



# ¿DÓNDE ES?

WELCOME TO YOUR FIRST DAY. YOUR GUIDE!

## RULEBOOK

CHRISTOPHER  
BRADBURY-JONES

HELLO! HOLA!

WELCOME TO YOUR FIRST DAY AS A TOUR GUIDE IN MOJACAR TOWN!

YOU ARE NOW ONE OF SIX NEW TOUR GUIDES IN THE OLD SPANISH TOWN OF MOJACAR. THE COACHES ARE ARRIVING, THE TOURISTS ARE HERE. IT IS NOW YOUR JOB TO GUIDE THEM TO EXACTLY WHERE THEY WANT TO BE.

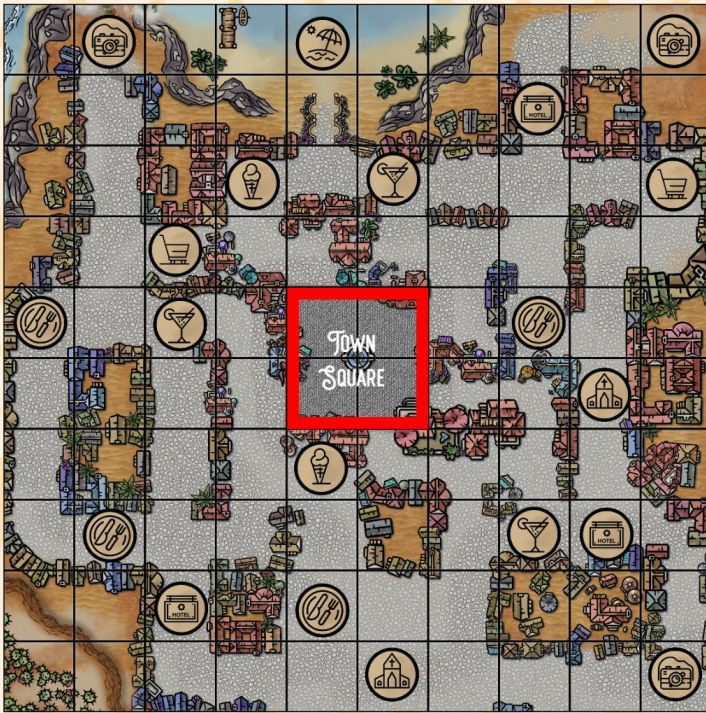


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# COMPONENTS



GAME BOARD



EVENT CARD DECK



TOURIST CARD DECK



DOUBLE SIDED TOURIST TOKEN



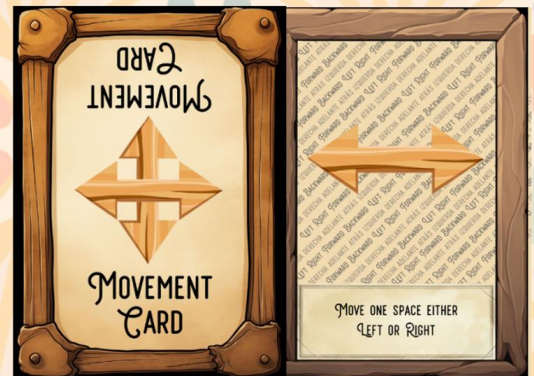
FIRST PLAYER TOKEN



DOUBLE SIDED FRUSTRATION AND BLANK LOCATION TOKEN



LOCATION TOKENS



MOVEMENT CARD DECK

# OVERVIEW

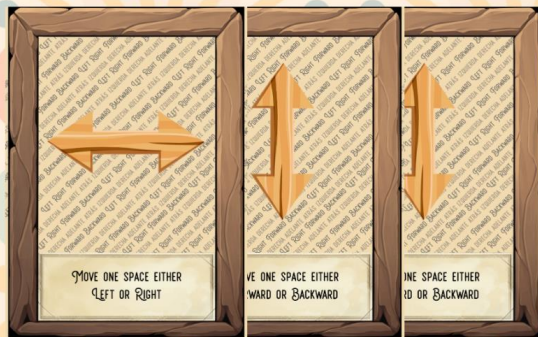
¿DONDE ES? IS A FAST PACED, SEMI-COOPERATIVE GAME IN WHICH YOU WILL PLAY CARDS IN ORDER TO MOVE TOURISTS THROUGH THE MAZEY STREETS OF THE OLD SPANISH TOWN OF MOJACAR AND HELP THEM TO REACH ONE OF THEIR CHOSEN DESTINATIONS.

YOUR ROLE IS SIMPLE, BE A GOOD TOUR GUIDE AND MOVE A TOURIST TOWARDS THEIR GOAL. PLAY MOVEMENT CARDS FROM YOUR HAND, ASSIST TOURISTS AND HOPEFULLY CLAIM THEM FOR VITAL POINTS. FORM ALLEGIENCES WITH OTHER TOUR GUIDES, OR TRY AND GO IT ALONE, ALL THE WHILE TRYING TO SCORE THE MAXIMUM POINTS AVAILABLE TO YOU.

BE CAREFUL THOUGH, UNTIMELY EVENT CARDS MAY DESTROY EVEN YOUR MOST CAREFULLY LAID PLANS AND TOURISTS MAY BECOME SO FRUSTRATED THEY LEAVE THE GAME, MAYBE JUST AS THEY WERE A TURN AWAY FROM REACHING THEIR ULTIMATE DESTINATION.

CAN YOU OVERCOME THE ODDS AND BECOME THE COVERTED EMPLOYEE OF THE MONTH?

## TURN EXAMPLE



THE FIRST PLAYER PLAYS THREE MOVEMENT CARDS AND MOVES A TOURIST TOKEN THREE SPACES AND PLACES ONE OF THEIR ASSIST TOKENS TO THE TOURIST CARD. THE PLAYER MOVES THE TOKEN OUT OF THE TOWN SQUARE LEFT ONCE AND DOWN TWICE. DURING THE CHECK FRUSTRATION LEVELS PHASE, ALL TOURISTS MOVE ONE ALONG THE FRUSTRATION TRACKER. THE TOURIST THAT DID NOT MOVE REACHED THE 4TH SPOT IN THE TRACKER, BECOMING FRUSTRATED, ADDING A FRUSTRATION TOKEN TO THEIR CARD, NOW MEANING THEY WILL SCORE LESS IF CLAIMED BEFORE LEAVING THE TRACKER.

# GAME SETUP

## INITIAL SETUP

1. START BY PLACING THE GAME BOARD IN THE CENTRE OF THE TABLE
2. SHUFFLE AND PLACE THE EVENT, TOURIST AND MOVEMENT DECKS TO THE SIDE WITHIN REACH
3. PLACE ALL TOKENS WITHIN REACH OF THE GAME BOARD
4. GIVE THE PLAYER WHO WAS LAST A TOURIST THE FIRST PLAYER TOKEN
5. DEAL OUT THREE MOVEMENT CARDS TO EACH PLAYER. THIS IS YOUR STARTING HAND

## FIRST ROUND

1. DRAW THE TOP THREE TOURIST CARDS. PLACE THEM IN A LINE FORMING THE FRUSTRATION TRACKER AND PLACE THEIR CORRESPONDING TOKENS ANYWHERE IN THE TOWN SQUARE. FOR EACH SUBSEQUENT ROUNDS, REVEAL TOURIST CARDS INTO ALL NON-FRUSTRATED SLOTS OF THE TRACKER..

2. DRAW THE TOP EVENT CARD AND PERFORM ANY ACTIONS IMMEDIATELY.

## 3. MOVEMENT PHASE

STARTING FROM THE FIRST PLAYER, PLAY ANY NUMBER OF MOVEMENT CARDS FROM YOUR HAND TO MOVE TOURIST TOKENS ON THE BOARD. IF YOU MOVE A TOURIST BY TWO OR MORE SPACES, AND THEY HAVE THREE OR LESS TOUR GUIDE MARKERS ON THEIR CARD, PLACE ONE OF YOUR COLOURED MARKERS ON THE CORRESPONDING TOURIST CARD, STAKING A CLAIM AS HELPING THEM REACH THEIR DESTINATION. IF ANY TOURIST REACHES ONE OF THEIR CHOSEN DESTINATIONS, SET THEM ASIDE AND MOVE THEIR TOKEN FROM THE BOARD. PLACE A CORRESPONDING LOCATION TOKEN TO KEEP TRACK OF WHERE THEY WERE CLAIMED. ONCE ALL PLAYERS HAVE HAD A MOVEMENT TURN, DRAW BACK TO YOUR MAXIMUM HAND SIZE OF THREE CARDS. INSTEAD OF MOVING A TOURIST, YOU MAY DISCARD YOUR ENTIRE HAND OF THREE CARDS FOR A NEW HAND.

## 4. CHECK FRUSTRATION LEVELS

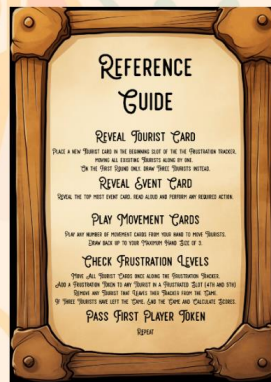
MOVE ALL TOURISTS CARDS THAT REMAIN IN THE FRUSTRATION TRACKER ALONG BY ONE SPACE.

ADD A FRUSTRATION TOKEN TO ANY TOURIST THAT ENTERS THE FOURTH OR FIFTH SPACE THAT DOES NOT ALREADY HAVE A FRUSTRATION TOKEN ON THEM.

ANY TOURIST THAT WOULD GO BEYOND THE FIFTH SPACE, LEAVES THE FRUSTRATION TRACKER AND IS PERMANENTLY REMOVED FROM THE GAME.

CHECK THE NUMBER OF TOURISTS REMOVED FROM THE GAME. IF THERE ARE THREE TOURISTS THAT HAVE BEEN PERMANENTLY REMOVED, END THE GAME.

## 5. PASS FIRST PLAYER TOKEN CLOCKWISE



# HOW TO PLAY

WHEN A TOURIST CARD IS REVEALED THEY WILL HAVE A SET OF LOCATIONS LISTED ON THEIR CARD THAT THEY WOULD LIKE TO VISIT. IT IS YOUR JOB TO GET THEM TO ONE OF THESE LOCATIONS.



THERE ARE EIGHT POSSIBLE LOCATIONS THAT A TOURIST MAY WANT TO VISIT AND ARE REPRESENTED ON THE BOARD BY THE SYMBOLS ABOVE.

## EXAMPLE



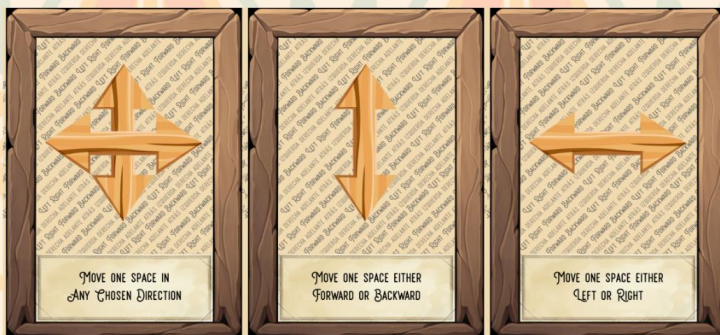
THE TOURIST ON THE LEFT IS REVEALED AND THEIR TOKEN PLACED IN THE TOWN SQUARE. THEY WANT TO VISIT ONE OF THREE LOCATIONS: ICE CREAM PARLOUR, BAR OR RESTAURANT. YOU WILL PLAY MOVEMENT CARDS TO DIRECT THEM TO ONE OF THE MATCHING SYMBOLS ON THE BOARD. ONCE THEY LAND ON ONE OF THE DESTINATIONS BY YOUR MOVEMENT, YOU CAN CLAIM THEM TO EARN POINTS AT THE END OF THE GAME (SEE END GAME & SCORING). IF A TOUR GUIDE MOVES A TOURIST TWO SPACES OR MORE IN A SINGLE TURN, THEY CAN PLACE AN ASSIST MARKER ON THE TOURIST CARD, STAKING A CLAIM TO THEIR POINTS. A TOURIST CARD CAN HAVE A MAXIMUM OF THREE ASSIST MARKERS AND A TOUR GUIDE CAN ASSIST AN TOURIST MORE THAN ONCE. IF AT ANY POINT DURING THE GAME THERE ARE NO TOURISTS IN THE TRACKER, REVEAL THREE NEW TOURIST CARDS IMMEDIATELY



## EVENT CARDS

DURING THE GAME, YOU WILL BE MADE TO DRAW AN EVENT CARD FROM THE DECK. DRAW THE TOP EVENT CARD AND READ THIS ALOUD TO THE OTHER TOUR GUIDES. EVENT CARDS WILL EITHER HAVE A POSITIVE OR NEGATIVE IMPACT ON YOU AS A TOUR GUIDE OR SOMETIMES EVEN IMPACT THE ENTIRE GROUP IN SOME WAY.

EXAMPLES OF EVENT CARDS, BOTH POSITIVE AND NEGATIVE, CAN BE SEEN TO THE RIGHT. SOME EVENTS MAY LAST UNTIL YOU NEXT BECOME THE FIRST PLAYER AGAIN. IN THIS CASE, AFTER READING AND COMPLETING THE EVENTS ACTIONS, PLACE THE EVENT CARD IN FRONT OF YOU AS A REMINDER AND THEN DISCARD IT WHEN YOU NEXT BECOME THE FIRST PLAYER.



## MOVEMENT CARDS

IN ORDER TO GET TOURISTS TO THEIR DESTINATIONS YOU NEED TO MOVE THEM. THIS IS DONE BY PLAYING MOVEMENT CARDS. THERE ARE THREE TYPES OF MOVEMENT CARDS AS SHOWN TO THE LEFT. TOURISTS CAN BE MOVED LEFT, RIGHT, FORWARD OR BACKWARDS. NEVER DIAGONALLY. FORWARD IS CLASSIFIED AS NORTH TOWARDS THE SINGULAR PRINTED BEACH LOCATION.

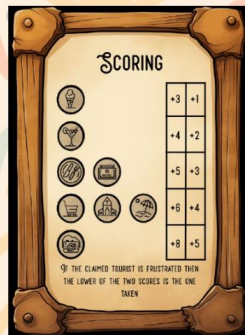
# END GAME

AS THE GAME PROGRESSES, MORE TOURISTS WILL START BECOMING FRUSTRATED BY NOT REACHING A DESTINATION IN TIME. AFTER A TOURIST WOULD BE FORCED TO PROGRESS BEYOND THE FRUSTRATION TRACKER, THEY WILL BE REMOVED FROM THE GAME. IF THIS HAPPENS TO THREE TOURISTS, THE GAME IMMEDIATELY ENDS.

THE GAME MAY ALSO END IF THERE ARE NO CARDS LEFT IN THE TOURIST DECK.

IF THIS HAPPENS, ALL PLAYERS WILL HAVE ONE FINAL TURN ONCE THE LAST CARD IS REVEALED AND GAME ENDS AFTER THE FINAL CHECKING OF THE FRUSTRATION LEVELS IS COMPLETED.

# SCORING



AFTER THE THIRD TOURIST CARD IS REMOVED FROM THE GAME, YOUR GUIDES WILL NOW CALCULATE THEIR SCORES FROM THE PEOPLE THEY ASSISTED THROUGHOUT THE GAME. POINTS ARE GIVEN FOR THE LOCATION THAT THE TOURIST WAS CLAIMED FROM, THIS CAN BE TRACKED BY PLACING A CORRESPONDING LOCATION TOKEN ON THE TOURIST CARD WHEN THEY ARE CLAIMED AS A REMINDER. ANY TOURIST CLAIMED WITH A FRUSTRATION TOKEN WILL TAKE THE LOWEST SCORE AVAILABLE FOR THE LOCATION. IF A TOURIST HAS BEEN CLAIMED BY MULTIPLE TOUR GUIDES, EACH TOUR GUIDE WILL SCORE THE MAXIMUM AVAILABLE POINTS AFTER FRUSTRATION HAS BEEN CALCULATED.

# EXAMPLE



TOUR GUIDE #1 HAS HELPED THREE TOURISTS.

TOURIST #1 WAS CLAIMED AT THE HOTEL AND NOT FRUSTRATED SO SCORES +5

TOURIST #2 WAS CLAIMED AT THE BEACH AND NOT FRUSTRATED SO SCORES +6

TOURIST #3 WAS CLAIMED AT THE SUPERMARKET AND IS FRUSTRATED SO SCORES +4

TOUR GUIDE #1 SCORED 15 POINTS TOTAL



TOUR GUIDE #2 HAS ALSO ASSISTED THREE TOURISTS.

TOURIST #1 WAS CLAIMED AT THE RESTAURANT AND IS FRUSTRATED SO SCORES +3

TOURIST #2 WAS CLAIMED AT THE LOOKOUT AND NOT FRUSTRATED SO SCORES +8

TOURIST #3 WAS CLAIMED AT THE ICE CREAM PARLOUR AND NOT FRUSTRATED SO SCORES +3

TOUR GUIDE #2 SCORED 14 POINTS TOTAL

TOUR GUIDE #1 WITH A SCORE OF 15 POINTS WINS THE GAME AND BECOMES THE EMPLOYEE OF THE MONTH!



NOTE: THIS IS A PROTOTYPE GAME AND ALL ARTWORK IS PLACEHOLDER AND NOT INTENDED FOR SALE OR DISTRIBUTION