

TIMELESS JOURNEYS

THE ITALIAN GRAND TOUR



1-5 Players ~ 50-90 Minutes ~ Age 14+

INTRODUCTION

Welcome to **Timeless Journeys: The Italian Grand Tour!**

Step into the shoes of the first true tourists: eager travelers who, in the 18th and 19th centuries, crossed Europe to seek Italy's beauty and broaden their minds. The Grand Tour was more than sightseeing; it was an intellectual rite of passage. Visitors filled notebooks with sketches of ancient ruins, recorded café debates on philosophy and science, and described local customs that inspired them long after they returned home.

In this game you will follow that same route. Travel cards move you from Venice to Florence, Rome, Naples, and beyond. Friendship cards introduce you to locals whose favors unlocks new options, while Inspiration cards provide ideas you can discuss in lively literary cafés or write into your Travel Journals, the heart of your legacy. Each journal entry turns fleeting impressions into lasting Victory Points.

Play cards of the same color in clever chains to reactivate earlier actions, and use deck-building choices to keep fresh opportunities unfolding each turn. Along the way you may meet celebrated travelers such as Byron, Goethe, Mary Shelley, Montesquieu, Mark Twain, and Charles Dickens. These encounters grant rewards and become memorable chapters when you spend an Experience token.

Chart your route, record your discoveries, and let Italy's art, history, and conversation transform you. Your Grand Tour, and the pages of your Travel Journal, begin now in Timeless Journeys:

The Italian Grand Tour!

OBJECTIVE OF THE GAME

To win you must score the most **Victory Points (VPs)**. Points are gained during and at the end of the game through these main avenues:

DURING THE GAME

- **Café discussions** – Trade Idea tokens for immediate VPs.
- **Famous encounters** – Some Travelers award instant VP when you meet their city-specific condition; you can also place an Experience token in the first column of Gazette C to trigger its one-time bonus.
- **Favor tiles** – Interact with locals to gain the immediate VP shown on their Favor tiles.

- **Exploration** – Reveal city tiles for instant bonuses and future scoring.

END OF THE GAME

- **Travel Journals** – Score VPs for completed requirements.
- **Exploration tiles** – Extra VPs for the total tiles collected.
- **Advanced Action cards** – Score the VPs shown on cards left in hand.
- **Experience token on the gazette** – Elective Affinities: 2 VP each, or 6 VP if both are on one Traveler. Then, per Gazette column, award 5 VP / 3 VP / 1 VP for first, second, and third place (3+ players).

COMPONENTS



MAIN BOARD



8 CITY BOARDS



MARKET BOARD



16 TRAVEL JOURNALS



2 DOUBLE-SIDED "TRAVELER'S GAZETTE" BOARDS (SIDES A/B AND C/D)

PLAYERS SETS (1 X PLAYER)

Including



7 BASIC ACTION CARDS



1 FACE-DOWN CARD REMINDER



6 CAFE MARKERS



1 PLAYER MARKER



1 VICTORY POINTS MARKER



3 LETTER MARKERS



5 EXPERIENCE TOKENS



12 FAMOUS TRAVELER
STANDEES AND HOLDERS



12 FAMOUS TRAVELER REFERENCE CARDS



SCORING OVERVIEW CARD REMINDER



ROUND MARKER



5 DOUBLE-SIDED OVERVIEW CARDS



76 ADVANCED ACTION CARDS
(25 LEVEL I - 25 LEVEL II - 26 LEVEL III)

80 IDEA TOKENS IN 4 COLORS
(20 PER GENRE)



ART



HISTORY



SCIENCE



PHILOSOPHY



32 COINS VALUE 1 AND 16 COINS VALUE 5



12 FAVOR TILES
(LOCALS' BONUSES)



7 DOUBLE SIDED
FRIENDS TILES



48 EXPLORATION TILES (6 FOR EACH CITY)



15 LEBRUN PAINTING TILES



FIRST PLAYER TOKEN

SETUP

- 1. MAIN BOARD:** Place the main game board, showing the map of Italy, in the centre of the table.
- 2. CITY BOARDS:** Arrange the eight City boards around the main board so that each one sits close to its corresponding city on the map.
- 3. COIN AND IDEA TOKEN SUPPLY:** Create a general supply of coins and Idea tokens within easy reach of all players.
- 4. TRAVELER'S GAZETTE BOARD:** Choose one of the two boards, select either of its sides at random or by agreement, and place it directly to the left of the column of City boards.
- 5. ROUND MARKER:** Place the Round marker on space I (Roman numeral 1) of the round track printed on the Gazette board.
- 6. FAMOUS TRAVELERS:** Choose three Famous Traveler cards by either:
 - selecting a historical period (see page 14), or
 - drawing three cards at random, or
 - agreeing on any three cards.
 Randomly place the chosen cards in the portrait slots at the top of the Gazette board. Check each Traveler's starting city in row I and place the matching standees on the main board in the spaces marked with a white star beside those city names. Return all unused Traveler cards to the box.
- 7. FRIEND TILES:** Shuffle the seven double-sided Friend tiles. Draw 3 tiles in a 2-player game, 4 tiles in a 3-player game, 6 tiles in a 4-player game, or all 7 tiles in a 5-player game. Place each drawn tile on its matching City board, choosing a side at random. Return unused Friend tiles to the box.

Note: there is no Friend tile for Torino.
- 8. FAVOR TILES:** Sort the 12 tiles by back ["1" and "2"]. Shuffle each group, draw 4 from each, and place them number-side up on the matching slots of the City boards. When all eight are placed, turn them bonus-side up and return the unused tiles to the box.
- 9. EXPLORATION TILES:** For each city, shuffle its stack of Exploration tiles. Draw a number of tiles equal to the number of players and place them face-down in that city's slot on the main board. Return the remainder to the box.



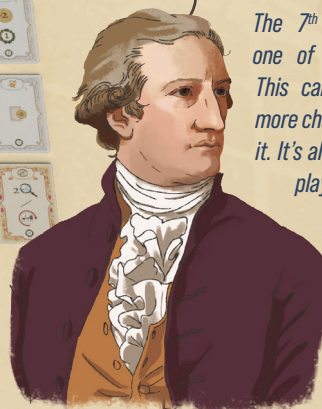


10. ADVANCED ACTION CARD MARKET: Position the Market board to the right of the City boards. Shuffle the Advanced Action cards into three decks by level and place each deck face-up beside the board. Reveal two cards per row in a 1-, 2-, or 3-player game, or three cards per row in a 4- or 5-player game.

11. FIRST PLAYER: The oldest player receives the First Player token.

12. PLAYER SET: Each player chooses a colour and takes:

- 1 Player marker (start in Torino)
- 1 Victory Points marker (start at 0)
- 6 Café markers
- 3 Letter markers
- 5 Experience tokens
- 7 Basic Action cards (one of which is a second Movement card; see optional rule below)
- *The Gray set is used only in a five-player game*



The 7th card: Players' basic action decks consist of 7 cards, one of which is duplicated (travel category, action Movement). This card is optional. If the player wants to face a more challenging level, they might choose to play without it. It's also possible that both experienced and beginner players are at the table; to balance the challenge, the player might decide that the less experienced players receive the seventh card while the others play with only 6 cards. In any case, if one or more players wish to play without this card, they should put it back in the game box.



13. TRAVEL JOURNALS: Divide the sixteen Travel Journals into two shuffled stacks: eight with an A on the back and eight with a B. Deal one A Journal and one B Journal to each player. Each player places both Journals face-up in their play area.

14. STARTING COINS: In a two-player game, the first player starts with one coin and the second with two. In a three-, four-, or five-player game, the first and second players take one coin each, and every other player takes two.

Setup is now complete. Begin the first round!

LAYOUT AND GAME ELEMENTS

GAME BOARD

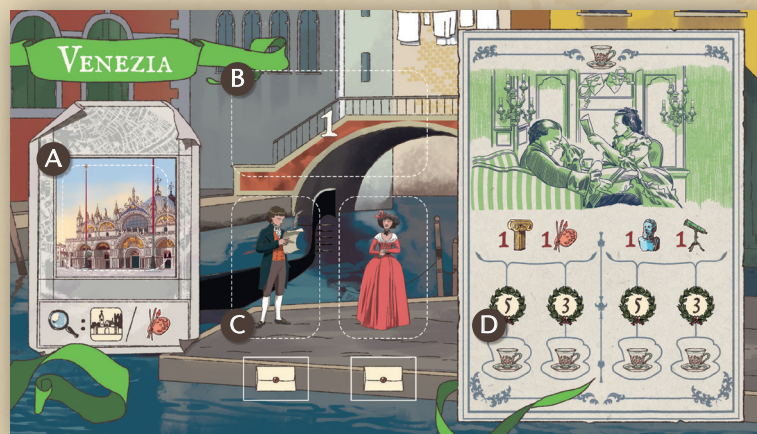
The game Main Board shows different locations, connected by paths, some of which have travel costs depicted on (e.g. ②). There are 2 types of locations, the 8 cities **A** and the countryside (i.e. the intermediate stops between the cities) **B**.



CITY BOARDS

Each of the eight City Boards is a zoom-in on a single city from the main map. On its surface you'll find every action available there: **A** explore local sights, **B** converse with locals, **C** claim their Favor rewards, and **D** debate ideas in the cafés.

Whenever a rule instructs you to perform an Exploration, Conversation, Café Discussion, or Send-a-Letter action "in the city," resolve that action on the matching City Board.



TRAVEL JOURNALS

Each Travel Journal has 8 different requirements (slots) that can be fulfilled:

- 6 Ideas **A**
- 1 Specific city explored **B**
- 1 friend from any city **C**



RESOURCE ICON LEGEND

Whenever a number appears next to or above a resource icon, it shows how that value is applied. A red number with no plus or minus sign is a cost: pay that many coins or resources. A number preceded by "+" means you gain that amount from the supply, while a number preceded by "-" is a discount that reduces a single cost by that amount. Players who are colour-blind can read the icon by the presence or absence of the "+" or "-" sign and ignore colour entirely.



ACTION CARDS

BASIC CARDS

The Basic Action cards come in three colors (orange, teal, and purple) and have 3 pieces of information: the category at the top **A**, the effect(s) in the central part **B**, and the player's icon at the bottom **C**.



The card categories displayed at the top of the basic cards are one of 3 types: **travel**, **friendship**, **inspiration**.



ADVANCED CARDS

Advanced Action cards display three key details on the front: the category on top **A**, the effects in the central part **B**, and , at the bottom, the victory points awarded at the end of the game. **C**.



The card categories displayed at the top of the cards are the three main categories present in the Basic cards (travel, friendship and inspiration), and a **fourth one** called Festivities (white cards) and identified by a bell icon.



Victory points displayed at the bottom of the cards are scored at the end of the game.



Each Advanced card has an identifier number in

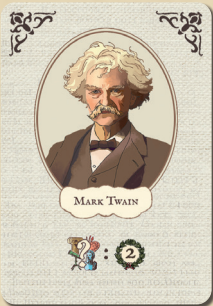
the bottom right corner to help players find the card and its associated effect. You can easily find the list of card effects on page 12.

Note: when two or more effects are separated by a slash ("/" on any cards or tile), during each activation, the player must choose which one of them to activate. (The Famous Traveller Joseph Addison card is an exception to this rule.)

FAMOUS TRAVELERS CARDS

As you cross Italy you may meet three celebrated travelers (see **page 14** for the complete list) who shape the flow of the game.

Each Famous Traveler card rests in its own space on the Gazette board, shows that traveler's portrait, and lists a unique effect that rewards anyone who reaches their city at the right moment.



These abilities create powerful tempo swings and open new ways to score.

Also, when you perform a *Have a Conversation* action in a city that hosts a Famous Traveler, you can also place one of your **Experience tokens** on the Gazette board to record that encounter (see more on **page 11**.)

Placing an Experience token on the Traveler's column rewards an immediate bonus and contributes to end-game majority scoring, making every famous meeting a story worth telling.



GAME STRUCTURE

A game plays in five rounds. Each round is divided into 4 phases that are executed in a specific order:

1. Action Phase
2. Famous Traveler Phase
3. Market Phase
4. Reorganisation Phase

Each phase is described below.

1. ACTION PHASE

Starting with the first player and proceeding clockwise, players take turns playing a card from their hand, placing it in their play area.

After playing a face-up card from their hand, the player can perform the indicated action if it is the first card of that category or trigger a chain of actions if the player has already played cards of the same category. Further details on the actions shown on the cards are provided from page 10.

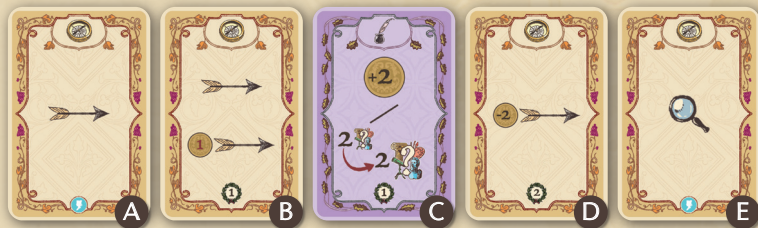
The Action Phase ends when each player has played **five action cards**.

CHAIN OF ACTIONS

A player triggers a chain of actions when they play a card that belongs to a category they have already played during the current round (i.e., a card that is already face-up in their play area). In this case, the player can activate all cards of that category in their play area, not just the one they just played.

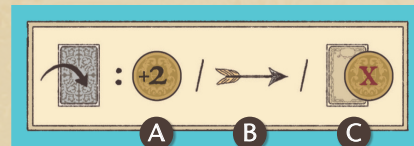
Note: The cards are activated in the order chosen by the player. The player can always choose not to activate an effect or a card. The player must finish activating one card before starting another. This rule applies not only to cards but to every effect or bonus in the game.

Tip: This is the basic mechanism to make the player's strategy work well, and they must be careful to use it in the best way possible!



Example: Marco plays card E and triggers a chain of actions. Card C cannot be activated because it belongs to a different category. He decides to activate card D first, then card A, and finally card B. While he chooses not to activate card E.

PLAYING A FACE-DOWN CARD



Instead of playing a face-up card from your hand, you may place any card face-down and choose one of these three options:

- A** Gain 2 coins from the supply.
- B** Move your Player marker along a connected road to an adjacent location.
- C** Buy an Advanced Action card from the market display by paying its cost (shown on the Market board: 0 coins for Level I, 2 coins for Level II, 5 coins for Level III). Add the purchased card to your hand; you can play it on a later turn.



Reminders:

- Playing a face-down card never triggers a chain of actions.
- A face-down card counts as its own category when the Market Phase checks how many different categories you played.
- The market display is not refilled when you buy a card this way; it refreshes only during the Reorganisation Phase.

2. FAMOUS TRAVELERS PHASE

Check the Famous Traveler reference cards on the board, starting from the leftmost traveler. Award the respective bonuses shown below the portrait to players who meet the requirements.

Note: a Famous Traveler's ability is either

- an end-of-round effect that resolves during the Famous Travelers phase (for example, Lady Montagu awards points after the round ends) or
- a triggered effect that fires immediately when a stated condition occurs during the round (for example, Montesquieu rewards a player the moment the condition is met).

Every ability is described in detail on page 11.



3. MARKET PHASE

Starting with the player to the right of the First Player and going counter-clockwise, each player may take one Advanced Action card from the display for free.

Highest Level you may take.

- Count the different categories you played this round: Travel, Friendship, Inspiration, Festivities.
- If you played at least one face down card, add +1 to that total.
- The result is the highest card Level (I, II, III) you may take. You may always choose a lower-Level card instead.



Reminders:

- In the Market Phase cards cost no coins; only the category count matters.
- A face-down card played this round counts as its own unique category.
- Do not refill the market during this phase.

4. REORGANISATION PHASE

[Skip this phase in the final round.]

Refresh the market:

- Discard every card on display to the bottom of its level deck (I, II, III).
- Then turn over 2 cards from each deck in a 1-3 player game, or 3 cards in a 4-5 player game.

Recover cards and check hand size:

- Each player takes all cards they played this round back into hand.
- If a hand now **exceeds eight cards**, that player discards down to eight; discards go to the box and will not return.

Advance the round marker A to the next space.


Move the Famous Travelers B to their next cities, following the new-round row on the Gazzetta del Viaggiatore board.

Pass the First Player token to the player on the left; the next round then begins.



DETAILED BASIC ACTIONS

TRAVEL CATEGORY

(ORANGE CARDS WITH  COMPASS ICON)



MOVEMENT

Action Overview: The player moves their Player marker along one of the connection lines from their current location to another.

Costs: If the connection between two locations has a coin symbol, the player must pay that cost before being able to move. If they cannot pay the cost, they cannot make that movement.



Example: play a card **A**, move and pay **B** OR move and don't pay **C**.



EXPLORATION

Action Overview: This action gives the player two options:

• CITY EXPLORATION

Do the following steps in order:

1. Secretly look at all face-down Exploration tiles in the city.
2. Choose one tile, flip it face-up, and place it in your play area.
3. Return the remaining tiles face-down to the city.



Example: play a card **A** choose the tile **B** place it in your play area.

Action Availability: This action takes effect only if the player's Player marker is in a city.

Limitation: A player can have only one Exploration tile (face-down or up) from each city. If a player already has a tile from a specific city and performs the Exploration action again in the same city, they cannot take a new tile. Instead, they can only gain the city reward indicated in the designated space.

• GAIN CITY REWARD

Directly gain one of the city reward shown beneath the Exploration-tile slot on that City board; do not take an Exploration tile.



Using Exploration tiles

Activate: At any time on your turn you may flip a collected tile face-up, gain its reward, and then place it face-down in your play area.

One-Time Use: A tile can be activated only once per game (except as noted on Advanced Action card 42).

Journal Placement: You may slot an Exploration tile into the matching city space of a Travel Journal only when you perform the **Write in the Travel Journal** action (page 12). The tile can be slotted whether or not it has already been activated and now shows that the Journal's city requirement is met.



FRIENDSHIP CATEGORY

(TEAL CARDS WITH  FRIENDS ICON)

HAVE A CONVERSATION

Action Overview: When your Player marker is in a city, you may use this action (speech-bubble icon) to **talk to a local** or **interact with a Famous Traveler** in that city.

• TALK TO A LOCAL

1. Claim **one** reward shown on that local's Favor tile.
2. **In addition**, you can choose one of the following actions:
 - Place a **Letter marker** under that local to establish **correspondence**. Letter markers let you send letters later or score points in café discussions, even after you leave the city.
 - Take that local's **Friend tile** and put it in your personal area (a separate action is needed to slot it into a Travel Journal).

Letter-marker limit

- **Five players:** the two locals in a city may hold up to **three** Letter markers in total.
- **Four, three, or two players:** the two locals may hold up to **two** Letter markers in total (one per local).

Placement rules

- Each player may place only one Letter marker in a given city. To move it to the other local in that city, take this action again.
- Each player has **three** Letter markers; if you have none left, you may move one from another city, losing that correspondence.



Example: Play a card **A**, talk to a local to claim the reward, and optionally place your Letter marker below the chosen local **B** to establish correspondence.

• INTERACT WITH A FAMOUS TRAVELER

Place one of your available Experience tokens on an empty slot in that Traveler's column on the Gazette board. The token remains there for the rest of the game. The token immediately grants the effect printed on that space plus the reward specific to the experience chosen.



• **1 Duel of Honor token.** Gain twice the reward shown on the space. You cannot use other experience tokens on this Traveler and you cannot duel with Lady Blessington.



• **1 A Night to Remember token.** Gain the reward shown on the space. In final scoring this token counts as two tokens for majority purposes.



• **1 Lost in Admiration token.** After each Market Phase, you may lose 1 VP to gain the reward on the occupied space again.



• **2 Elective Affinities tokens.** End of game: score 2 VP per token, or 6 VP total if both of your Elective Affinities tokens are on the same Traveler's column.

Experience-token placement rules

- A slot already occupied by an Experience token cannot be used again.
- Use only the slots marked for the current player count; treat all other slots as closed.

Experience token majorities

At the end of the game, award extra Victory Points for each Famous Traveler column on the board. The player with the most Experience tokens on that column gains 5 VP; the player in second place gains 3 VP; the player in third place gains 1 VP (third place is scored only in games with more than two players).

SEND A LETTER



Action Overview: Players can continue to receive rewards from friends after leaving a city by sending them a letter.

Action Availability: Letters can only be sent to locals who are **friends**, - **therefore marked by one of the player's Letter marker** - and are located in a different city from the player's current location (i.e. the Player's marker must be either in a different city or in a countryside area, travelling between cities).

INSPIRATION CATEGORY

(PURPLE CARDS WITH  QUILL ICON)

IDEAS



Action Overview: Gain an Idea token of the indicated type and place it in your play area. Idea tokens are never placed directly onto a Travel Journal; you must use the Write in the Travel Journal action to slot them later.

Note: The 5th player has a special basic action card that does not provide an Idea token but gives them two coins instead.



WRITE IN THE TRAVEL JOURNAL

Action Overview: This action lets you turn discoveries into “chapters” of your Travel Journals. When you perform it, move one component of the correct type to an empty slot on one of your Journals:

- **Idea token** → move a token that matches the slot’s icon.
- **Exploration tile** → move a tile whose city matches the slot.
- **Friend tile** → move a friend tile previously collected from any city.

Each slot holds only one component.



Example: Play a card **A**, choose “Write in the travel journal” action, pick an idea token **B** from your play area and insert it **C** in the slot of the same shape.



DISCUSS IN THE CAFÉ

Action Overview: By engaging in a discussion at a local café, players can exchange ideas for immediate victory points. Each city has two café discussions, each allowing up to 2 Café marker.


Action Availability: Players can perform this action in any city where they have their **Player marker AND/OR a Letter marker**.

Procedure:

- 1. Choose a Discussion:** The player selects which café discussion to engage in.
- 2. Provide Idea tokens:** The player returns the required Idea tokens for that discussion back to the supply.
- 3. Place Café marker:** The player places their Café marker in the available slot with the highest victory points.
- 4. Update Victory Points:** The player updates the victory points track to reflect the points earned from the discussion.

Note: A player can occupy more than one café slot within the same city.



Example: play a card **A**, if you have your Player marker in the city **AND/OR** a Letter marker there **B** you can discard the required (5 ) place your Café marker and score the respective VPs [15 VPs] **C**.

END OF THE GAME



After the Famous Travelers phase and the Market phase of the 5th round are completed, the game ends and final Victory Points are counted.

Important: Before scoring, each player takes all cards they played this final round back into hand, checks against **the eight-card limit**, and discards any excess cards to the box.



ANNOUNCING THE WINNER

Score Victory Points in the following four areas:

Exploration tiles – Score according to the total number of Exploration tiles you collected (including any in your Travel Journals).

	1	2	3	4	5	6	7	8
	1	2	3	4	6	9	13	18

Travel Journals – Each Journal scores based on how many of its requirements you fulfilled (Ideas, the matching Exploration tile, a Friend tile).

	1	2	3	4	5	6	7	8
	1	2	3	6	10	15	21	28

Advanced Action Cards – Add the VP printed on every Advanced Action card still in your hand (use each card's own condition, if any).



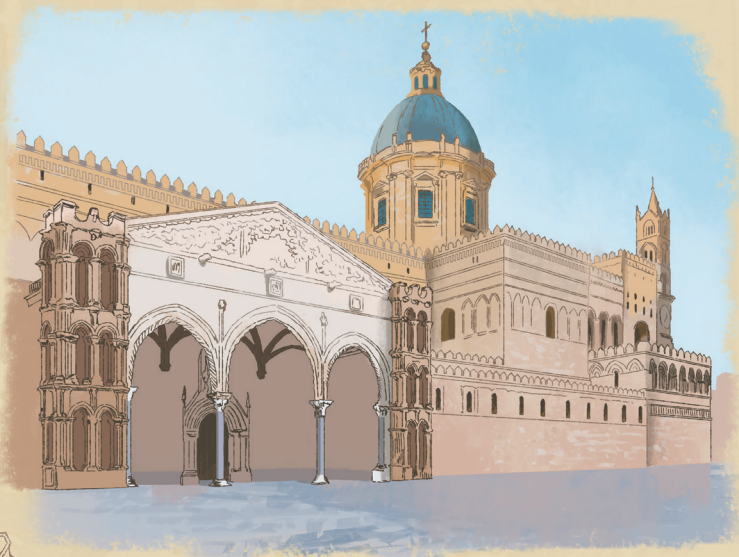
Experience tokens –

- First, score any VP printed on individual tokens (for example, each Elective Affinities token is worth 2 VP, or 6 VP total if both of your Elective Affinities tokens are on the same Traveler column).



- Then, for each Famous Traveler column, award majority points: 5 VP / 3 VP / 1 VP for first, second, and third place (in games with 3+ players). In a 2-player game, only first place (5 VP) is awarded. Ties are broken in favor of the player whose Experience token is higher in that column.

The player with the highest total wins. If there is a tie, the winner is the player whose marker is located furthest south on the map; if still tied, the victory is shared.



FAMOUS TRAVELERS AND GAME MODE

Players can play the game in different modes that are characterised by how the **3 Famous Travelers** are selected (point 6 of Set-up):

- **Historical Immersion:** select a century (18th or 19th) and then choose one of its sets (A or B for the 18th century; C or D for the 19th century), as listed in the section below. Take the corresponding Famous Travelers.
- **Timeless Jam:** shuffle all the Famous Travelers and randomly select 3 of them. This mode grants high variability and a wide range of different games.
- **Expert Journey:** players come to an agreement and choose 3 Famous Travelers from all the ones available.



Early 18th Century



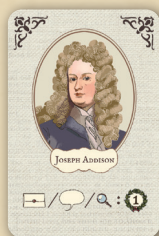
Montesquieu
[1689–1755] – French Philosopher

During the round, if the player discusses in the café in the city where Montesquieu is located, the player receives 4 Extra VP.



Lady Mary Wortley Montagu
[1689–1762] – English Correspondent & Reformer

At the end of the round, if your Player marker is in the same city as her, gain either 2 Idea tokens or 3 extra Victory Points [VP].



Joseph Addison
[1672–1719] – English Essayist

During the round, each time you send a letter, have a conversation in, or explore the city where Joseph Addison is located, you gain 1 extra VP.

Late 18th Century



Lady Craven
[1750–1828] – English Playwright & Memoirist

Café discussions in her city cost 1 Idea token less.



Goethe
[1749–1832] – German Poet & Polymath

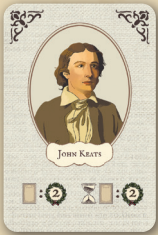
End of round: gain 1 VP for each coin you have (maximum 7 VP).



Élisabeth Vigée Le Brun
[1755–1842] – French Painter

Whenever you Explore in her city, take a Painting tile. At the end of the game, Paintings are worth 3 / 6 / 10 / 16 / 24 VP for 1 / 2 / 3 / 4 / 5 different painting tile collected.

Early 19th Century



John Keats
[1795–1821] – English Poet

Gain 2 Victory Points (VP) each time you play an Advanced card while your Player marker is in his city.

At the end of the round, gain 1 extra VP for each Advanced card you played that round.



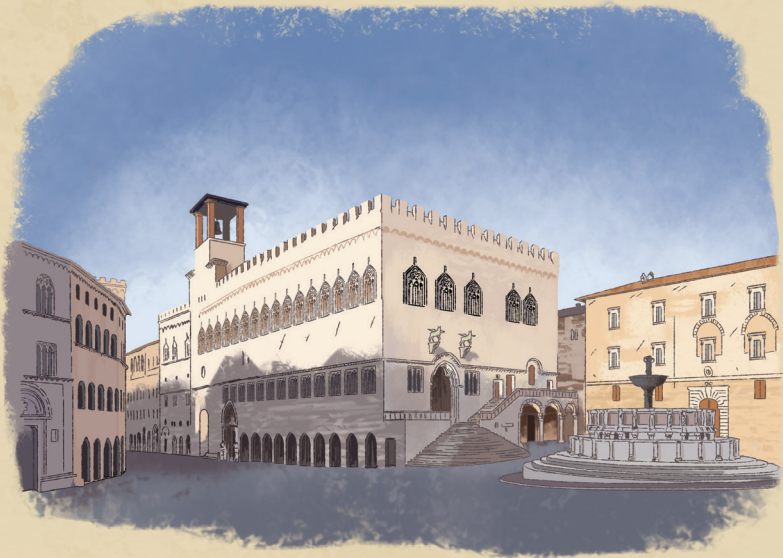
Lord Byron
[1788–1824] – English Poet

At the start of your turn, you may spend 3 coins to move to his city.

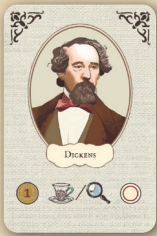


Mary Shelley
[1797–1851] – English Novelist

At the end of the round, if the Player marker is in the same city as Mary Shelley, the player gains 1 VP for each Idea token already placed on their Travel Journals.

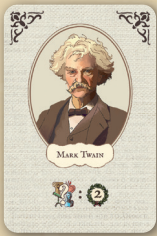


Late 19th Century



Charles Dickens
[1812–1870] – English Novelist

Spend 1 coin to Discuss or Explore in the city where Dickens is, even if your Player marker is elsewhere.



Mark Twain
[1835–1910] – American Humorist & Travel Writer

Whenever your Player marker is in Mark Twain's city and you gain an Idea token—by any effect (card play, Exploration, Conversation reward, city bonus, etc.)—you also gain 2 VP.



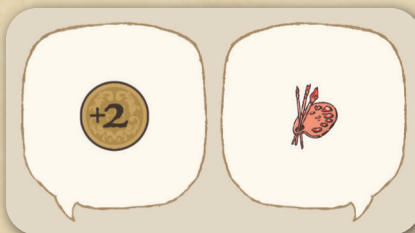
Lady Blessington
[1789–1849] – Irish Writer & Salon Host

End of round: determine each player's distance from Lady Blessington (counting spaces along the map's roads). The player or players closest to her gain 4 VP. The player or players farthest from her lose 2 VP. All other players receive no bonus or penalty. **Players cannot duel with her.**



FAVOR TILES LIST

Gain 2 Coins



Gain 1 Art Token

Gain 1 Science token



Move 1

Discard 1 coin to gain 1 Idea token



Gain 1 History Token

Gain 1 Philosophy Token



Write 1

Discard 1 Idea token
to gain 1 Idea token
OR
3 coins



Turn one of your
already-played action
cards face-down in
front of you to **move 2**

Gain 1 coins
and
1 VP



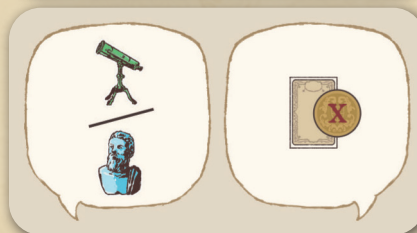
Discard 1 VP to gain 1
Idea token

Gain **1 History Token**
OR
1 Art Token



Gain **2 Coins**
and
1 VP

Gain **1 Science token**
OR
1 Philosophy Token



Buy **1 Card** from the
market

Gain **1 Art Token**
OR
1 Philosophy Token



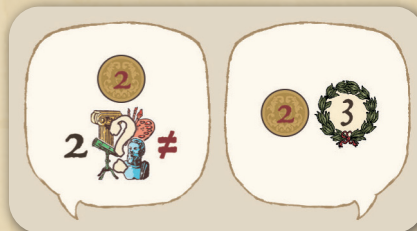
Move 1
and
1 VP

Gain **1 Science token**
OR
1 History token



Discard **2 coins** to write in up to
2 different Travel Journals
(once each)

Discard **2 coins** to
gain **2 different idea**
tokens



Discard **2 coins**
to gain **3 VP**

Remove a **Level I**
card from the game
to gain **2 coins and 3**
VP



Have a discussion in a café in
any city of your choice

ADVANCED CARD LIST

All VP shown at the bottom of the Advanced Cards are awarded at the end of the game. Cards numbered 43 to 54 have special conditions for awarding these VP, indicated in *italics*.

LEVEL 1 EFFECT

- 01 Move 1 + Pay 1 Coin and Move 1
- 02 Explore 1 + Gain 1 coin
- 03 Explore 1 **OR** Move 1
- 04 Pay 1 coin for 1 Idea of your choice **OR** Pay 3 coins for 2 Ideas of your choice
- 05 Gain 2 coins **OR** Exchange 2 Ideas for any 2 Ideas
- 06 Gain 1 Coin + Write in the Travel Journal
- 07 1 Coin + Discuss in the literary cafe
- 08 Have a conversation **OR** Send a letter
- 09 Gain 1 Coin + Have a conversation
- 10 Gain 1 Coin + Send a letter
- 11 Gain 1 Coin + Move 1
- 12 Gain 1 Idea of your choice
- 13 Gain 2 Coins + Gain 1 Victory Point
- 14 Gain 1 Victory Point + Send a letter

LEVEL 2 EFFECT

- 15 Explore 1 + Move 1
- 16 Move 1 with a discount of 2 coins
- 17 Gain 1 Victory Point + Have a conversation
- 18 Explore 2
- 19 Write in the Travel Journal + Discuss in the literary cafe
- 20 Choose 1 Idea of your choice **OR** Write in the Travel Journal
- 21 Choose 1 Idea of your choice **OR** Discuss in the literary cafe
- 22 Send a letter + Have a conversation
- 23 Send a letter + Pay 1 coin to send another letter
- 24 Have 2 conversations
- 25 Gain 1 coin + Move 2
- 26 Gain 2 Coins + Write in the Travel Journal
- 27 Access the market and have a discount of 2 coins
- 28 Move 2

LEVEL 3 EFFECT

- 29 Explore 2 **OR** Move 2
- 30 Have a 2 coins discount and move 1 + Move 1
- 31 Explore + Have a 2 coins discount and move 1
- 32 Pay 1 coin for 1 Idea of your choice + Write in the Travel Journal

- 33 Choose 1 Idea of your choice + Discuss in the literary cafe
- 34 Choose 1 Idea of your choice + Pay 1 coin for writing in 2 different Travel Journal
- 35 Send a letter to each of 2 different friends **OR** Have 2 Conversations
- 36 Pay one coin to send 3 letters to different friends
- 37 Send a letter to each of 2 different friends + Pay 1 coin to have a conversation
- 38 Buy a card from the market, perform its action immediately without playing it. The bought card goes to your hand and does not trigger a chain of actions
- 39 Explore 2 + Move 1
- 40 Gain 1 coin, then send a letter to a local who does not already have one of your Letter tokens
- 41 Gain 1 Coin + Write in 2 different Travel Journals
- 42 Explore 2 **OR** Reactivate a used Exploration tile
- 43 Move 2 | **4 VP for every 3 Travel cards in your hand**
- 44 Explore 2 | **1 VP for every City tile collected**
- 45 Explore 1 + Move 1 | **Gain 2 VP for each city where you have at least 1 Café marker or Letter marker**
- 46 Write in the Travel Journal + Discuss in the literary cafe | **4 VP for every 2 Inspiration cards in your hand**
- 47 Pay 1 coin for 1 Idea of your choice + Write in the Travel Journal | **2 VP for every 3 Ideas written in your Travel Journals**
- 48 Choose 1 Idea of your choice **OR** Discuss in the literary cafe | **2 VP for every Café marker**
- 49 Send a letter + Have a conversation | **2 VP for each Idea (max 8 VP)**
- 50 Send a letter to each of 2 different friends | **4 VP for every 2 Letter cards in your hand**
- 51 Have 2 conversations + 1 VP for each coin in your reserve (max 8 VP)
- 52 Gain 1 coin + Move 2 | **3 VP for each 2 level II cards in your hand**
- 53 Gain 2 Coins + Write in the Travel Journal | **3 VP for every 2 Festivities cards in your hand**
- 54 Buy a card from the market with a 2-coin discount | **3 VP for every 2 level III cards in your hand**



CREDITS

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