



# TIMELESS JOURNEYS

## THE ITALIAN GRAND TOUR

A Game by **Nestore Mangone** and **Andrea Robbiani**

Artwork **Laura Guglielmo**

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

## INTRODUCTION

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

In *Timeless Journeys: The Italian Grand Tour*, you step into the shoes of intrepid travelers exploring the wonders of Italy during the 18th and 19th centuries. The Grand Tour was a traditional trip through Europe undertaken by young aristocrats to finish their education, immerse themselves in art and culture, and gain worldly experience. In this game, you'll traverse famous art cities, befriend locals, gather inspiring ideas about art, history, philosophy, and science, and meet renowned figures.

As you journey through Italy, you'll make strategic decisions, utilizing Travel cards to explore cities, Friendship cards to connect with locals, Inspiration cards to discuss and document ideas, and Festivities cards to celebrate and gain unique experiences. Your actions will create a rich tapestry of adventure and discovery, capturing the essence of the Grand Tour.

An exciting feature of the game is the ability to reactivate previous actions, creating chain effects for dynamic gameplay. You can enhance your deck through strategic deck-building actions, ensuring each turn is filled with new opportunities.

Along your journey, you might encounter famous travelers like Byron, Goethe, Mary Shelley, or Montesquieu. Meeting these notable figures will enrich your experience and help you score additional points.

Immerse yourself in the rich culture and history of Italy as you navigate through this beautiful country, making strategic decisions to score points and win the game. Let your journey unfold in *Timeless Journeys: The Italian Grand Tour!*





# OBJECTIVE OF THE GAME

To win **Timeless Journeys: The Italian Grand Tour**, you must score the most victory points (VPs) at the end of the game's 5 rounds. Victory Points are primarily awarded for:

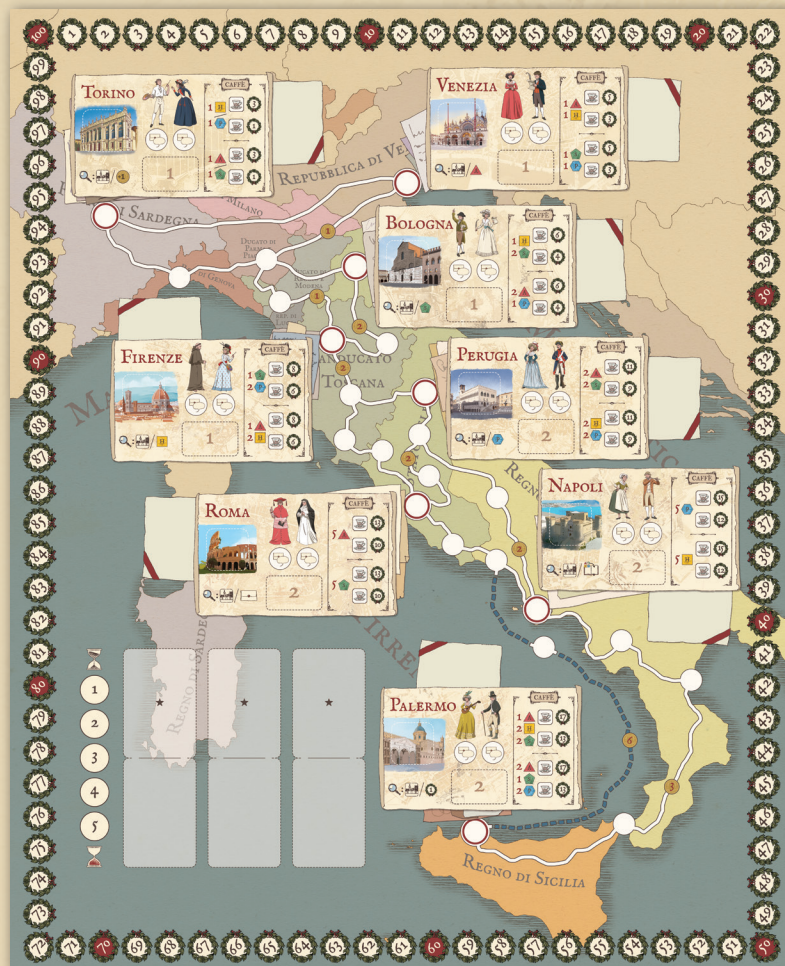
- **Completing Your Personal Travel Journals:** Document your discoveries and experiences in your Travel Journals for substantial VPs
- **Exploring Cities** as you travel across Italy
- **Engaging in Café Discussions:** Discuss your ideas in the literary cafes of the cities you visit to earn immediate VPs

Additional victory points can be obtained by interacting with **Famous Travelers** or collecting specific cards from the market.

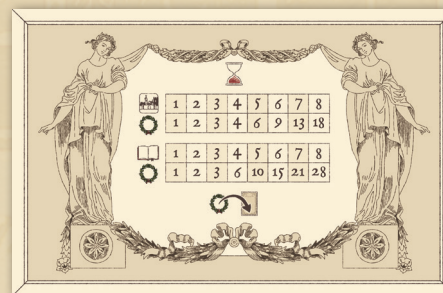
In *Timeless Journeys*, you will collect inspiration on various topics by visiting different cities, forming and maintaining friendships, encountering renowned figures, and strategically using your actions as you move across Italy on your personal **Grand Tour**.

Plan your journey wisely and immerse yourself in Italy's rich cultural tapestry to emerge victorious!

# COMPONENTS



GAME BOARD



SCORING OVERVIEW CARD REMINDER



16 TRAVEL JOURNALS



FIRST PLAYER TOKEN



MARKET STRIP



**PLAYERS SETS (1 X PLAYER)**

Including



**7 BASIC ACTION CARDS**



**1 FACE-DOWN CARD REMINDER**



**8 CAFE CUBES**



**1 PLAYER MARKER**



**1 VICTORY POINTS MARKER**



**3 FRIENDSHIP MARKERS**



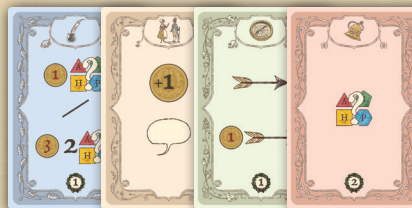
**6 FAMOUS TRAVELER STANDEES**



**6 FAMOUS TRAVELER REFERENCE CARDS**



**6 ITINERARY CARDS (FRONT AND BACK)**



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



**8 FRIEND TILES (2 DIFFERENT BACKS)**



**48 EXPLORATION TILES (6 FOR EACH CITY)**



**ROUND MARKER**



**32 COINS VALUE 1 AND 16 COINS VALUE 5**

**80 IDEA TOKENS IN 4 COLORS  
(20 PER COLOR)**



**ART**



**HISTORY**



**SCIENCE**



**PHILOSOPHY**





# SETUP

1. Place the game board in the center of the play area and create a supply containing the coins and the Idea tokens.
2. Place the Round marker on the starting space (1st round).
3. Divide the 8 Friend tiles into 2 groups based on the number on the back and then randomly place a tile in each city on the map, matching the number on the back.

4. Divide the Exploration tiles by city and randomly draw from each city pile a number of tiles (without looking at them) equal to the number of players, and place them in the corresponding city space of the game board.

5. Randomly select or choose 3 Itinerary cards of the same type (A, B, C, or D). Randomly place one card beneath each of the three Famous Traveler spaces on the board (spaces marked with a star ★).

**Note:** for the first game, the suggested Famous Travelers are Montesquieu, Montagu and Addison.

7. Place the Advanced Action cards Market Strip next to the game board. Shuffle the Advanced Action cards into 3 decks based on the number on their back (this number indicates the level of the Advanced Action Cards: I, II, III). Place each deck face up in its designated space, next to the market strip, and then reveal 2 cards for a 1, 2 or 3-player game, or 3 cards if playing with 4 or 5 players, and place them in the corresponding row. This is the players Advanced cards market display. This display will show a total amount of 3 face-up cards per row in 1, 2 or 3 players or 4 face-up cards in 4 or 5 players setup.

8. The oldest player receives the First Player token.



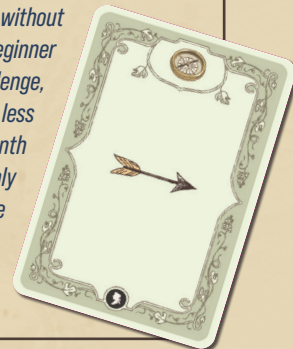




9. Each player chooses a color and receives the player set of that color (1 Player marker, 8 Café cubes, 3 Friendship markers, and 1 Victory Points marker), as well as the 7 Basic Action cards. Note that the purple player set is reserved for games of 5 players only. Each player put their Player marker in Torino and the Victory Points marker on the starting space of the track.



The 7<sup>th</sup> card The players' basic actions 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.



10. Shuffle the Travel Journals and distribute 3 to each player. Players look at them secretly and choose 2 to keep and 1 to discard. The discarded Journals are returned to the box, while the chosen ones are placed face-up in their own play area.

11. If it's a 2-player game, the first player receives 1 coin and the second player receives 2 coins. In three, four or five-player games, the first and second players receive 1 coin each, and the others receive two each.





## GAME BOARD

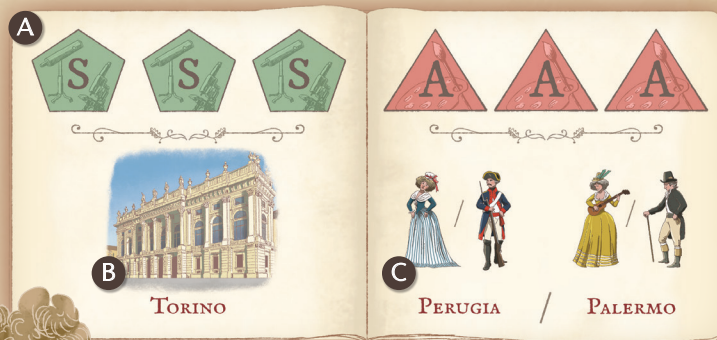
The game board shows different locations, connected by paths, some of which have travel costs depicted on (e.g. 2). There are 2 types of locations, the 8 cities **A** and the countryside (i.e. the intermediate stops between the cities) **B**.



## TRAVEL JOURNALS

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

- 6 Ideas written in the Travel Journal **A**
- 1 Specific city explored **B**
- Friendship with at least one friend out of the four listed **C**



**Note:** the name of the cities at the bottom of the friends helps to identify their position on the map. Only one friend counts to meet the requirement, more friends will not award additional points.

## ACTION CARDS

### BASIC CARDS

The Basic Action cards come in three colors (green, blue, and beige) 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

The Advanced Action cards also have 3 pieces of information: 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 categories present in the Basic cards (travel, friendship and inspiration), and a fourth one called Festivities (red cards) and identified by a bell.



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.)



# GAME STRUCTURE

A game plays in five rounds. Each round is divided into three 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

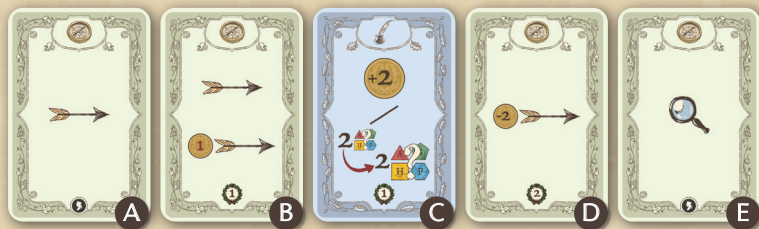
Starting with the first player and proceeding clockwise, players take turns playing a card from their hand, placing it in their play area. After playing a face-up card from their hand, the player can perform the indicated action if it is the first card of that category or trigger a chain of actions if the player has already played cards of the same category. Further details on the actions shown on the cards are provided in a separate section below.

### 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.

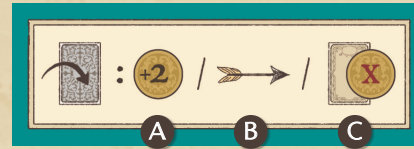
**Note:** The cards are activated in the order chosen by the player. The player can always choose not to activate an effect or a card. The player needs to finish the activation of a card before starting the activation of another. This is a general rule that applies not only to cards but to every effect 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 A and triggers a chain of actions. He decides to activate card B first, then card D, and finally card A. Card C is not activated because it belongs to a different category than card A, while he chooses not to activate card E.

## PLAYING A FACE-DOWN CARD



As an alternative to playing a face-up card from their hand, a player, during their turn, can play a face-down action card and perform one of the following actions:

- Gain 2 coins from the supply
- Perform a movement action: the player moves their Player marker along the connected road to an adjacent location
- Acquire an Advanced Action card from the market display by paying the corresponding coins (shown on the Market Strip)

**Note:** Playing a face-down card is the only way for players to acquire an Advanced card during the Action Phase at the beginning of the game. Other possibilities can be unlocked later in the game and will be explained below.

**Note:** Playing a face-down card never triggers a chain of actions. However, face-down cards count as a different category during Cards Phase.

### ACQUIRING AN ADVANCE ACTION CARD

During the game, players can acquire new Advanced Action cards from the market display. Each card's cost depends on its level, as indicated on the Market Strip (0 coins for Level I, 2 coins for Level II, and 5 coins for Level III). The acquired card is added to the player's hand and can be played from the next turn.

**Note:** Do not refresh the display after acquiring a card. The display must be refreshed only during the Reorganisation Phase.

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

## 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:** that the Famous Travelers' effects can be either end-of-round effects (hourglass icon), activated in this phase (e.g. Lady Montagu), or triggered effects, activated by specific conditions during the round (e.g. Montesquieu). The Famous Travelers' effects are explained in detail on page 11.





### 3.MARKET PHASE

Starting from the player to the right of the first player and proceeding counterclockwise, each player can choose 1 Advanced Action card for free from the market display. The level of the card a player can obtain depends on the number of different categories played that round.



#### Note:

- During the Market Phase, Advanced cards can be acquired without spending coins; they only require different categories. In contrast, Advanced Action cards obtained during the Action Phase cost coins but do not require different categories.
- Face-down cards count as a different category during Cards Phase.
- Do not refresh the market display during this phase.

### 4.REORGANISATION PHASE

Skip this phase during the last round.

- **Discard** the cards from the market display and place them at the bottom of their respective decks (level I, II, or III). Then, draw new cards from the three different decks to ensure the market shows a total of 3 face-up cards for 2 or 3 players, or 4 face-up cards for 4 or 5 players.
- Players take all played cards back into their hands and ensure they are within the **hand limit of 8 cards**. If a player has 9 or more cards, they must discard the excess. Discarded cards are returned to the game box and will not be used again.

- Advance the **Round marker** to next round's space.
- **Move the Famous Travelers** to their next cities based on the Itinerary cards. Match the city name on the cards to the round number.
- **New Turn Order**. The first player passes the First Player marker to the player on their left. Then, a new round begins.



## DETAILED BASIC ACTIONS

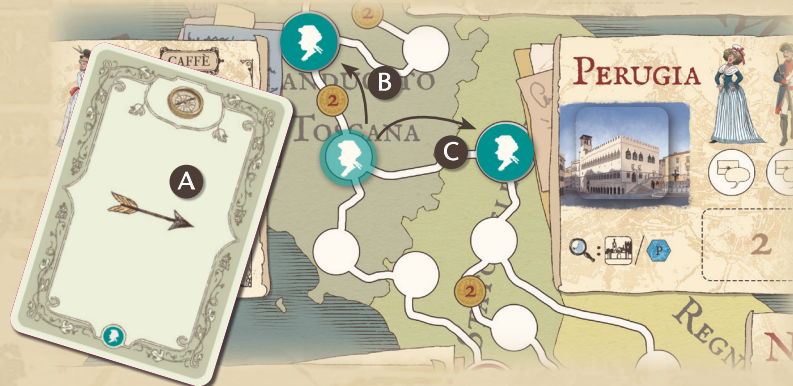
### TRAVEL CATEGORY (GREEN CARDS)

#### 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:

##### 1.City Exploration

- Secretly look at all the face-down Exploration tiles in the city.
- Choose one to turn face-up and place in the play area.
- Return the remaining tiles face-down.

**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.

##### 2. Gain city reward

- Directly gain the city reward depicted on the board below the city without taking any Exploration tile.





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

## EXPLORATION TILES

**Usage:** Exploration tiles collected by the player can be “activated” at any time during the player’s turns. Once activated, the player gains the indicated rewards and then flips it face-down, keeping it in their play area or in the Travel Journal if the city matches the one there.

**One-Time Use:** Each tile can be activated once per game, unless otherwise specified by game rules (Advanced Action card 42 is the exception to this one-off rule).

**Placement:** If a player’s Travel Journal requires a specific Exploration tile, that tile can be placed in the Journal upon collection at any time, regardless of whether it has been already activated or not. This serves as a reminder that the player has met that Travel Journal’s requirement.

## FRIENDSHIP CATEGORY (BEIGE CARDS)

### HAVE A CONVERSATION

**Action Overview:** Talk to any local in the city and claim the reward displayed below the local’s figurine. Additionally, you can place a **Friendship marker** in the circular space below the figurine to establish friendship.

This allows you to gain rewards later by sending a letter to your friend or earning victory points through café discussions, even when you are no longer in the city.

**Action Availability:** This action can only be performed when the player’s **Player marker** is in a city.

## Placement Rules:

- A Friendship marker cannot be placed in a space that is already occupied by another player’s Friendship marker.
- Each player can only have one Friendship marker per city. Players may relocate their marker to the other available local within the same city by using another Have a Conversation action

**Limitation:** Each player possesses only three Friendship markers. If a player wishes to place a marker but has none available, they may move a marker from another location and lose that friendship.



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



## 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 Friendship markers - 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).

**Exception:** Advance Action card 40 allows players to send correspondence to any local, regardless of whether they are marked by a Friendship marker.





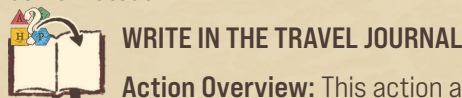
# INSPIRATION CATEGORY (BLUE CARDS)

## IDEAS



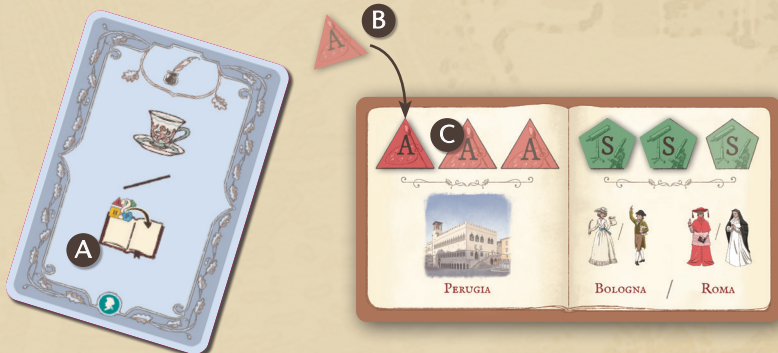
**Action Overview:** With this action the player gains an Idea token of the indicated type. The token is taken from the supply and placed in the player's play area, available to be used later.

**Note:** in the 5-player set up, the fifth player has a special basic action card that does not provide an Idea token but gives them two coins instead.

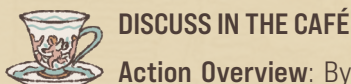


### WRITE IN THE TRAVEL JOURNAL

**Action Overview:** This action allows the player to convert ideas into "chapters" of the Travel Journal. The player moves an Idea token to a slot (of the same type) on one of their Travel Journals.



**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 cubes.

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

### Procedure:

- Choose a Discussion:** The player selects which café discussion to engage in.
- Provide Idea tokens:** The player returns the required Idea tokens for that discussion back to the supply.
- Place Café cube:** The player places their Café cube 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 Friendship marker there **B** you can discard the required [2 **H** + 2 **P**] place your Café cube and score the respective VPs [11 VPs] **C**.

## END OF THE GAME

At the end of the fifth game round, the game ends, and the final victory points are counted.

**Important:** Before the final count, players take all played cards back into their hands, check they are within the **hand limit**, and discard excess cards until they have 8 cards.

## ANNOUNCING THE WINNER

To the victory points earned during the game, each player adds the final victory points derived from:

1. **Exploration Tiles:** Victory points earned based on the number of Exploration tiles they have in their player area, including the ones in the Travel Journals.

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

2. **Travel Journals:** Victory points earned based on the number of fulfilled requirements on the Travel Journal (Idea tokens, Exploration tile and Friendship). The total number of fulfilled requirements determines an increasing number of victory points, as indicated below.

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



**Note:** The total requirements met for each Travel Journal range from a minimum of 0 to a maximum of 8, as the player can have from 0 to 6 Idea tokens, 1 single Exploration tile of the indicated city, and only one of the friends is considered for this counting.

**Important:** Calculate the score for each Travel Journal separately.

3. **Advanced Cards:** The total victory points shown on Advanced cards in the player's hand, which are shown on the bottom of the card. Some level III cards have variable victory points based on conditions, as indicated on page 12.



**Important:** Only the cards in players' final hand count for the scoring.

The player with the most victory points is the winner. In case of a tie, the player located in the southernmost city wins. In case of further tie, the victory is shared!

## 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 historical period (early 18<sup>th</sup> or 19<sup>th</sup> century - details can be found in the section below) and 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.



**Montesquieu**  
Early 18<sup>th</sup> Century

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



**Lady Mary Wortley Montagu**  
Early 18<sup>th</sup> Century

At the end of the round, gain either 2 ideas or 3 Victory Points (VP).



**Joseph Addison**  
Early 18<sup>th</sup> Century

During the round, if the player Sends a letter, Has a Conversation in or Explores the city where Addison is located, the player receives 1 VP for each of these action.



**John Keats**  
Early 19<sup>th</sup> Century

Gain 2 Victory Points (VP) when you play a non-base card in his city.



**Lord Byron**  
Early 19<sup>th</sup> Century

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



**Mary Shelley**  
Early 19<sup>th</sup> Century

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.



# 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 1 Idea 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 Choose 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 1 Idea in the Travel Journal + Discuss in the literary cafe
- 20 Choose 1 Idea of your choice **OR** Write 1 Idea 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 conversation
- 25 Gain 1 coin + Move 2
- 26 Gain 2 Coins + Write 1 Idea 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 1 Idea 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.
- 39 Explore 2 + Move 1
- 40 Gain 1 coin + Send a letter to an unbefriended character
- 41 Gain 1 Coin + Write in 2 different Travel Journal
- 42 Explore 2 **OR** Reactivate a used City 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 1 VP for each city where you have at least 1 cafe cube or friendship marker**
- 46 Write 1 Idea in the Travel Journal + Discuss in the literary cafe | **4 VP for every 3 Inspiration cards in your hand**
- 47 Pay 1 coin for 1 Idea of your choice + Write 1 Idea 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 Cafe Discussion**
- 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 3 Friendship cards in your hand**
- 51 Have 2 conversations + 1 VP for each coin (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 1 Idea 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**