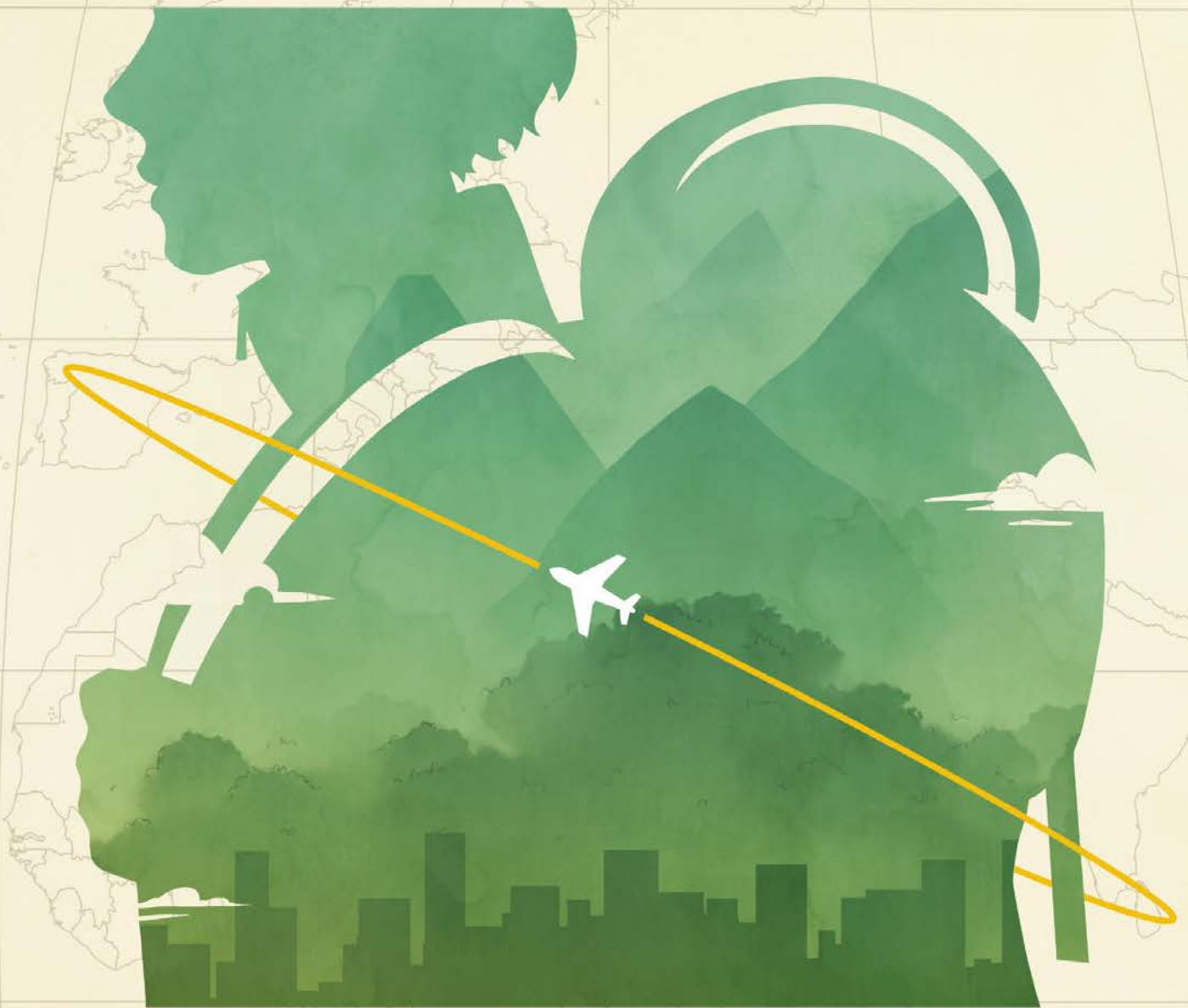


RULEBOOK



# ATLAS

EXPLORE THE WORLD

ROBIN SPATHON EK

1-4 players, 40 min per player, ages 14+

# Overview

## Welcome to Atlas

In Atlas, players take the role of backpackers who have saved up for the journey of a lifetime! In this tableau-building game, players travel the world, explore new places, and gather Experience icons. Throughout the game, players influence the Popularity of these Experiences to determine how many points they will reward at the end.

Players learn new languages, complete personal or public goals, race to grab Souvenirs, write trending blog posts and balance their money and exhaustion on this adventure. All while becoming better as a globetrotter through experience.

Based on real-world facts, Atlas lets you discover and learn many fascinating details about the world as you play!

## Rules Structure

Specific game terms and component names are capitalized in both the rules and on cards. All these specific terms are listed in the **Index (p. 28)**. All components are displayed **Components (p. 3)**, with further details found in **Anatomies (p. 26-27)**.

## Golden rules

If you make a mistake, keep playing! Even if it is a rules mistake. Remember, you're here to backpack, not back-track.

If any components run out, use replacements. But you can never get more than 30 Money and/or 12 Energy. Note that a player can never place more than 8 Explore tokens since it triggers the end of the game.

## Game End

The last round is triggered when any player places their last Explore token on the map.

The winner of the game is the player who has collected the most points after the last round has been played.

### Players gain points from:

- The end game Popularity value of the Experience icons in their Tableaux
- Bonus points on some Destination cards
- Blog track progression
- Learned Languages
- Collected Souvenirs
- Completed Public Goals
- Completed Personal Goals



This is the icon for victory points. Wherever you see this icon it will award points during the end game scoring.

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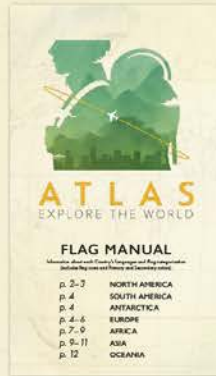




# Components



Map



Flag Manual



Player boards



Geography

Personal Goal cards



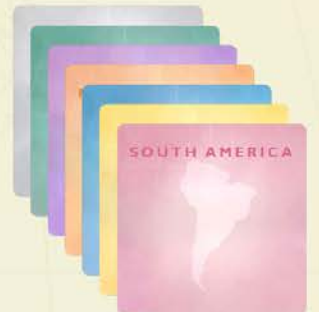
Vexillology



First Player marker



Country cards



Continent Cover cards



Setup cards



Bot Deck cards



Party cards



Destination cards



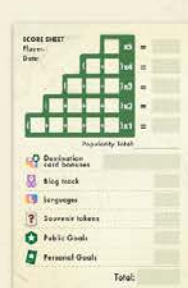
Event cards



Character cards



Bot Script/Quick Game Aid



Score Sheets



Public Goal tiles



Score tiles



Lock token



Home markers



Blog cubes



Explore tokens



Personality tiles



Language markers



Like/Dislike cubes



Souvenirs



Experience tokens



Backpacker meeples



Blog markers



Block/Delay markers



# Setup - Map

**1** Place the **Map board** in the center of the play area.

**2** Sort the **Country cards** into **7 unshuffled piles by continent next to the map**. The cards should be in alphabetical order according to their top-left corner.

*First time you play they are already sorted.*

**3** Reveal **1 random Setup card** and place **1 Souvenir** of the indicated type in respective Country on the Setup card.

**Note:** There are map references on the card to help you find the Country.

*In addition: there is a note about what the Souvenir in the specific Country represents.*

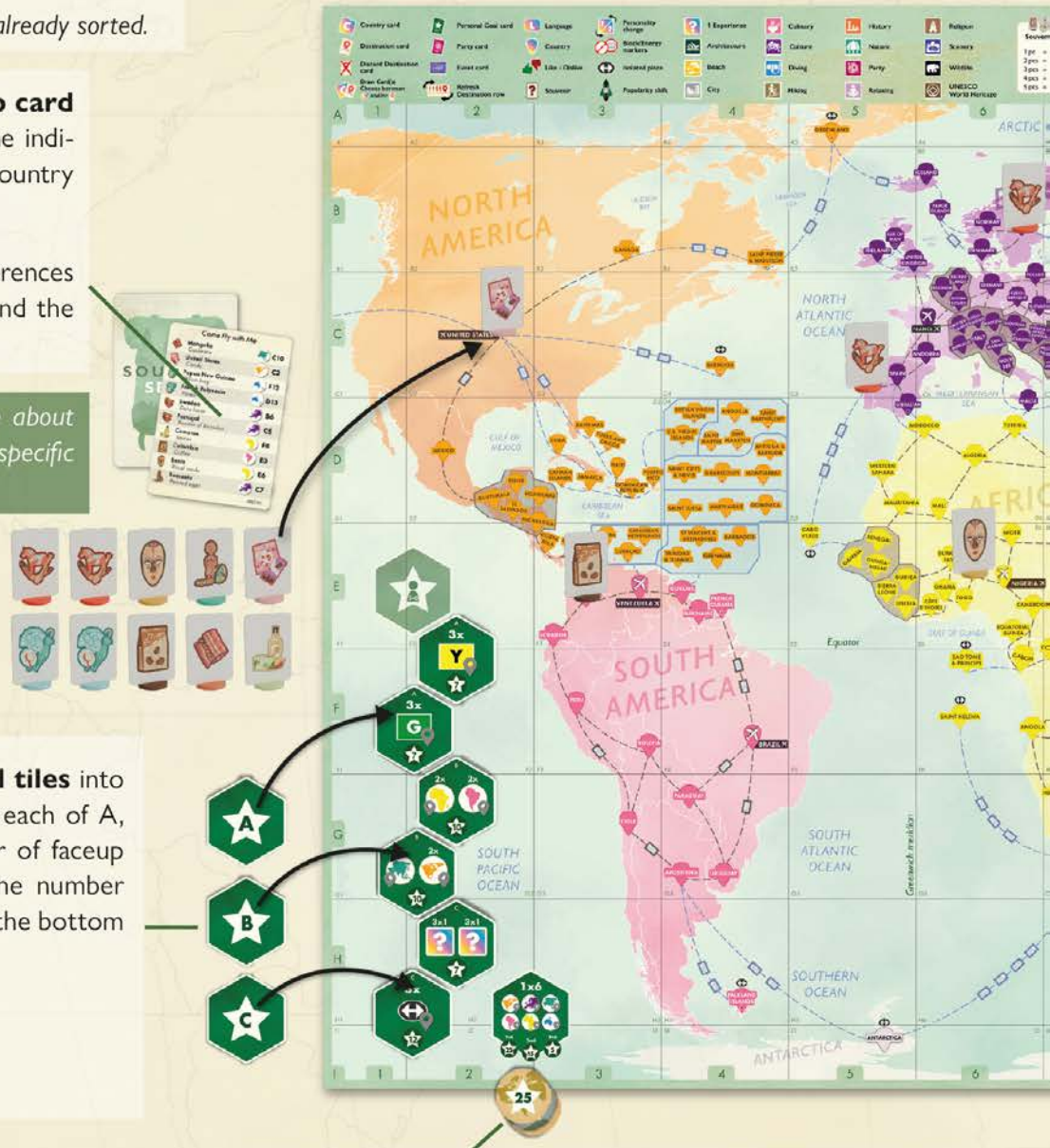
**4** Shuffle the **Public Goal tiles** into 3 facedown piles, one for each of A, B and C. Add the number of faceup goals, corresponding to the number of players, on the slots on the bottom left side of the map. In a:

**2p game: 1 A, 2 B, 1 C**

**3p game: 2 A, 2 B, 1 C**

**4p game: 2 A, 2 B, 2 C**

**5** Place the **3 Score tiles** in a pile below the preprinted Public Goal in the bottom left of the map.



## Optional Atlas Flag manual variant:

The players decide together if the Flag manual should be included. The manual lists all Countries in the game, their flags, their colors, and categorizations together with the official Language(s) (with gameplay value). Players may look in it at any time, preferably on another player's turn.



## Setup - Map



**10** Shuffle the Destination cards into a facedown Destination pile, placed at the top right of the map. Then populate the card slots with 5 faceup cards, this will be referred to as **the Destination row**.

**9** Put the rest of the components in a supply next to the Map.



**6 Randomly place the 15 Experience tokens** out on the pyramid-shaped Popularity board's slots in the bottom center of the Map.

**7 Place the Lock token** next to the Popularity board.

**8** Shuffle the Party deck, Event deck, Geography Personal goal deck, and Vexillology Personal Goal deck separately into 4 facedown piles and place them next to the map.



# Setup - Player

- 1 Each player randomly take a Player board and matching colored components: 8 Explore tokens, 1 Home marker, 1 Backpacker meeple, 1 Blog cube, and 1 neutral-colored Blog marker.
- 2 Place the Explore tokens on their indicated slots on the Player board.
- 3 Energy and Money are tracked using the wheels on the player boards. Set them to 24 Money and 12 Energy.
- 4 Each player puts their Blog cube in the starting slot of the Blog track.
- 5 Randomly deal 2 Character cards to each player, each player chooses 1 to play as and returns the other to the box.
- 6 Each player draws 1 Geography Personal Goal and 1 Vexillology Personal Goal to their hand.
- 7 Each player draws 4 random Destination cards from the Destination pile to their hand.

**(7) Optional Closed Draft:** All players draw 6 Destination cards, choose 1 to keep, and give the unchosen ones to the next player in clockwise order, continue until all players have chosen 4 cards. Create a discard pile of the leftover ones next to the Destination pile.

- 8 Each player is randomly dealt 2 double-sided Personality tiles. They choose a combination that has 4 different Experience types in total, if unable discard one and draw a new one. Then they put one on Like and one on Dislike on their Character card. Put the remaining Personality tiles as a supply next to the map.

**Note:** These represent the Character's personality and have no purpose during end game scoring.

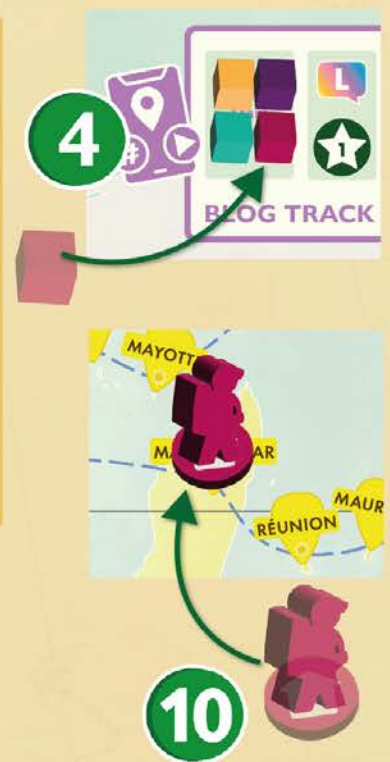
- 9 The player who most recently returned from an international trip is the starting player. The turn order is clockwise.



- 10 In reverse turn order, each player chooses a Starting Home Country, placing their Home marker and Backpacker meeple there. It is not allowed to choose Antarctica or a Country with a Souvenir token on it.

**Lastly:** Make sure to have some space to the right of the player board for what is referred to as the Tableau.

**A Tableau** is a gaming term for cards played out in front of a player that stays and often gives the player benefits. In this game the cards are also splayed on top of each other, showing only the Experience icons on the left side of the cards. All points are based on what the players have in their Tableau by the end of the game.






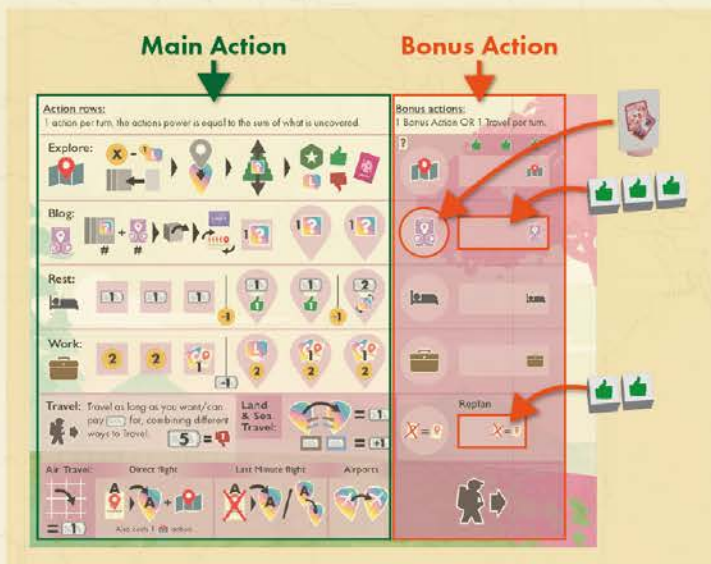
# How to Play

## Sequence of play

During a turn, the active player can do **in any order**:

- 1 Main action**
- and
- 1 Bonus action.**

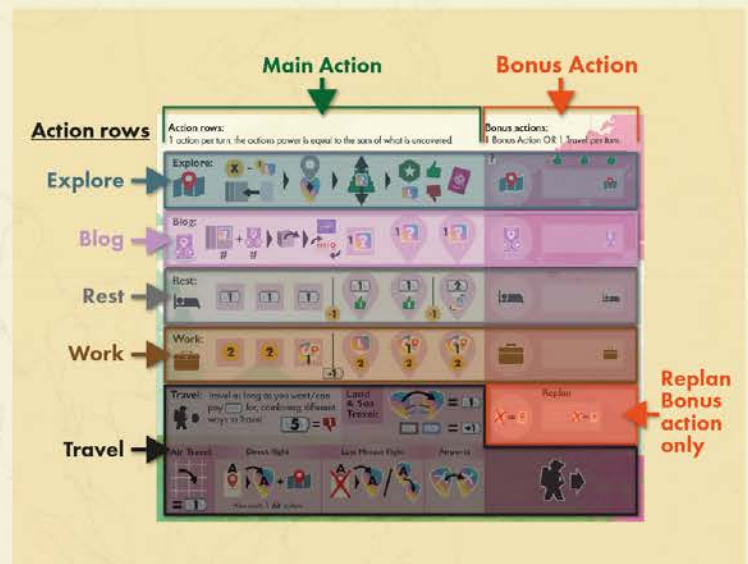
A Bonus action requires 1 Souvenir or 3 Likes . **Except Travel which is always available as a Bonus action.**



## Actions

Main actions and Bonus actions can be any combination of:

- **Travel** (p. 8-10)
- **Explore** (p. 12-15)
- **Blog** (p. 16-17)
- **Work** (p. 11)
- **Rest** (p. 11)
- **Replan** - Bonus action only (p. 18)



When a player has played their turn, the next player in clockwise order becomes the active player and performs their action(s).

Continue until a player ends their turn without an Explore token on their player board, at which point the whole Popularity board is locked and all other players get one more action each. Then proceed to final scoring (p.20).

## Action Power

The Action's Power is determined by adding together the uncovered numbers/icons on their corresponding action row.



**Example Action Power:** The red player's Rest action's power will reward 3 Energy, and if they pay 1 Money (to get a better hotel) they would get 1 additional Energy and 1 Like cube. The Work action would reward 4 Money and 1 card draw.











# Travel Action

## Air Travel

Count the steps through the Grid Areas (with coordinates A1-I13) when Travelling by Air. Orthogonal and diagonal movement is allowed. Each step costs 1 Energy, Air Travelling to a Country within the same Grid Area cost no Energy.

**Note:** Air Travel can be combined with Land and Sea Travel in the same Travel action.

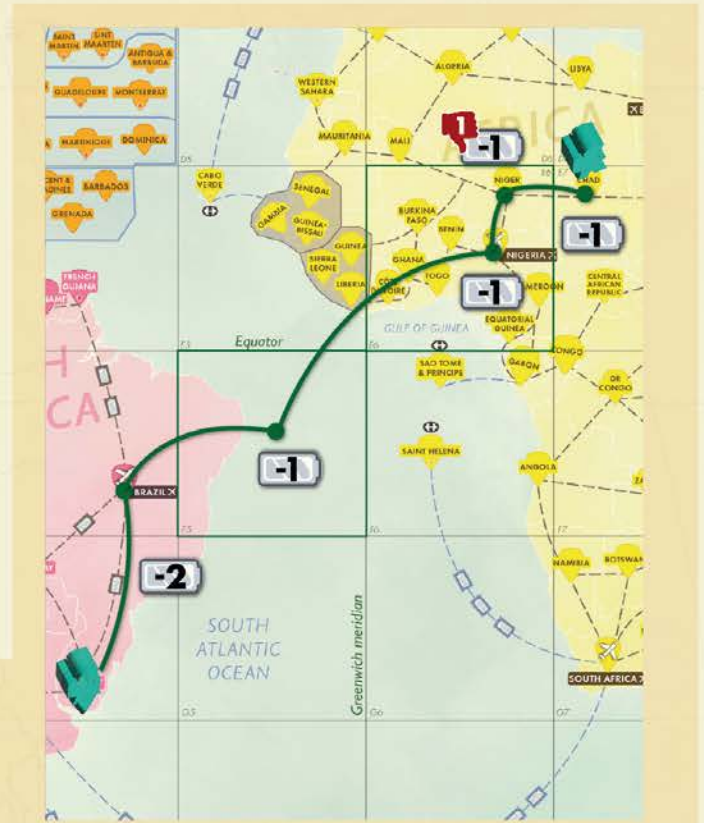
## Major Airports



Move between 2 Countries that have an Airport icon and a **black** text box.



*Example Major Airports with Land Travel:* The Green player wants to Travel from Uruguay to Chad. They choose to take 1 step by Land to Brazil and uses its Airport to fly to Nigeria and taking 2 additional steps by Land to Chad.



## Last Minute flight

Discard a Destination card (from hand or Destination row) to Air Travel to the Country on the discarded card.



OR

Discard a Destination card (from hand or Destination row) matching the Backpacker meeple's current Country to Air Travel to ANY Country.



*Example Last Minute Flight TO:* The Green player wants to Travel from Uruguay to Chad. They choose to discard their Chad card to the discard pile and Air Travels there with 3 steps paying 3 Energy.

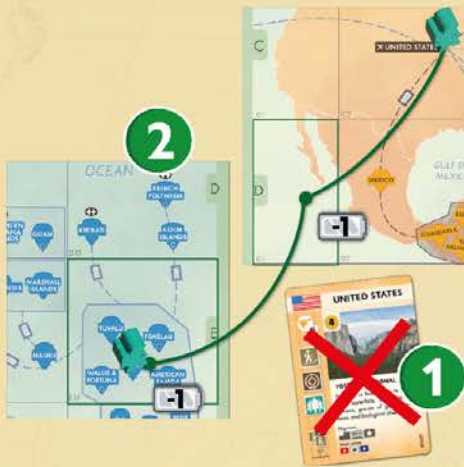






# Travel Action

**Example Last Minute Flight - FROM:** The Green player wants to Travel from Uruguay to Chad. They choose to discard their Uruguay card to the discard pile and Air Travels there with 3 steps paying 3 Energy.



**Example Last Minute Flight - Around the Globe:** The green player wants to Travel to Samoa from the United States. They discard its United States card and Air Travels to the west C2 to D1 to E13 and enters Samoa paying 2 Energy.



## Direct Flight

Air Travel to a Country shown on a Destination card in hand or the Destination row.



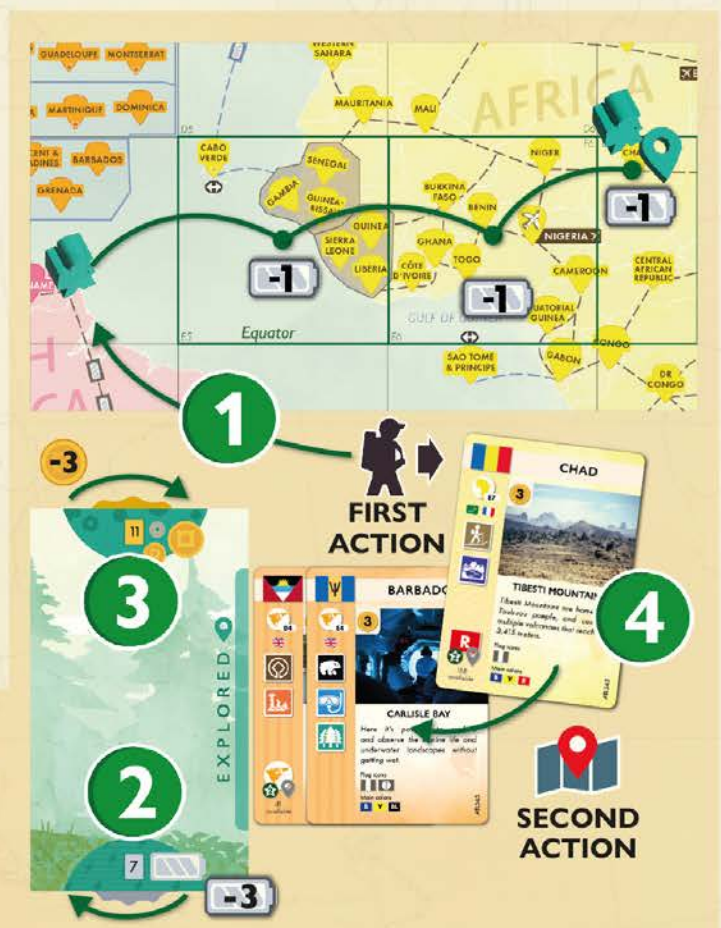
and

Immediately Explore (p.12) that Destination card upon arrival.

**Note:** This consumes 1 Travel action AND 1 Explore action and will therefore be the players full turn.



**Example Direct Flight:** The green player wants to Travel from French Guinea to Chad. In the Destination row there is a Chad card. As their first action they Air Travel to Chad (1) using the card in the Destination row and paying 3 Energy (2) for the Travel. Then they pay 3 Money (3) to immediately Explore the card by placing it in their Tableau (4), see Explore action on p.12.







## Rest Action



Gain Energy and Like equal to the Action's power. Pay 1 Money to gain all uncovered rewards to the right of the cost line. If you Rest in your Home Country, it costs no Money.

It is not possible to get more than 12 Energy

In addition if the is uncovered, the player may change Personality. The player chooses 1 new Personality tile from the supply and chooses together with the existing ones a new combination to keep, flipping non exchanged tiles as part of this change is allowed. Discard the unchosen one back to the supply.

**Note:** If a Dislike cube is removed from the Rest action slot(s) and it reveals a Like icon, this new Like is not gained until a new Rest action is performed.



**Example Rest:** The Purple player pays 1 Money (1) and gains the 6 uncovered Energy (2). Then they gain 1 Like so they decide to move the Dislike from the Work action to the Explore Bonus slot (3). The last slot is now uncovered in the Work Action row but it is not gained by the player since it was not uncovered from the start of the action. Lastly the player chooses a Personality tile from the supply to exchange with the one in the Like slot (4) discarding it back to the supply.



## Work Action



Gain Money and draw Destination and/or Country cards equal to the Action's Power. Pay 1 Energy to gain all the uncovered rewards to the right of the cost line.

It is not possible to get more than 30 Money

In addition, if there is a uncovered, the player may learn Language(s). Read more about Languages on p.19.



### Drawing cards



**Destination card(s)** are drawn from the Destination row and/or the top of the deck to the hand.

**Note:** This has no cost. Reveal new cards immediately to the Destination row between draws.



**Country card(s)** are normally taken from the Country's continent pile. The player has to say which Country card(s) they want to take before searching for the card(s) and they should avoid looking at other Country cards than the one(s) named. The taken Country card(s) go to the player's hand meaning that the player has the information about these Countries but they are not Explored yet. Country Cards in players' hands can be taken by other players using the Work or Explore action. It is when a Country card goes into a Player's Tableau that the card is locked to the player.



**Example Work:** The Purple player pays 1 Energy to gain all 9 uncovered Money and draws the Kiribati Country card from the Oceania continent pile and the Vanuatu Destination card from the Destination row, before learning the Portuguese Language marker from its latest Explored card.





# Explore Action

## Explore in short

Explore the Country your Backpacker is currently in.

1. **Pay the cost** on the card and place as the top rightmost card in the Tableau.
2. **Place Explore token** on the Explored Country.
3. **Shift Popularity.** Push 1 of the Experience tokens matching one on the newly Explored card up or down on the Popularity board. Move Lock to the moved token.
4. **Gain Public Goal and/or any additional effects.**

**For 1 Explore action a player can choose to Explore either:**

- 1 Destination card in hand or the Destination row.
- 1 Destination on the Country's card (Square cards).
  - Taken from its Continent pile, or any unexplored Country cards in another player's hand.
  - Each Country card has 3 Destinations, 1 on its front and 2 on its back. Choose 1 to Explore and pay its indicated cost in Money. Rotate card to show the Explored icons in the Tableau.

**Note:** A single player may Explore both a Country card and a Destination card in the same Country, it requires 2 Explore actions, but only spends 1 Explore token.

- The Country cards have a varied cost spanning between 3-6 Money. Most of them have a 4-5 Money cost, to be sure to afford an Exploration you should have at least 5 Money. It can be wise to have 6 Money when you Explore so that you are able to choose between all the Destinations.
- If you are unable to afford an Exploration, you keep the Country card in hand until any player can and wants to Explore that Country.
- You are not allowed to Explore in a Country that has already been Explored by another player.

## Additional Requirements

Some Destination cards require the player to already have some Experience icons in their Tableau before they can Explore the new card.



*Example: To Explore this card the player needs to pay 4 Money and requires 2 Hiking icons already in their Tableau.*

*You need to have some experience to be able to climb this peak.*

- 1 Country
- 2 Flag
- 3 Continent and Coordinates
- 4 Language
- 5 Experiences
- 6 Cost and additional requirements
- 7 Flag categories
- 8 Destination name
- 9 Fluff
- 10 Destination Bonuses  
*Including icon count on cards in the game.*
- 11 Card number in Continent pile.

### Destination Card



1 Destination

### Country Card Front



1 Destinations on the front (rotate in Tableau).

### Country Card Back



2 Destinations on the back (rotate in Tableau).





# Explore Action Sequence

Explore:



**1 Pay the Destination's cost** and place the Explored card into the Tableau to the right of the Player board. Explored cards are put on top of any previously Explored card, splaying the previously Explored icons with the new ones.

**Note:** The players Character cards have a discount if they speak any of the official Languages of the Country.

**ENGLISH SPEAKER (80)**

Pay -1 in countries.

**2 Place an Explore token** on the map to mark the Explored Country. The Explore token is taken from their player board, this will increase the action power of the action they take it from, taken from left to right from any row.

**3 Popularity shift**. Move **one** of the Experience tokens gained on the newly Explored card 1 slot up or down on the Popularity board. By doing so also moving another Experience up/down to the now empty slot.

Lastly, move the Lock token onto the Experience token that was moved (must be on the Explored card). A Locked Experience token cannot be moved.

A player may choose not to shift Popularity and instead only move the Lock token onto one of the Experience tokens matching their Explored card.

**4 Resolve additional effects**

- Gain Like and/or Dislike
- Gain any Language learned
- Draw Party card
- Gain any Public Goal(s) completed

More details on resolving additional effects on the next page.



**Example:** The red player Explores Tulum in Mexico. It has a cost of 3 that is paid for (1a-1b). An Explore token is placed under the Backpacker meeple in Mexico. The red player wants to move the History Experience to the top slot but it is currently locked, instead it moves the Scenery up and moves Nature down to its previous slot. The Lock moves to the Scenery Experience token. No other additional effects are triggered.





# Explore - Additional Effects



Example Additional Effects:

1. The player Explores "Tamarindo Beach" and places it in their Tableau (1).



## Personality - Like/Dislike

If any of the Experience icons gained by the Exploration matches the Dislikes on a player's Character card, they Suffer 1 Dislike per matching icon. If they instead match the Like, they gain 1 Like (if they have any Dislike, these are flipped into Like first). If a player is to gain both 1 Dislike and 1 Like at simultaneously they cancel each other out. Read more on p.18.



## Party Experience

If a player gains a Party Experience icon, they draw a Party card and resolves its effect on the bottom part of the card. In addition, it becomes a friend with a persistent ability (top right part of the card). Normally it allows the player to Explore and Rest without paying any Money in the friend's home Country. If drawing multiple party cards, take one at a time and resolve it fully before drawing the next.

*The player will stay at their friend's place and they will be the guided around to all the tourist destinations.*



## Relaxing Experience

If a player gains a Relaxing Experience icon, gain 1 Like



## Learning a new Language

If the player has Explored 2 different countries with the same Language. They gain a Language marker matching their latest Explored card, and place it on the Character card. Read more on p.19.



2. They should gain 2 Likes and 1 Dislike due to their Personality tiles, however when gained at the same time 1 Like and 1 Dislike cancels each other out.



3. The new card has a Party icon, a Party card is drawn, the bottom effect is instant and awards the player with 4 Money and 1 Dislike. The Dislike does not cancel the previous Like gained since it was not gained at the same time.



4. Lastly this was the 2nd card in the Tableau with the Spanish Language on it. A Spanish Language marker is added to the player's Character card.





# Explore - Completing Goals

## Complete Public Goals

When a player has met the requirement for any Public Goal the player immediately collects it and saves it until the end game scoring.

**Public goals - Color of flags (A):** On the Destination and Country cards you will find the note "Main color" and "2nd colors". The secondary colors are the tiniest color spots in a flag inside a coat of arms or other similar things. The standard and recommended way to play is to ignore the "2nd colors" for the purpose of gaining Public goals.



*Example: Bolivia's flag counts as red, yellow and green. But in the center of the coat of arms there are also 2nd colors of white, blue and brown.*

*Designer note: If the Public goal of 3 Blue or 3 White flags are in play, I do not think people in general would consider the Bolivian flag to be of any of those colors. So I suggest playing without including the 2nd colors, but they are noted for the people who would like to include them.*

**Permanent Public Goal:** The first player to Explore in each Continent gets to take the topmost Score tile awarding 25 points, the second player to complete this gains 15 points, third gets 5 points, any consecutive player gains no points.



**Antarctica Special rule:** Exploring Antarctica counts as a "wild" (any continent) when counting the requirement for the Continental Public Goals (B on its back plus the preprinted one on the Map).

## Complete Personal Goals

Complete Personal Goals by collecting 3–5 matching elements in the Tableau or on the Map. If a player has completed a Personal goal, it stays hidden until the last step of end scoring.

### Geography Personal goals

Focuses on collecting the 15 Experiences in the game and Exploring certain parts of the Map.

### Vexillology Personal goals

Focuses on only flags and their categories. Only flags from different Countries count even if the player has Explored multiple cards in e.g. France it still counts as 1 tricolour flag. If the player later Explores another Country that has the same French flag but it is another Country (Saint Barthélemy) then it counts as 2 different flags.

**Note:** The Flag icons are noted at the bottom of the Destination cards and the Front of the Country cards.

Vexillology is the study of the history, symbolism and usage of flags or, by extension, any interest in flags in general. A person who studies flags is a vexillologist, one who designs flags is a vexillographer, and the art of designing flags is called vexillography. One who is a hobbyist or general admirer of flags is a vexillophile (Wikipedia).



### Example completing goals:

The player Explores "Pig Beach" in Bahamas. By doing so it completes 2 Public goals. 3 Blue flags (1) and 2 Countries in Asia and 2 in North America since Antarctica counts as "wild/any" Country (2). In addition they also completed their Personal goal "The Hoist" (3), they keep it in their hand until end game scoring. They also learned English (4) see p.14 & 19.







# Blog Action

**Make a Blog post about your latest Explored card to advance on the Blog Track.**

1. The player looks at how many icons are visible on their Blog action row.



2. And chooses an equal number of Experience icons on their latest Explored card to Blog about.



3. Sum up the chosen Experience icons' total **Blog value** (location pin numbers to the left on Popularity board). If a card has multiple of the same icon they count multiple times.



4. The player moves their cube on the Blog track **up to** the number of steps corresponding to their Blog value. A player can not end on an already occupied slot, instead, jump ahead to the next available slot. An occupied slot still counts as a step.



- 5-6. Resolve in chronological order any Event and/or Refresh Market triggered by the passing of their lines on the Blog track (see next page).



7. Place a Blog marker on the card blogged about. A card with a Blog marker cannot be blogged about again. Remove the marker when a new card is added on to the Tableau.



8. Gain the reward from the slot ended on the Blog Track (see next page).

*Example Blog: The player can Blog about 2 Experience icons on his last Explored card (1) and chooses to Blogs about the World Heritage icon and the History icon (2). World Heritage is at level 2 in Popularity while History is at level 3, summing up to 5 in Blog value (3) which tells us the player can move up to 5 steps along the Blog track.*

*Slot 2,4 and 5 are blocked by other players, the player chooses to move to the 6th slot (4). An Event is triggered (5) that caused a Volcanic Eruption on Iceland blocking the Air traffic in Europe, see next page. Then the Destination row is refreshed with new cards (6).*

*A Blog token is added to the blogged card (7). Lastly the player gains the reward of the slot they ended on.*





# Blog Effects - Refresh, Events and Rewards



## Refresh the Destination row


Discard all cards in the Destination row and add new ones. If multiple refresh lines are passed, refresh once.





## Events

Whenever an Event card icon is shown, flip the top card of the Event pile, read it out loud and resolve its effect. If multiple Events trigger, resolve each Event fully before revealing and resolving the next one.

**Instant Event:** The effect is instant and only once, discard the resolved Event to an Event discard pile.

**Persistent Event:** The effect is active for several rounds based on how many cubes  are placed on the card (bottom left corner). The revealing player removes a cube at the start of their turn. When there are no cubes to remove, Return all corresponding tokens from the map and discard the resolved Event to an Event discard pile.

**Block markers** : Some Events block certain Countries or Grid-Areas on the map. Use the "blocked" markers to mark these. Any player that has a Backpacker in a Country that becomes blocked, gets to move to a Country the fewest amount of steps away from any blocked Country, if tied the owning player chooses. Use the big markers for Grid-Areas and the small ones for Countries.

**Delay markers** : Some Events add Energy icons to Grid-Areas on the map. Use the "Delay" tokens to mark these. Traveling by Land/Sea within this Grid-Area costs additional Energy.



## Draw 2 Destination cards

The player draws 2 Destination cards to their hand from the Destination row and/or Destination Pile.



## Draw 2 Personal Goal cards

The player draws 2 Personal Goals from any of the pile(s) and discards any 1 of their Personal Goals from hand face-down to the bottom of its matching pile.



## Travel action

The player performs a normal Travel action, paying any cost as normal (see p. 8-10).

**Note:** This does not count towards the limit of 1 action or 1 Bonus action per turn.



## Change Personality

The player may choose 1 new Personality tile from the supply and chooses together with the existing ones a new combination to keep, flipping non exchanged tiles as part of this change is allowed. Discard the unchosen one back to the supply.



## Learn new Language

The player gains 1 Language marker matching the language on their **latest Explored card**. Read more on p.19.



## Popularity shift by Blogging

When a player ends their Blog action on slot 20 they Shift Popularity. The player may only shift an Experience that they have **at least 3 of AND is on their currently Blogged card and has no Lock on it**.

Move the Blog cube up to the shifted Experience and place the Lock on it. The next time this player Blogs they shift again following the same rules.

**Note:** A player's Blog cube is not allowed to move back down to the Blog track.





# General Action Concepts

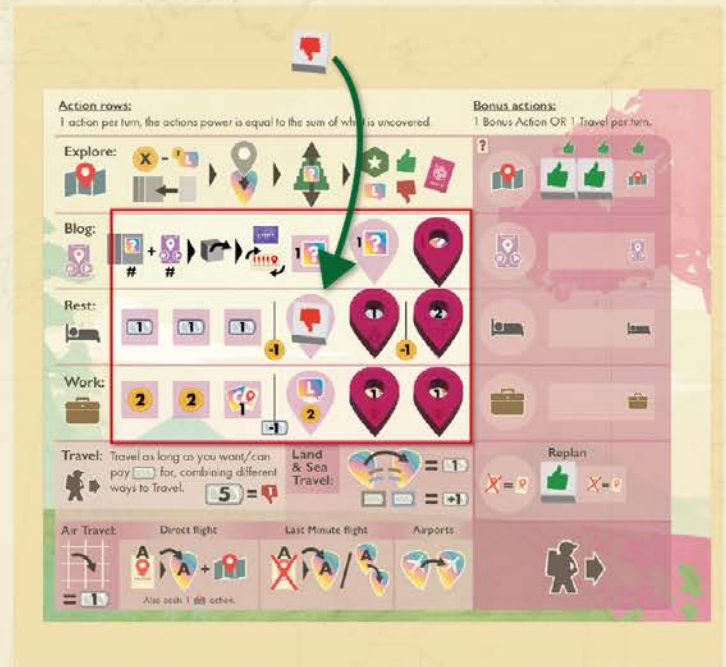
## Suffering Dislike 📌

When a player suffers 1 Dislike cube they place it on their player board.

Place the Dislike cube in any Main action row's slots (left side), it will cover up the rightmost open slot on that row. This will make their action a bit weaker until they have Rested or transformed the Dislike into Like in some other way.

Like is never transformed into Dislike. The Dislike stays in its slot and it does not move even if the player in the future takes an Explore token from the same row.

*Dislike simulates boredom and fatigue from doing things the player does not enjoy. This lowers the players motivation to push that little extra to do more things that day.*



## Gaining Like 👍

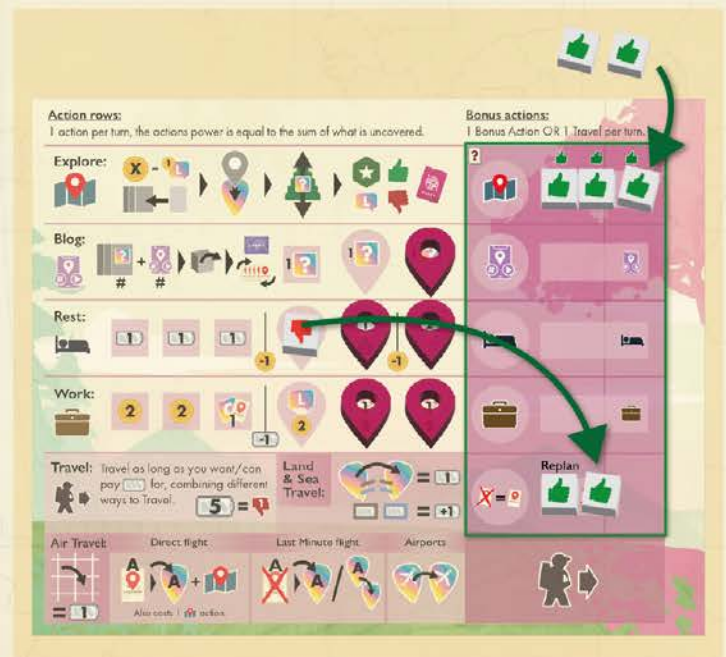
When a Like is gained, either take a Like cube from the supply or flip and move a Dislike cube already placed in a Main action row (left side). In both cases, place it in any Bonus action row (right side) that has empty slots.

If a player has gathered 3 Like in the same row (except 2 for Replan below), they may perform the corresponding Bonus Action listed at any time during their present or future turns. When the action is performed, return the Like cubes to the general supply.

If you are to gain both a Like and a Dislike at the same time, they cancel each other out, so you get none of them.

**Note:** A maximum of 1 Bonus action is allowed per turn.

*Likes simulate the motivation the players gain from doing things they enjoy. This keeps the player more energized.*



## Replan ✖️ = 📌 (Bonus Action only)

On the bottom of the Bonus Action section on the player board, there is a special action. It can only be triggered by 1 Souvenir or 2 Like as a Bonus Action. When it's triggered, the player may discard any amount of Destination cards from hand and draw an equal amount from the Destination row or Destination pile.





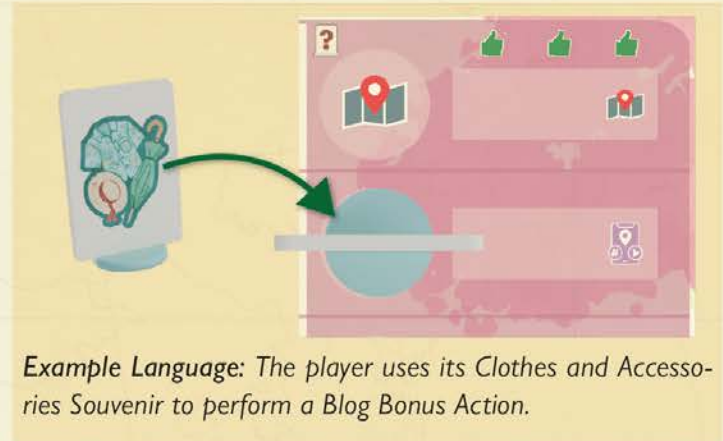
# General Action Concepts

## Souvenirs

A player may buy a Souvenir for 3 Money if they start or end their Travel in a Country containing one. The Souvenirs award points during end scoring but can also be used to take Bonus actions during the game.

To trigger a Bonus Action place it on an open circular Bonus action slot. The Souvenir stays in the slot and is now considered used, and can not be used again. The same Bonus Action may still be triggered using Like cubes.

**Note:** A maximum of 1 Bonus action is allowed per turn.



*Example Language: The player uses its Clothes and Accessories Souvenir to perform a Blog Bonus Action.*

## Language

Each Character starts with being fluent in 1 or more Languages. During the game, they can learn new languages in the following manner:

- Performing the **Work action** with the  **“Learn Language”** slot visible. The player gains a Language marker matching their latest Explored card, and place it on the Character card. If no Language icon is on the card or if it is a Language that the player already knows, no Language is learned.
- Explore 2 different countries with the same Language. Gain a Language marker matching your latest Explored card, and place it on the Character card.
- 1 slot on the Blog track awards a new language. Gain a Language marker matching your latest Explored card, and place it on the Character card.

### Speaking a language has some benefits.

A player can Explore paying 1 less Money per matching Language marker or preprinted Language icon on their Character card as on the Destination/Country card Explored. The discount from Languages does not apply on the second card with the language, it applies on future explorations.

*The player is not fouled as easily and can bargain to get a better deal!*

During the End game scoring, each Language marker is worth points.

**Note:** The preprinted starting Language(s) does not reward any points.



*Example Language: The player Explores Chamonix in France, this is their 2nd French speaking country (1). A French Language marker is added to their Character card (2).*



# Game End and Scoring

When a player has placed their last Explore token, the final round is triggered. The whole Popularity board is now locked. Each other player gets one more turn, and then the game ends, and you proceed to the final scoring.

Each player grabs a pen and a Score sheet and calculates their final score by:



**Multiplying each Experience icon in their Tableau by its Popularity value.**



**Points gained from Explored Destination cards bonuses** (bottom left of the cards see p.27).



**Public Goals completed** (see p.27).



**Points from the Blog track.**



**Souvenir tokens score according to the table below:**



**Language markers score according to the table below:**

Note: The starting Language(s) does not reward points.

1pc	2 pcs	3 pcs	4 pcs	5 pcs	6 pcs	7 pcs	8 pcs	9 pcs	10 pcs	#
3	6	9	16	25	36	49	64	81	100	★

Scoring table for Souvenir and Language (seperate scoring).



**Lastly, each player reveals their Personal Goals, adding any points for the completed ones.**

## Tiebreakers:

The points on the score sheet in reverse order

- Most points from completed Personal Goals
- Most points from completed Public Goals
- Most points from Souvenirs
- Most points from Languages
- Most points from the Blog track
- Most points from Destination Bonuses
- Most points from the Popularity board

**SCORE SHEET**  
Player: *Philo*  
Date: *16/2*

2	x5	=	10
7	x4	=	28
4	x3	=	12
15	x2	=	14
3	x1	=	3
Popularity Total:			67
B	Destination card bonuses	3+9+6=	18
C	Blog track		15
D	Languages		6
E	Souvenir tokens		16
F	Public Goals		32
G	Personal Goals		8
Total:			162





# Rules Variants - Quick game

This game is an alternative to the standard game and could be played as an introductory game for non-gamers or as a quicker variant when time is limited. It is beneficial if one of the players is familiar with the standard game since the rules are condense to highlight just the changes made.

## Setup

Setup up as normal with these modifications on the bullets:

### Map Setup (p.4-5)

8. The Party cards and Event cards will not be used.

### Player setup (p.6)

1. The players **do not use** a Player board, Blog marker and Blog cube.

2&5. Choose a Character with the Quick variant side up and place the Explore tokens on it.

3-4. Skip

8. Skip

Use the Quick game reference card if needed.



## General changes

Money, Energy, Blogging, Working, Resting, Like/Dislike, Party cards and Personality are all ignored. Completed Personal Goals are revealed and new one(s) are drawn.

## Game End

After a player has placed their 8th Explore token and all other player have had 1 more turn the game is over. Use the standard score sheets to calculate your score.

## Gameplay

Perform 2 actions each per turn, choose between:

**Travel, Draw 3 cards and Explore.**

**Travel** : Move up to **5 Steps** (ignore any / ). Following the standard Travel rules (page 8-10) When a player ends their Travel in a Country with a Souvenir they may pick it up for free.

**- Souvenirs** : A player may at any time during their turn use their collected Souvenir to Refresh the Destination row by replacing all cards with new ones from the pile. A player can do this once per Souvenir and turn, lay the Souvenir down on its side when it has been used.

**Draw 3 cards** : Draw 3 cards to hand. Choose any combination of Country cards and Destination cards (drawn from row and/or pile). See drawing cards on p.11.

**Explore** : Following the standard Explore rules on page 12-13. Ignoring any money cost and the additional effects except completing Public Goals.

**- Public goals** : When a player has completed a Public goal (p.15 & 26), they take it and keep to end game scoring.

**- Personal goals** : When a player has completed a Personal Goal (p.15), reveal it and draw 1 new from a pile of your choice.



**Example Quick game setup:** The players has the Quick game side up of the Character card with their Explore tokens on it. They have also drawn 2 Personal goals and 4 starting Destinations cards to hand. They placed their Home marker and Backpacker in Zambia.



**Example Gameplay:** The player uses their Souvenir (1) to Refresh the Destination row (2). Then as their first action they draw 3 cards, 1 Country card and 2 from the Destination row (3). As their second action they Travel 3 steps from Brazil to Chile (4).



# Rules Variants - Bot

In the Bot variant, you add 1 Bot called Dante as an opponent in the game. For Solo play or to increase player count.

## Bot Setup

Set up the whole game as normal. Counting the Bot(s) as a player. With these modifications:

1. The Bot will not use a Character card or a player board. Instead give the Bot a Bot Priority card.
  2. Give the Bot 8 Explore tokens, 1 Home marker and 1 Blog marker.
  3. Give the Bot a shuffled face-down Bot Deck to the left of the Bot Priority card.
  4. Give each Bot 1 random face-up Personal Goal of each type (exclude any cards with this [icon], reshuffle afterwards) and place it below the Bot's Character card. Their relative position is used for priority and should be kept unless instructed. They are referred to as Personal Goals A, B, C, and so on. Start with the Geography goal as A.
  5. Give each Bot 1 random Destination card, place it to the right of its Character card, counting as an Explored Destination, and place its Home marker and Backpacker in the Country on the map. If the drawn Country has a Souvenir, draw a new card, then shuffle the previous one back into the pile.
- **Optional (more difficult):** The Bot chooses a Destination card from the Destination row based on their **Travel to Explore priority**.
6. Put the Bot's Blog cube on "Start" on the Blog track.
  7. A Human player is always the starting player.

## Bot General Rules

- The Bot never handles Money, Energy, Like or Dislike.
- The Bot has no hand of cards. It chooses cards from the face-up cards in the Destination row.
- The Bot ignores any additional requirements on cards.
- If the Bot ever ends up in a Country with a Souvenir, it automatically picks it up as a free action.
- If the Bot "uses a Souvenir" it lays it down to indicate it has been used. Used Souvenirs can not be used again.
- If the Bot gets 2 of 1 kind of Language, it gains the corresponding Language token.
- The Bot ignores Block and Delay markers.
- The Bot draws Party cards, but they have no effect.

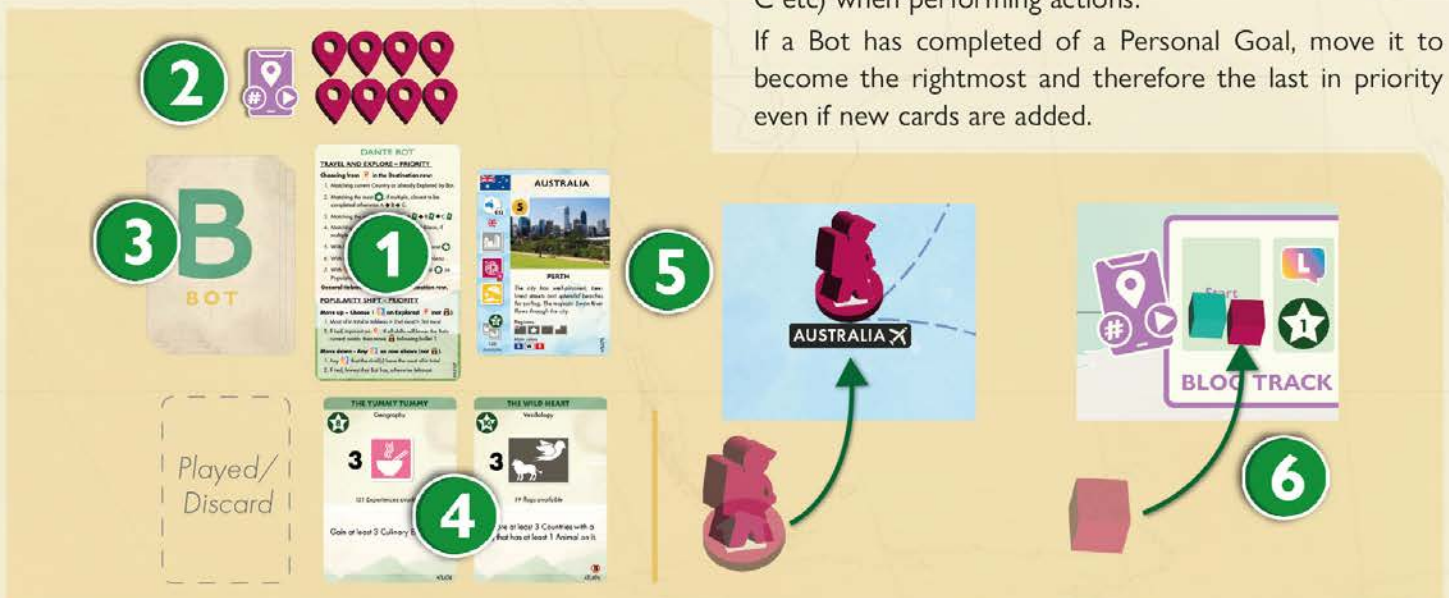
## Bot Blogging

The Bot follows the standard rules for Blogging and includes all Experience icons on the card. It is not allowed to Blog twice about the same Exploration as a normal player, use its Blog marker to remember this. When advancing on the Blog track it ignores all rewards except drawing Personal goals. Events and Refresh Destination row icons still triggers as normal. The Bot will move if an Event offers it to.

## Bot Personal Goals

If a Bot is to draw new Personal Goals, it draws the top one of the Geography Personal goal's pile and places it face-up as its rightmost non-completed Personal Goal. The Bot prioritizes Personal Goals from left to right (A-B-C etc) when performing actions.

If a Bot has completed of a Personal Goal, move it to become the rightmost and therefore the last in priority even if new cards are added.





# Rules Variants - Bot

## Gameplay

Turns go around the table as in a standard game, where all human players take 1 action and 1 Bonus action. The Bot takes 1 action plus 1 Bonus action (if able).

As in the standard game, when any player (including a Bot) has placed its last Explore token, the other player(s) get one more turn, then proceed to end game scoring.

## Bot turn

1. **If the Bot has an unused Souvenir** and there is a card in the Destination row that matches a Country the Bot has already Explored. The Bot uses the Souvenir to move to that Country and Explore the card.
2. **Flip the top card of its Bot deck** and perform the action stated on it.

If the Bot is unable to perform an action (i.e. cannot Blog or if no Souvenirs are available on the map), discard the card to the Bot's discard pile and reveal the next card from the top of the draw deck. If the draw deck runs empty when the Bot is to draw, shuffle the discarded Bot cards into a new draw pile, and draw a card from there.

3. **If step 1 was not performed**, the Bot may perform a Bonus action by using an unused Souvenir of theirs to flipping one additional card to perform that card as a the Bonus action. A Bot may only perform 1 Bonus action per turn as human players.

## Bot Priorities

The Bot have different priorities stated on their revealed Bot card and/or Bot Script card. This determines which cards the Bot chooses from the Destination row. It will try to take a card that follows priority 1 if able, if none is available or multiple choices, it follows priority 2, and so on.

**Closest:** The fewest number of steps along the Land and Sea Routes. Explore tokens counts as steps. Used to prioritize between Souvenirs or if a Destination has multiple Countries on it.

**Example Bot turn:** The Bot flips a "Travel and Explore" card (1). Priority 1 is skipped. Following bullet 2 the Brazilian and Bahamas card in the Destination row both matches the most Public goals (2). The Bot chooses the Brazilian card by priority 3 as it matches 1 Personal Goal (3). The Bot then shifts Popularity of the ones it has the most of. It has 2 Beach and 2 Party, Beach is the top icon on the card. So it is shifts popularity with Nature. The Bot's Backpacker is then moved to Brazil together with an Explore token.

## Bot Travel and Explore

When the Bot has decided which card in the Destination row it wants, it puts it in their Tableau and moves their Backpacker to that Country and places an Explore token there. It also shifts the Popularity board based on its Shift Priority on the Bot Character card.

## Bot End Scoring

The Bot scores just as any other player, use a score sheet to write down and calculate its score as normal.

The diagram illustrates the Bot's turn process. At the top, the 'Destination row' shows cards for French Polynesia, Guinea, Brazil, San Marino, and Bahamas. A green arrow labeled '3c' points from the Brazil card to the Bot's Tableau. The Bot's Tableau shows a 'TRAVEL AND EXPLORE' card (1), a 'POPULARITY SHIFT - PRIORITY' card (2), and a 'TRAVEL AND EXPLORE' card (3). A green arrow labeled '3a' points from the Bot's Tableau to the Brazil card. A green arrow labeled '3b' points from the Bot's Tableau to the Brazil card. A green arrow labeled '4a' points from the Bot's Tableau to the Brazil card. A green arrow labeled '4b' points from the Bot's Tableau to the Brazil card. A green arrow labeled '4c' points from the Bot's Tableau to the Brazil card. A green arrow labeled '5' points from the Bot's Backpacker to the Brazil card. The diagram also shows a 'Popularity Board' with various icons and a 'Bot Character Card' with a 'Shift Priority' section.



# Acknowledgements

## Country or not?

To answer the questions on what countries to include in the game? what defines a country and what is not? I used the definition used by Worldometer.

<https://www.worldometers.info/geography/countries-of-the-world/>

I included all the countries including the ones classified as dependency countries just so there could be more places to visit and explore in the world. This is not a political statement, I just wanted to include as much countries as I could to make the game as rich as possible. I also added Antarctica, which of course is not a country, but still a very special place that you can visit as a tourist.

## About Worldometer

Worldometer is run by an international team of developers, researchers, and volunteers with the goal of making world statistics available in a thought-provoking and time relevant format to a wide audience around the world.

It is published by a small digital media company with no political, governmental, or corporate affiliations. Moreover, we have no investors, donors, grants, or backers of any kind. We are truly independent and self-financed through automated programmatic advertising sold in real-time across multiple ad exchanges

### Trusted Authority

Worldometer has been recognized as one of the best free reference websites by the American Library Association, the oldest and largest library association in the world.

Over its 20-year history, Worldometer's statistics have been utilized by governments around the world and prestigious institutions including the World Wide Web Consortium (W3C), CERN, Oxford University Press, Wiley, Pearson, the Milton J. Rubenstein Museum of Science & Technology, Science Museum of Virginia, and major media outlets like the BBC; leading corporations such as Morgan Stanley, PricewaterhouseCoopers, Dell, Kaspersky, Amazon Alexa, Google Translate, and IBM as well as in events such as the United Nations Conference on Sustainable Development (Rio+20), World Expo, the U2 concert, and many others.

Worldometer is cited as a source in over 15,000 published books and more than 30,000 professional journal articles.

**/From Worldometer's website Autumn 2024**

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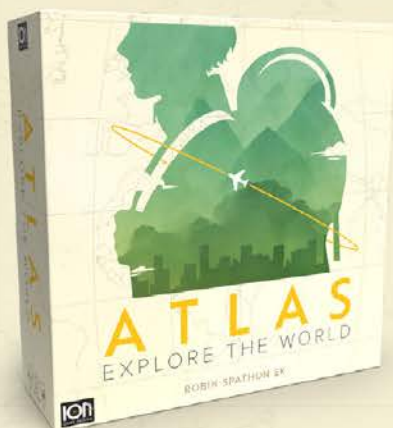
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A special thank you to my fantastic wife Josefin, my son Dante and my other family and friends for bearing with me and always supporting me!



# Do you want more?



## 5-6 player Expansion

Expand the number of players you can play in the game and gain additional content to the core game!

- **2 New Player boards**
- **2 New Backpacker meeples**
- **2 New Blog markers**
- **2 New Blog tokens**
- **16 New Explore tokens**
- **4 New Character cards**
- **1 Flag Manual**
- **1 New Bot Script**
- **10 New Personal Goals**



## Backpacker Edition

Card version of the core game, perfect to bring when you are traveling for real!

- **125 Destination cards**

(100 Destinations based on the core game country cards) Add these cards to the core game to add even more variety.

- **25 Goal cards** with a new mechanic. 2 Goals on each card. If you complete 1 of them, gain the card. Complete the second goal on the card and gain additional points as a bonus!
- **Rulebook**

### Rules changes when including these Destination cards

- The cost to Explore these cards is always 4 Money (they have no cost on card).
- A player can not Explore the exact same Destination twice.
- Do not play with any card with this icon [Icon]. It is a duplicate of the Core game card.



## Wikipedia

A special thanks to Wikipedia and all the lovely people writing and uploading images there. Credits for all the images on the cards can be found following this QR code.



### Did you know?

*Point Nemo is an Island in the Pacific Ocean that is so remote (2,688 kilometers to closest land) that occasionally, the humans closest to it are the ones onboard the ISS (International Space Station). The island is named after Jules Verne's character Nemo in Twenty Thousand Leagues Under the Sea.*



# Component Anatomy

## Experiences

	Architecture		Nature
	Beach		Party
	City		Relaxing
	Culinary		Religion
	Culture		Scenery
	Diving		Unesco World Heritage
	Hiking		Wildlife
	History		

## Souvenirs

	Clothes and Accessories
	Coffee
	Food and Drinks
	Handicrafts
	Masks
	Special
	Sweets
	Textiles and Rugs

## Icon Aid

	Money		Destination Bonus
	Energy		Refresh Destination row
	Destination card		Personality
	Discard Destination card		Change Personality
	Country card		Language
	Draw card(s) Country/Destination		Souvenir
	Party card		Like
	Event card		Dislike
	Personal Goal card		Airport
	Draw 2 Personal goals, discard any 1 from hand.		Country (slot on map)
	Public Goal tile	<b>Actions</b>	
	Popularity Shift		Explore
	Victory point		Travel
	Dependency Country		Blog
	Isolated Country		Work
	The Bot does not use this card. Draw a new one.		Rest
			Replan



# Component Anatomy

## Public Goals



Explore in 2 Countries in Africa and 2 in South America.



Explore 3 Countries with Red in their flag.



Learn 3 new Languages.



Explore in 3 Airport Countries.



Collect 3 Souvenirs.



Explore 3 Experience of 2 different types.




Collect 4 Experience of 1 type.



Explore 3 World Heritage sights.



Explore 3 Isolated Countries. Indicated with  icon next to the Countries on the map board.



## Destination Bonuses

### Flag colors

Score 1/2/3 points for each Country with the indicated color in their flag.



### Continents

Score 2 points for each Country in the indicated Continent.



### Flag Elements (icons)

Score 2 points for each Country with the specified element (icon) in their flag, as indicated on the card.



Represents a Symbol on a flag that is not defined as any of the icons above. It is not a "wild" icon.

### Last Minute Flight

Discard a Destination card. Air Travel to the Country stated on the card (A) OR if the player is already in the Country on the card, Air Travel to ANY Country. In both occasions, paying 1 Energy per step taken in the Grid-Areas (see p.9).





# Index and Player Aid

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## Setup tips

Select a Starting Home Country that match a Destination card found in hand or Destination row. The closer to a Souvenir the better.

Also consider bullet 1 in "Are you lost?" below.

## Are you lost?

Try to answer these questions in order:

### 1. Where do I want to go?

Consider the information that is known (Destination cards in hand and in the Destination row. Look at the the Personal and Public Goals.

*For example if the Public Goals include North America and Europe and the flags with the color red in them. See if any of the Destination cards in your hand or Destination row that matches these. Otherwise use the knowledge you have about the world, which flags in Europe and North America have the color red in them?*

### 2. How can I get there most efficiently?

Can you use any of the Destination cards in hand or row to Air Travel with to get there without spending as much Energy as going by Land or Sea?

### 3. Can I afford the Travel cost (Energy)? - If not, should I Blog or Rest to get Energy? Blogging also rewards points.

### 4. Can I afford the Explore cost (Money)? - If not, should I Blog or Work to get Money? Blogging also rewards points.

### 5. Try to do Bonus actions other than Travel too. If you Explore things you Like, you will get more chances of doing these actions.

## Why?

- **Destination bonuses** are a great way to build a strategy and also score points. Try to add cards in your Tableau that matches your Destination bonuses.
- **Souvenirs** are always nice to pick up since they enables 1 Bonus action and end game points.
- **Languages** enables discounts during the game and end game points.

## Why should I do?

- **Travel actions** (spending Energy) to move between Countries on the map. Using Dashed lines or
- **Explore actions** (spending Money) to add cards to their Tableau (which is the main way to generate points). Explore actions done in new Countries also spend an Explore token, taken from the Player's board. When a player has placed their last it triggers the last round.
- **Blog Actions** about their latest Explored card (placing their Blog token on it) to gain Bonus effects and extra points.
- **Work actions** to gain Money, cards to hand and learn Languages.
- **Rest actions** to gain Energy, Like, and change Personality.
- **Replan bonus action** to discard and draw new cards.

All action rewards depend on the action's power. Players increase an actions power when placing Explore tokens on the Map when Exploring.