

# ALTIPLANO

## THE TRAVELER



### Object of the Game

A traveller wanders through the South American Highlands and brings the inhabitants new ideas from his travels. Anyone who meets him can take advantage of these assets. A public trading point makes it possible to obtain rare goods in exchange for opals. And a variety of fortunes adds even more diversity to life among the mountain ranges in Bolivia and Peru.

With this extension to the game "Altiplano", the planning of moves becomes more important and accessibility to resources becomes more interactive. Above all, the assets that may be purchased from the traveller open up completely new ways to increase one's own wealth. But unforeseen fortunes sometimes demand spontaneous decisions which influence the planning.

Thus, the strive for success in this inhospitable region turns into a completely new challenge! Who's prepared for this?

### Games material



1 trading point



5 traveller extension strips for the action boards



white traveller game figure



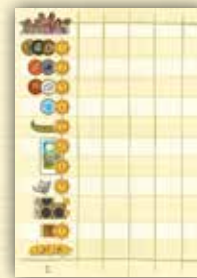
5 wooden markers in the players' colours



30 pink opals



36 point markers  
(11 x 1, 11 x 2, 14 x 5)



1 score pad



5 asset overview sheets

66 game cards, comprising:



1 house card



1 boat card



5 order cards



1 mission card



37 fortune cards  
(6 x A, 6 x B,  
3 x C, 6 x D,  
16 x E)



21 asset cards  
(12 x stage I, 9 x stage II)

### Game set-up

Set up the game as usual, with the following amendments:

- ▶ Add the house card to the 10 houses, so that you play with a total of 11 house cards.
- ▶ Add the boat card to the 10 boats, so that you play with a total of 11 boats.
- ▶ Shuffle the five order cards together with the other orders. As previously, 10 or 12 of them are used in the game.
- ▶ Sort the fortune cards into the groups A to E and shuffle them separately face down. Now build the face-down pile of fortune cards: All cards from group E come at the very bottom, then 3 random cards from group D on top, then the 3 cards from group C, then 3 random cards from group B and at the very top 3 random cards from group A. Remove all other cards unseen from the game.



### Game with fortunes only

You can play the game using only the fortunes, i.e. without the traveller. In this case, from the extension set, use only the fortune cards and the point markers, the house and the boat as well as the new orders.

- ▶ Shuffle the mission card together with the other missions.
- ▶ Place the trading point in the middle of the circle, formed by the 7 location boards. Place the assets of stage I face up in a pile and the assets of stage II face down in a pile.

### At any time

All players may take a look at all the assets at the trading point at any time. Players may also, at any time, count up how many fortunes have already been revealed.

The trading point shows 6 trading points altogether, one each for a maximum of 5 players and a sixth, neutral one. Each player takes a wooden marker in their colour, places it on the small space of one trading point that ideally points in their direction, thus marking it as their “own” trading point.



The trading point is never occupied by any game figure, neither by the traveller nor by any player’s figure. Any moves by all the game figures always take place on the 7 location boards of the basic game.

- ▶ Place the traveller game figure on the road location board.
- ▶ You each receive an overview sheet and a traveller extension strip which is placed at the top of your own action board.
- ▶ Place the point markers and opals next to the location boards so that you can all easily reach them.

### Point markers and opals are unlimited

If the point markers or the opals are used up, you may substitute other material for these.

Now the game can begin.

## Short game

You can play both variations (*with or without the traveller*) as a short game.

In the short game, you all start on space 5 of the road and receive 1 food tile in addition to the goods tiles depicted on the role tile.

Use only 3 random fortunes from group E. The game ends at the latest at the end of the round, at the beginning of which the last of the 15 fortunes was revealed.

Furthermore, in Phase 4: A new round, always, as far as available, remove the card at the very bottom of the extension strip (*the space without supplementary costs*) – even if other extensions have already been acquired.

## Course of the game

The same rules as for the basic game apply, but with the following amendments: The course of the game is supplemented at the beginning of each round, i.e. before Phase 1: Drawing, by

- ▶ Phase 0: Fortune (*reveal and use immediately, if required*).

The other phases are partially supplemented.

### Phase 0: Fortune

The starting player uncovers the uppermost fortune card and lays it on a face-up discard pile.

If the fortune shows the ⚡ symbol, the fortune is used once (*normally immediately*). If it affects all players, then it is used in turn, beginning with the starting player.

If the fortune shows no symbol, the fortune affects all players for that complete round.

Some fortunes show in a separate space at the bottom that goods from the supply should be placed on the neutral trading point or that, from now on assets of Stage II may be acquired. This only applies if you are playing the game including the traveller. If any required goods are no longer available in the supply, then nothing happens.

### Phase 1: Drawing


Before drawing, you may return to your own supply any number of coins lying on asset action spaces. Tiles already lying on the action spaces of the extension strips and those lying on asset planning spaces may also be returned before drawing.

### Phase 2: Planning

In the planning phase, you may also place tiles from the planning spaces on the action spaces of the extension strip and the assets. Furthermore, you may also place coins on action spaces of the assets.

As usual, once tiles and coins have been placed, you must leave them there until either you use them for an action or you retrieve them at the beginning of Phase 1.

### Phase 3: Actions

If you would like to carry out one of the traveller's basic actions or use an asset showing the symbol , then your own game figure must be standing on the same location board that the traveller game figure is currently standing on.

In the case of the assets, you must place your coins on the applicable coin spaces in the planning phase in order to be able to carry out the action later on. During the action phase, you may not place any further coins there.

The extension with an additional space may also be used for the basic actions on the extension strip.

## Basic actions of the traveller

The basic actions that are available to everybody are shown on the extension strip of the action boards.

- ▶ **Acquiring opals:** Take 1 or more goods tiles from the action spaces and for each tile receive 1 opal from the supply. Put the goods tiles into your container.
- ▶ **Acquiring assets:** Take one asset of your choice from the traveller, pay the price with a goods tile and lay the asset face up before you. The costs are shown in the top right-hand corner of the asset: Either, any 1 goods including food or 1 goods of the 6 higher-value goods (*bottom row on the extension strip*).



Hand back the goods from one action space of the extension strip and place them on your space of the trading point.




Important:

Each player may purchase a maximum of one asset per round.

The goods you used to pay for an asset are always placed on your trading point and not added to your container or to the supply.

At the beginning of the game, only the assets of Stage I are available, thus the assets of Stage II are face down at the beginning. A fortune in Group C is needed to make assets of stage II available.

Assets without the  symbol offer permanent advantages to the owner and can be applied immediately.

Assets with the  symbol are actions that the owner of the asset can use for the traveller. Their action spaces must be occupied by goods or coins in the planning phase and can be used during the action phase, if your own figure is with the traveller.

As usual, add the goods used for the action of an asset to your container; and as usual, return the coins to the general supply.

▶ **Purchasing goods:** Buy 1 goods from the trading point (*not from your own*) for as many opals as the price indicated on the extension strip (*1 or 2 opals*). Take the corresponding number of opals from your supply and add them to the general supply. As an action, you may purchase 1 goods at one time several times in one round.

Important:

You may never purchase any goods from the traveller that originate from your own trading point.

However, you may purchase similar goods from a different trading point.

## Phase 4: New round

Move the traveller at the end of every round. Move it in a clockwise direction to the next of the 7 location boards that is not occupied by any player's game figure.

## Scoring

Each player receives one point marker for every 2 opals in their possession, a single opal has no value. Now count up all the point markers, enter them on the score pad in the line for point markers and count up the grand total.

## Explanation of the mission



Make sure you own at least 3 assets at the end of the game.



# Explanations of the Fortunes

## Group A



Each player receives 2 coins.  
(Traveller: 1 food for the trading point)



Each player may purchase 1 cart for 1 coin. 1 more cart may be purchased in this round as an action in the village. (Traveller: 1 stone for their trading point)



Each extension costs 1 coin less, but at least 1 coin. (Traveller: 1 fish for the trading point)



Fish and wood may be sold at the market, each of these tiles fetches 1 coin at the market. (Traveller: 1 alpaca for the trading point)



Each player may take 1 food from the supply, free of charge. Put it into your container. (Traveller: 1 wool for the trading point)



If you purchase an extension, immediately move the remaining extensions down to close the gap, but don't refill. (Traveller: 1 ore for the trading point)

## Group B



Remove the bottommost extension from the extension strip, immediately close the gap and refill.



Every player not owning a coin receives 1 point.



Each player may use 1 additional planning space, thus drawing 1 additional goods (maximum 8).



Each player may go one step along the road and possibly receives 1 corn, which is immediately either stored or delivered to fulfil an order.



Each player may purchase wood once for 1 coin. The wood is put into the container. This is done even if there's not enough wood for everyone.



Each player may purchase stone once for 1 coin. The stone is put into the container. This is done, even if there's not enough stone for everyone.

Group C



Each player may use 1 additional planning space, thus drawing 1 additional goods (maximum 8).



Each move without a cart (purchased with food, possibly also coins or glass) is up to 2 steps.



Each player receives 1 coin. (Traveller: from now on, assets of both stages may be purchased. Now, reveal the pile of stage II assets.)

Group D



Each player receives 1 coin for every completed row in the warehouse. (Traveller: 1 glass for the trading point.)



Each player may purchase 1 point twice at a cost of 1 coin each. (Traveller: 1 wool to the trading point.)



Each player may purchase 1 wool once for 1 coin. The wool is put into the container. This is done even if there's not enough wool for everyone. (Traveller: 1 ore for the trading point.)

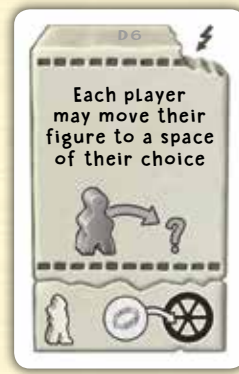


Each player may purchase 1 ore once for 1 coin. The ore is put into the container. This is done even if there's not enough ore for everyone. (Traveller: 1 cacao to the trading point.)





Each player may purchase 1 alpaca once for 1 coin. The alpaca is put into the container. This is done even if there are not enough alpacas for everyone. (*Traveller: 1 wood to the trading point.*)



Each player may immediately move their figure to a space of their choice. (*Traveller: 1 silver to the trading point.*)

Group E



Each player may relocate 1 corn in the warehouse. The corn may then be placed as a substitute for other goods, if it comes from a corn row or if a corn row has not yet been completed. The corn may not be placed in an empty row, nor leave an empty row behind. (*Traveller: 1 alpaca to the trading point.*)



Before the planning phase, each player may store or deliver 1 goods from a planning space, then draw. This is done after goods have possibly been handed in or just drawn. If an order is fulfilled by delivery and 1 corn is received in return, this is immediately stored or delivered to fulfil an order.



Each player may draw 3 goods from their cloth bag and immediately store them according to the warehouse rules – however, no new storage rows may be started, only existing ones may be filled with the corresponding goods. Tiles that cannot or should not be stored are returned to the bag.



Each player, who deactivates their cost-free cart for this round, receives 2 points. If you decide to do this, immediately move your corresponding marker to the right.



Each player may hand in 1 food and receives 2 points for it. The food can be taken from the cloth bag, the container, the action board, the extension strip, from extensions or from assets (*but not from an order or from the warehouse*) and is returned to the general supply.



Each player, who places 1 goods from a planning space into their container before the planning phase, receives 2 coins. This is done after goods were possibly handed over or just drawn, following an extension.



Each player, who doesn't use 1 planning space, receives 2 points. Since a planning space is not used, one less goods must be drawn (*or fetched back*).



Each player who relinquishes 1 of their own extensions from Group B, C or D, receives 2 points. This does not apply to extensions from Group A. Any goods that were placed on this extension are returned to the container, coins are returned to the player, corn is immediately put into storage.



Each player may move any number of the goods already lying on their action spaces either onto other action spaces (*but not onto planning spaces*) or discard them into the container.



Each player, who hands 1 cart of their own back to the village, receives 2 points. The uppermost, cost-free cart may not be handed back.



1 random order from the market is removed from the game. If no more orders are available, then nothing happens. (*Traveller: 1 stone for the trading point.*)



1 random house from the village is removed from the game. If no more houses are available, then nothing happens. (*Traveller: 1 wood for the trading point.*)



Each player may empty the complete contents of their container into the cloth bag. (*Traveller: 1 wool for the trading point.*)



Each player may immediately draw 1 goods and either place it on an action space or throw it back into the bag.



Each player, who doesn't own any coins, receives 2 coins.



Each player, who owns the least corn in the warehouse, receives 2 points.



## Credits

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