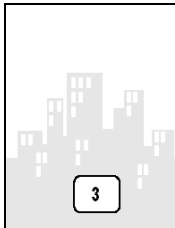
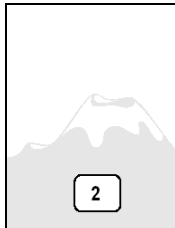
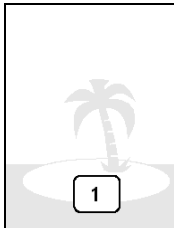
(Card Back)



- 4 **Travel Agent Cards**



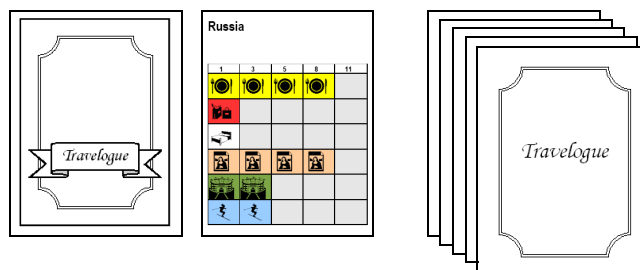
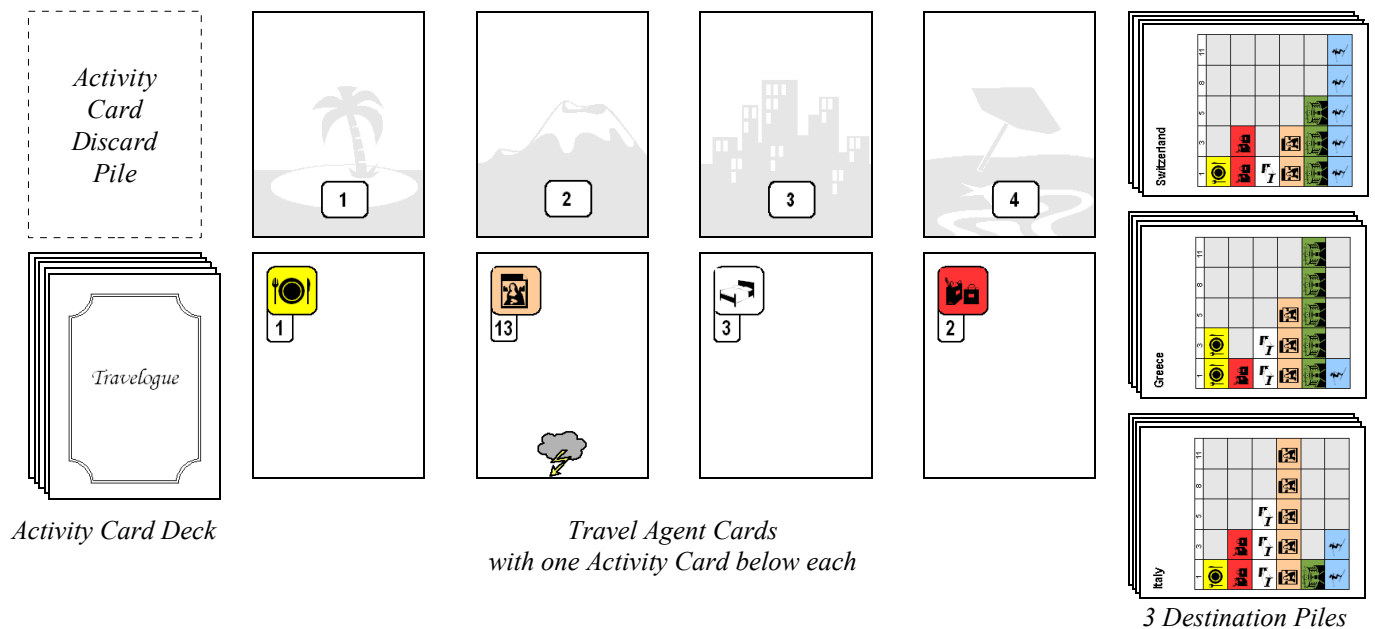
(Card Back)



Setting up

1. Shuffle all of the **Album Cards** and deal **one (1)** to each player. Then place the remaining in the box; they will not be used. The player with the highest number **Album Card** is the starting player. Each player places his **Album Card** face-down in front of himself.
2. Shuffle all of the **Activity Cards** and deal a hand of **five (5)** cards to each player. Then place the remaining cards face-down into an **Activity Deck**.
3. Place the **Travel Agent Cards** in a row in order from 1 to 4. Place **one (1) Activity Card** from the deck face-up below each **Travel Agent Card**.
4. Shuffle all of the **Destination Cards** and place them in **three (3)** face-up piles of **six (6)** cards each to the right of the other cards (*See diagram below*). Starting with the starting player and going clockwise, each player chooses the top card from one of the **Destination Piles** and places it face-up in front of himself next to his **Album Card**. This is his current destination.

Sample Set Up



Each player should have **one (1) Album Card** and **one (1) Destination Card** in front of him, and **five (5) Activity Cards** in his hand.

Playing the Game

Starting with the starting player and then proceeding clockwise, players will take turns until the end of the game.

Playing a Turn

The active player must choose **one** of the following actions on his turn:

- **Draw Two Cards** - Draw two cards from the **Activity Deck**.
- **Visit a Travel Agent** - Trade cards to draw a face-up **Activity Card**.
- **Visit a Destination** - Score points at your current destination.

Draw Two Cards

When the active player selects this action, he may draw up to **two (2) Activity Cards** from the **Activity Deck**. If there is only one **Activity Card** available (which may happen near the end of the game), then the active player draws just that one card.

Visit a Travel Agent

This action allows the active player to draw one card from a Travel Agent as well as trade some cards with another player.

When the active player selects this action, he must perform the following steps in order:

1. The active player chooses one of the **Travel Agent Cards**. A **Travel Agent Card** may not be selected whose number is greater than the number of **Activity Cards** in the active player's hand.
2. The active player selects a number of **Activity Cards** from his hand equal to the number on the chosen **Travel Agent Card** and places them face-down in front of any other player. The chosen player must have at least that many cards in his hand as well.
3. The active player takes the **Activity Card** below the **Travel Agent Card** and puts it in his hand.
4. The player who had **Activity Cards** placed in front of him must choose an equal number of **Activity Cards** from his own hand and place them face-down in front of the active player.
5. Each of the two players takes the traded face-down **Activity Cards** into his hand.
6. Replace the missing **Activity Card** below the **Travel Agent Card** with a new one from the **Activity Deck**, if possible.

***Travel Agent Example:** Dan selects Travel Agent #3. He looks at his hand and chooses 3 cards from it. He can't choose Ian to give his cards to because Ian only has 1 card in his hand. Instead, he chooses Kelly (who has a hand of 6 cards) and places his cards face-down in front of her. He then takes the Activity Card below the Travel Agent #3 and puts it in his hand. Kelly looks at her hand and chooses 3 cards from it as well. She places those 3 cards in front of Dan. Dan picks up Kelly's chosen cards, and Kelly picks up Dan's chosen cards. Both players should have several new cards in their hands.*

Visit a Destination

This action allows the active player to score points by discarding some **Activity Cards**.

When the active player selects this action, he must perform the following steps in order:

1. **Score Points**
2. **Bonuses & Penalties**
3. **Choose a New Destination**

Score Points

Each **Destination Card** shows the same six activity symbols but in different amounts. These symbols correspond to the maximum number of symbols that can be discarded of their type. The active player may discard any amount of cards from his hand but remain within the limit for each type.

Scoring Example: Dan has Italy as his current destination. According to the card, at most he can discard 1 Dining, 2 Shopping, 3 Lodging, 5 Culture, 1 Sight Seeing, and 2 Leisure. He chooses to discard 4 Culture and 2 Leisure. Even though he has 1 more Leisure card in his hand, he cannot use it because the **Destination Card** has a limit of 2 for Leisure.

| Italy | | | | |
|-------|---|---|---|----|
| 1 | 3 | 5 | 8 | 11 |
| | | | | |
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Example Destination Card

Once the player has discarded cards, he must determine his vacation value. The vacation value is equal to the combined value of the **Activity Cards** discarded. The value of the **Activity Cards** is listed on the **Destination Card** above the highest number of cards discarded of each type. Note that the number on the **Activity Card** is irrelevant for calculating the vacation value.

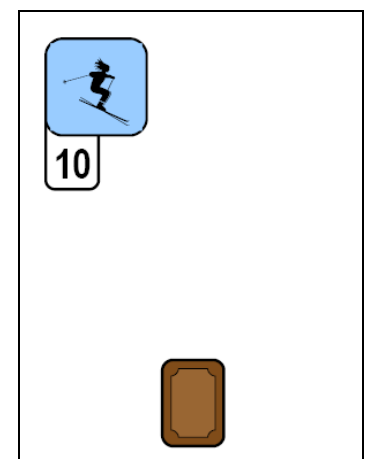
Scoring Example Continued: According to the Italy card, 4 Culture has a value of 8, and 2 Leisure has a value of 3. The vacation value is the total of them all (8 + 3) which would be 11.

| Italy | | | | |
|-------|---|---|---|----|
| 1 | 3 | 5 | 8 | 11 |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Example Vacation Value

Once the active player has calculated his vacation value, he must take one other **Activity Card** from his hand with a number on it less than or equal to the vacation value, reveal it to the other players, and then place it face down beneath his album card. The number on that card is the amount of points actually scored.

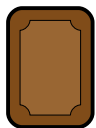
Scoring Example Continued: Because the vacation value is equal to 11, Dan must use another card from his hand to score that has a value of 11 or less. He only has a 10 and a 13 in his hand. Since the 13 is greater than 11 he can't use it to score. He will have to use the 10 instead to score 10 points.



Example 10 Point Scoring Card

Bonuses & Penalties

After the active player scores, bonuses and penalties are determined. These are based off of the symbols that appear on the **Activity Cards** below the **Travel Agent Cards**. For each symbol that appears, the following occurs:



Bonus: The active player draws this card. If more than one of these cards appears, the active player draws each of them. Therefore, it is possible to draw up to four **Bonus** cards after scoring.



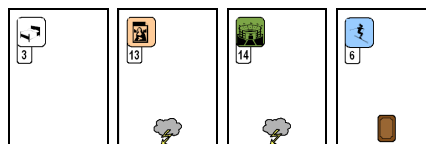
Cloud: Each player (not including the active player) with more than eight **Activity Cards** in his hand must discard cards from his hand until he has only eight cards. For each **Cloud** beyond the first, the limit is lowered by one card. Therefore:

 = 8 Cards  = 7 Cards  = 6 Cards  = 5 Cards

Note: The only cards that are removed from below the **Travel Agents Cards** during this step are the **Bonus** cards. The **Cloud** cards and the cards with no symbols remain where they are.

After this phase, be sure to replace any **Activity Cards** taken from below the **Travel Agent Cards** with ones from the top of the **Activity Deck**. If more than one **Bonus** was taken, replace the card below the lowest numbered **Travel Agent Card** first, continuing up to the highest. Near the end of the game, there may not be enough **Activity Cards** to replace all of those taken, so just continue with those available.

***Bonuses & Penalties Example:** Dan has completed scoring points and these cards are below the **Travel Agent Cards**:*



*Dan draws the **Activity Card** with the **Bonus** symbol. Because there are two **Cloud** symbols, each other player must discard down to 7 cards. Kelly has 9 **Activity Cards**, so she chooses two cards from her hand to discard. The taken **Activity Card** is then replaced with a new one.*

Choose a New Destination

Finally, the active player places his current **Destination Card** face-up beneath any one of the **Destination Piles** and takes the top **Destination Card** from that pile as his new current destination.

End of the Game

At the beginning of a player's turn, if there are no cards in the **Activity Deck**, then that turn is that player's last turn. Players are allowed to examine the number of cards in the **Activity Deck** to determine when their last turn might occur.

After each player has had his last turn, the game ends.

Scoring

Each player counts up the number of points beneath his **Album Card**. The player with the most points is the winner. In the case of a tie, the player with the most **Activity Cards** remaining in his hand is the winner. In any other case, the game ends in a draw.

***Example Scoring:** Dan reveals five scored cards: 2, 4, 11, 11, and 12. Kelly reveals six scored cards: 1, 3, 6, 9, 10, and 12. Dan's total score is 40. Kelly's total score is 41. Kelly is the winner.*