



ROUTE EAST

THE RULES

WATCH THE
HOW-TO-PLAY VIDEO!



Navigate the maze of silk roads from Istanbul to Shanghai, while visiting specific attractions along the way!

Sounds easy, right? Try adding a few punctures, potholes and dodgy accommodation into the mix! Not to mention the other teams racing to get to Shanghai before you.

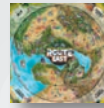
Will you outsmart your rivals by finding shortcuts? Sabotage them by stealing their fuel? Or perhaps you'll be bribing the border guards with cookies?

GET TO SHANGHAI VIA YOUR ATTRACTIONS

DON'T GO BROKE OR YOU'LL END UP IN AN EMBASSY

KEEP FRIENDS CLOSE AND ENEMIES EVEN CLOSER

What's in the box



1x Game Board

Place this in the middle of the table.



30 Attraction Cards

These will define your route from Istanbul to Shanghai.



70 Ignition Cards

You'll pick one of these up each turn unless at a border.



70 Action Cards

Pick these up instead of a move and pocket them for later.



35 Border Cards

You'll start your turn by picking one of these up, if at a border.



100 Bank Cards

You'll need to pay for accommodation and other costs



20 Fuel Tokens

You'll need these to cross borders. Keep them safe.



1 Dice

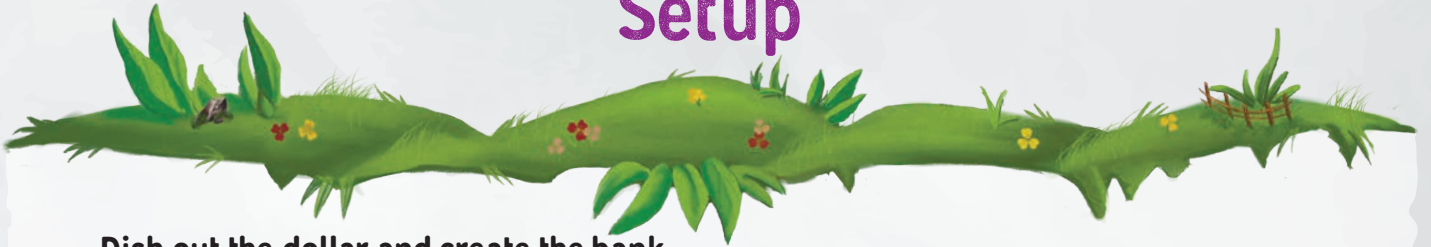
Roll to pass certain roads and for extra perks.



5 Playing Pieces

Choose your colour wisely. It makes absolutely no difference!

Setup



Dish out the dollar and create the bank

Start by choosing a banker. Each player is given a total of \$450. Set up the bank float to the side of the board.

Each player receives:			Bank float:		
1x \$100	4x \$50	6x \$25	3x \$100	5x \$50	ALL REMAINING \$25

Shuffle the remaining Bank Cards and place them face down on the 'ATM' corner of the board.

Ignition, Border and Action Cards

Shuffle and place these in the corners of the board (as labelled).

Fuel Tokens

Place these on the oil platform in the ocean.

Attraction Cards : 2 Players = 3 cards each. 3+ Players = 2 cards each.

Every player should now be given their Attraction Cards. These are the key destinations they must visit on their route to Shanghai in order to finish the race. Attraction Cards also give a bonus (as shown on the card) to the players once they are visited. Shuffle the deck, place it face down, and roll the dice. The highest scorer picks their cards first.

Your attractions must be located in different countries. If anyone is dealt attractions in the same country, they must return a card to the bottom of the deck, and take a new card from the top. (Repeat if this happens again!)

Players can look at their Attraction Cards and start to plan which countries their routes will take them through. Once potential routes have been investigated, the Attraction Cards are set face down, hidden from other players.

Let's get started

The first player to get to Shanghai via their Attraction Cards wins, but your journey won't be that easy.

You can make 3 moves each turn (possibly!). On your way, you'll need to pick up Fuel Tokens (these are needed to cross borders), keep an eye on your remaining money (visit ATMs to top up), pay for accommodation (Hostels \$25/Hotels \$50) and avoid general motoring mayhem (Action Cards will help).

- **You can't cross a border without a Fuel Token!**
- **Keep an eye on your money and visit a bank if low.**
- **Pick up an Ignition Card at the start of your turn, or a Border Card if at a border crossing.**
- **You must finish your turn on a Hostel, Hotel or Border (unless you have a tent).**
- **Don't forget to pay for your accommodation in the morning!**



ON YOUR 1st TURN



Draw an **IGNITION CARD**, read it aloud and do what it says. No need to pay accommodation tonight.



IGNITION CARDS must be drawn at the start of every turn (except at border crossings - more on that later). Ignition Cards will start your turn with a bang (this can be a good or a bad thing!).



Your turn has **3 MOVES** (unless your Ignition Card says otherwise). You can either:

- **Move your piece** (1 space per move)
- **Pick up an ACTION CARD** (1 card per move)
- **A combination of the above**



ACTION CARDS will help you along the way, allow you to slow down other teams, and generally get an advantage. Play up to 2 Action Cards on your turn. The card will tell you when you are allowed to play it.



You must finish your turn on either a **Hostel, Hotel or Border**, unless you have a tent allowing you to stay at an attraction (an Action Card perk!).

Your accommodation must be paid for at the start of your next turn, after picking up an Ignition card: Hostels cost \$25, Hotels cost \$50 and Borders are free.



Border crossings are never easy. When arriving at a border, you can't pass through until your next turn (unless you have a special card). On your next turn, pick up a Border Card instead of an Ignition Card (unless you wish to remain in the same country).



Along the way

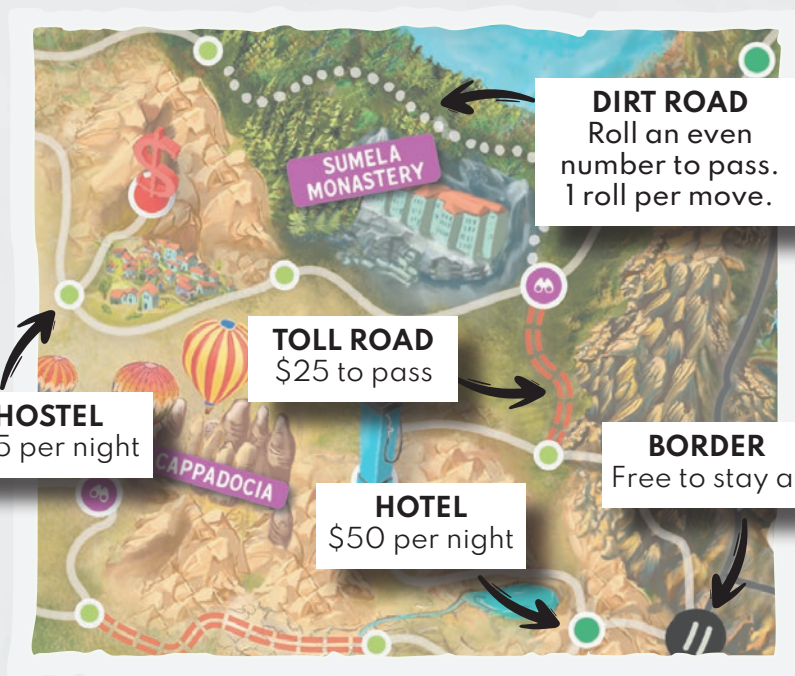
Not all roads are made equal! You'll need to plan your route. Always end your turn at a Hostel, Hotel or Border, and don't forget to pay for your accommodation the next turn.

BORDERS

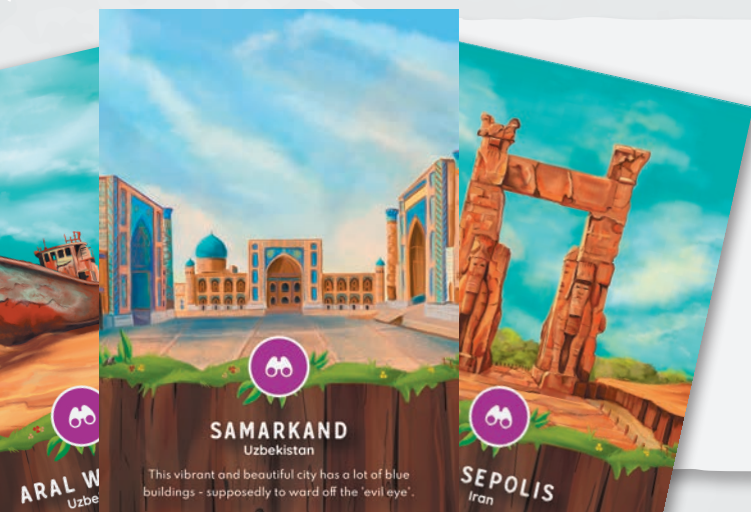
You can use the borders to grab a free night's stay, or just as a normal stop while moving from A to B (you can go from any space onto a border, and back onto another space in the same country in a single turn). If you intend to cross, you must end your turn at the border and wait for your next turn to try and cross.

DIRT ROADS

A dirt road requires 1 move to pass, but you can only pass if you successfully roll an even number. Unsuccessful rolls will still cost you a move. Remember, you can only stay at Hostels, Hotels or Borders, so if you spend moves trying to roll an even, and you don't have enough moves left to finish at a Hostel/Hotel/Border, you will have to go back to the nearest valid overnight spot.



You must always end your turn at a Hostel, Hotel or Border...unless you have a tent. Don't forget to pay any accommodation due on your next turn!



FROM YOUR 2nd TURN

- ➔ **Stayed at a Hostel or Hotel last night?**
Draw an Ignition Card and **pay for your accommodation.**
- ➔ **Stayed at border?**
Draw a Border Card if you want to pass into the next country. If you want to stay where you are or remain in the same country, draw an Ignition Card.



IGNITION CARDS

These should be picked up at the **start of every turn**, and before you play any Action Cards, unless you are at a border and wish to cross into another country.

Sometimes the news is good, sometimes it's bad - but that's just life!

While doing this journey in real life, our founders had 7 flat tyres, one lost wallet, and had to ask mum to wire some money too!

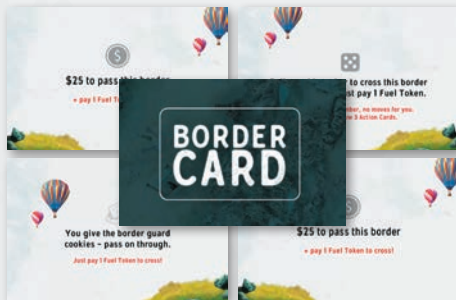


ACTION CARDS

Empowering you with a crucial arsenal to hinder your opponents, Action Cards should be key to your strategy.

You can hold up to **5 Action Cards at any one time**. Even with a full hand, you can still pick up additional cards in exchange for a move and then discard your weakest cards to strengthen your hand.

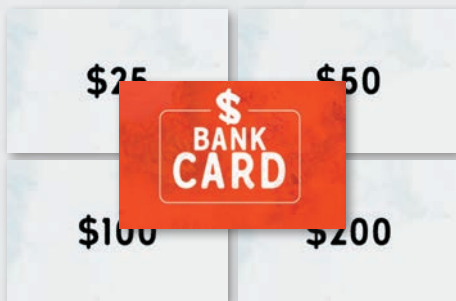
You can play up to **2 Action Cards on your turn**. You can't play Action Cards if you are stuck at an embassy, but they also can't be played against you.



BORDER CARDS

Every border crossing is different, and that holds true in Route East too. Sometimes you'll get through with just a \$25 charge, while at other times, it'll be more complicated.

Remember! You can use a border while travelling within the same country as a normal space, even if eventually staying a Hostel or a Hotel. You can also stay at borders for free and carry on your next turn in the same country (by picking up an Ignition Card). However, if you want to cross from one country to another, you'll have to stop overnight and pick up a Border Card at the start of your next turn.



BANK CARDS & ATMs

Keeping track of your remaining Bank Cards is vital in Route East. Running out of money will send you to the local embassy where you'll have to **stay for two turns**.

When you visit an ATM, you can pick up one Bank Card. Remember, you can't stay the night at an ATM so this can't be your final move. If you still need more money from the ATM, you'll need to move off the ATM space and then back again.





DON'T FORGET TO PAY FOR YOUR ACCOMMODATION!

En route



ATMs

Visit an ATM as many times as you like (collect one Bank Card per visit). Remember, you can't stay the night there, so you'll need to go back and forth using multiple moves.

TOP TIP: Don't run out of money.



EMBASSIES

If you end up in an embassy, something has gone wrong!

More details are in the 'What if' section. Unless otherwise instructed, you can't end your turn at an embassy.



FUEL STATIONS

Pass through a fuel station to pick up a Fuel Token. You'll need one of these (or a special Action Card) for every border crossing. You can't end your turn at fuel stations.

TOP TIP: Not all countries have fuel stations. Plan ahead!



ATTRACTIONS

Visiting these is kinda the whole point! You can't stay overnight at an attraction (unless you have a tent). When you land on your attraction, you can turn the Attraction Card face up, and then that attraction is completed. Claim the card's bonus. If you forget, it's too late – no bonus for you!

Down to your last attraction to visit? Place the card face up so others can see.



CASPIAN SEA

Before crossing the sea, take a Border Card and do as it says. Once through the border, move your piece onto the boat. You must then roll a 6 to complete the crossing. If you do not successfully roll a 6 on your first turn, wait until your next turn to try again (no need to draw any cards – just take your 3 rolls). If this fails again, you'll automatically cross on your next turn (3rd). Take 3 moves without picking up a Border Card or Ignition Card. The border on the other side of the sea doesn't use a move.

You won't need to draw a second Border Card at all during the crossing. You can't use a magic-roll. When you roll a 6, any remaining moves can be used on dry land.



It's time to start playing now, but if you get stuck, check back here for answers!

Money worries

My Ignition Card says I have to pay a fine - who do I pay?

All fines, charges or tolls are paid directly into the Bank - unless your card states otherwise.

What if I've run out of money?

When you have something to pay and you can't afford it, you will move directly to the embassy in the country you are in. Take \$100 from the Bank and all previous debts are forgotten. You must roll a 6 to leave the embassy (only 1 roll per turn). You do not pay for accommodation while you are stuck here, and you can't play Action Cards. Action Cards also can't be played against you.

If you roll a 6, you can leave the embassy and take your 3 moves straight away. If you don't roll a 6 after two turns of being at the embassy, you automatically leave on your next turn. Draw an Ignition Card to start your turn.

My Action/Ignition Card says 'steal \$25 from another player', but they don't have any money. What happens?

You can't steal money that someone doesn't have! Unfortunately, you get nothing, but it does put the other player in a seriously sticky spot. They must now follow the steps under 'What if I've run out of money?'

Can I stop on an ATM for 2 consecutive moves and collect 2 Bank Cards?

Nope. You must leave and return to an ATM in order to collect multiple Bank Cards.

Border concerns

I'm at a border, but I can't cross as I don't have a Fuel Token. Do I take an Ignition Card or Border Card?

If you don't have a Fuel Token to cross, you must take an Ignition Card at the start of your turn (and then either head towards a fuel station or draw Action Cards and hope they give you fuel!). The only exception is if you have an Action Card that gives you fuel - you can then draw a Border Card and use the Action Card to get you through. If you use an Action Card to try and steal a Fuel Token from another player, they can use a 'Hell no!' card and your border crossing will be unsuccessful.

I drew a Border Card, but I can't afford to cross or decided I don't want to cross. What do I do?

You can still use your moves to pick up Action Cards, but you can't go back into the country - you're in no man's land. You can draw an ignition card on your next turn if you wish to travel back in the country you came from.

Accommodation

I've got 0 moves today/I want to stay where I am - do I still have to pay for accommodation?

Yep, of course. You can't just bag a free night!



Watch out for this sign!

Freight Trains are not allowed within the final few spaces of the game.



Fuel frustrations

What if I've run out of fuel, and there isn't any in the country I'm in?

This is the result of poor route planning! You're going to have to spend your moves drawing Action Cards in the hope you will get one that helps! Stealing Fuel Tokens or getting lucky and finding a Border Pass Card will get you out of a fuel shortage rut.

Ignition & Action Card anarchy

Someone used a 'Hell no!' card against me - can I use another 'Hell no!' back against them?

Of course! You can 'Hell no!' a 'Hell no!' card! You can even 'Hell no!' that one too.

Can I use a 'Magic Roll' Action Card to leave an embassy or to cross the Caspian Sea?

No. Magic Rolls can't be used when you are trying to roll a 6 to leave an embassy or cross the Caspian Sea.

I got an extra move from my Ignition Card, can I use it as well as a Freight Train Card?

No - using a Freight Train will always use all of your moves, no matter how many moves you have.

An Action/Ignition Card has sent me to an embassy. What do I do now?

If you're sent to an embassy by an Action Card, you take your next turn as normal (draw an Ignition Card). You don't have to pay accommodation fees for any nights you stay at an embassy. You can only stay at an embassy if an Action Card has sent you, or if you're bankrupt.

Dirt Roads

I rolled to cross a dirt road, but now I don't have any moves left. Can I stay where I am even if it is a bank/attraction/embassy/fuel station?

Nope! The rules are clear - you can only ever stay the night at a Hostel, Hotel, Border or an Attraction (unless you have a tent). If you're out of moves and you're unsuccessfully stuck at the start of a dirt road which is not a valid overnight location, move your playing piece back the way you came to the nearest Hostel, Hotel or Border.

I'm on a Freight Train, and it is passing my attraction/a bank/a fuel station - does this count?

No! Of course it doesn't. You can't just jump off and back on a moving train! If you're on a Freight Train, none of the places you pass through count - no picking up Bank Cards, Fuel Tokens, or ticking off attractions. You won't need to worry about paying for toll roads or rolling for dirt roads either. You must also finish on a Hostel, Hotel or Border (unless you have a tent).

Can I play an Action Card and then a Freight Train?

Freight Train cards must be played on your first move and using them ends your turn, but you're still able to play another Action Card. If you choose to play another Action Card, this must be done before you play your Freight Train as you can only play Action Cards before your last move.

Someone sent me to an Embassy. Do I have to pay for accommodation?

Nope! Regardless of what space you were on before, you wake up in the Embassy and therefore don't need to pay.

Based on a true story

Thought the 'Wing Mirror' Ignition Card was a bit odd (spoiler if you've not played yet)?

Well, that's one of the many weird and frustrating things that happened to our founders, Jonny & George, on their real-life trip along the Silk Road. They travelled through almost all of the countries featured in the game, in a tiny car named Judith. Their experiences of wild camping, trying to find hostels and hotels each night, and running out of money in the middle of Iran all helped to shape the game you have in front of you now.

We created Route East not only as a nod to our experiences along the Silk Road, but also as a source of inspiration for you, our players!

Discover some of the most stunning yet rarely heard of destinations in the world. After all, when was the last time someone told you they were going on holiday to Uzbekistan?

We hope you enjoy the game and that it inspires you to explore some of these places in "real life" too. Show us your photos! We'd love to see them. #RouteEast



ROUTE EAST



LostVenture[®]
Games

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