

GLOBETROTTERS

A game of travel and adventures for 2 - 4 players aged 10 or above

Playing time: 30 - 45 minutes

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1. Contents

110 cards:

28 destination cards, 4 in each of the 7 continents

58 ticket cards, 16 red, 16 blue, 12 green and 14 yellow

24 initiative cards, 6 for each player, numbered 1 - 6

2. Object of the game

The world is at your feet! The players race around the globe to collect one trophy from each continent. The harder a trophy is to get, the more impressive it is. The player who collects the most impressive set of trophies wins the game!

3. Setting up the game

- ✓ Shuffle the destination cards and put them face down as a draw pile next to the playing area. Make room for a discard pile next to them. Draw 8 cards and put them face up on the table.
- ✓ Shuffle the ticket cards and put them face down as a draw pile next to the playing area. Make room for a discard pile next to them. Draw 8 cards and put them face up on the table.
- ✓ Each player takes 6 initiative cards, numbered 1 - 6, and shuffles them. In any order, each player draws one card and puts it face up on the table. If a player draws a number that another player already has drawn, the player draws another card, until all players have different numbered cards in front of them. These cards determine the turn order for the first round of play. The players now put their remaining initiative cards face up in a group in front of them, so that all players can see each other's cards.

4. Playing the game

The game is played in rounds. Each round consists of four phases:

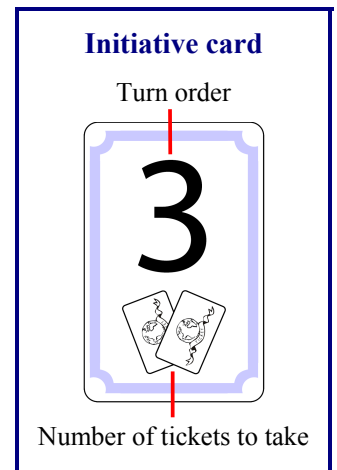
✓ Phase 1 - play initiative cards

(this phase is skipped the first round - the randomly selected initiative cards determine the turn order).

The player who played the lowest numbered initiative card in the previous round starts by selecting one of his or her remaining initiative cards and holds it up for the other players to see. Then the player who played the next lowest card holds up a card, a.s.o. You may not select a card with the same number as another player is already holding up. If you are unable to select a card you must immediately take back all your previously played initiative cards and select one of them. When all players have selected a card, the players put them face up on top of their previously played initiative cards. These cards now determine the turn order for the following phases.

✓ Phase 2 - choose tickets

Now each player, in descending initiative card order, **must** take as many tickets as the number of cards on the initiative card they played. You may either take tickets from the face up tickets on the table, draw tickets from the draw pile, or any combination of that. Put the tickets you took face up in front of you.



✓ Phase 3 - travel to a destination

Now each player, in descending initiative card order, **may** travel to one of the face up destinations on the table. Take the card and put it face up in front of you. The destinations have a ticket cost on each side of the card. To travel to a destination you must discard that number of tickets from the tickets in front of you. In addition, you must discard one ticket for each continent you must pass through in order to get to the destination. The possible routes between the continents are shown as red lines on the map on each destination (note that there is a route between North America and Asia).

All players begin in Europe, and then you are in the continent you last travelled to. To remember this, you should keep your destinations in the order in which you travelled to them.

The tickets are only valid in certain continents. The red tickets (A/D) are only valid in North America (A) and South America (D), the blue tickets (B/E) are only valid in Europe (B) and Africa (E), the green tickets (C) are only valid in Asia (C), and the yellow tickets (F/G) are only valid in Australia (F) and Antarctica (G).

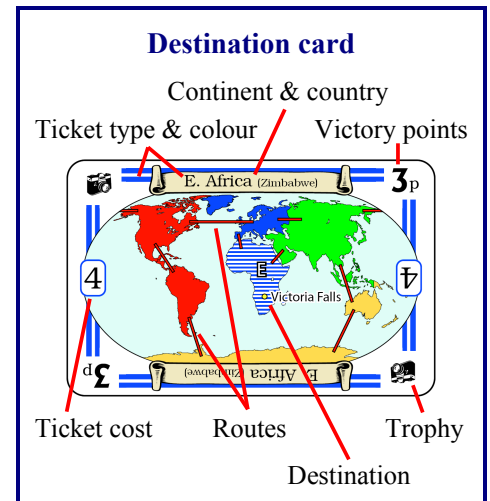
Example: You are at the South Pole, Antarctica and wants to travel to Madagascar, Africa. You must discard 1 yellow ticket to travel through Australia, 1 green to travel through Asia and 3 blue for Madagascar (as indicated on the card), a total of 5 cards. You could also travel through South America, North America and Europe for a total of 6 cards (2 red and 4 blue), or through South America, North America and Asia for a total of 6 cards (2 red, 1 green and 3 blue).

You may not travel to more than one destination each round. You may not travel to a destination if you already have travelled to another destination in the same continent. You may however return to a destination you already travelled to for the cost of one ticket (plus one ticket for each continent you must pass through). This is useful when you want to move yourself closer to a destination you want. Move the destination in front of you to the last position, to indicate your new location.

✓ Phase 4 - end of the round

Before the next round, do the following:

- ✓ Turn up new tickets until there are 8 face up tickets on the table.
- ✓ Turn up new destinations until there are 8 face up destinations on the table. If you are two or three players, remove any face up destinations in continents that **all** players already have travelled to, and continue turning up new cards until there are 8 face up cards, none of which are in continents that all players already have travelled to.
- ✓ All players who have more than 6 tickets in front of them must discard tickets until they have at most 6 tickets left.



5. Game end

When a player has travelled to all seven continents (i.e. has collected seven destinations with different ticket type letters) the game ends at the end of that round (i.e. when all the remaining players have had the chance to travel to a destination).









Now the players add up the victory points from their destinations. Each destination has a victory point score at the top right corner of the card. In addition, each card has a symbol in its top left corner, representing the trophy collected from that destination. You receive bonus points for sets of destinations with different or equal symbols (a card may only be part of one set):

Set	Victory points
3 different symbols	1
4 different symbols	3
5 different symbols	5
6 different symbols	10
7 different symbols	15

Set	Victory points
3 equal symbols	2
4 equal symbols	6
5 equal symbols	10
6 equal symbols	15
7 equal symbols	20

The player with the most victory points is the winner. If there is a tie for most victory points, the tied player with the most destinations is the winner. If still tied, the game is a tie!

6. Trophy distribution

Symbol	N.America	Europa	Asia	S.America	Africa	Oceania	Antarctica
	X	X	X	X	X	X	X
		X	X	X	X	X	X
		X	X	X	X		
		X			X	X	
	X			X			X
			X			X	
	X						X
	X						