

# TRECO

“Travel in Style”

## RULE BOOK

Out-bluff, out-bid and out-trick your opponents to become the greatest TRECO!

- Collect travellers, items and events on your journey.
- Place investments to help you or hinders others.
- Get the destinations by out bidding others.
- Manipulate the game by using actions wisely.
- WIN by ultimately having the most travel experience.

**TRECO** – Definition – A blending of the two words Trek and Art Deco, identifies someone who likes travel, culture and history. A person who “Travels in Style”

### OBJECT OF THE GAME

Gain the most travel experience points by winning country cards, getting rid of starting coins in your hand and gaining coins from country cards, all in the aim to have the best combination of symbols to indicate who was the stylist traveller.

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1. COMPONENTS

64 Cards as following:



16 - Country Cards



36 - Player Cards



4 - Transport Cards



3 - Reference Cards



1 - Turn Card

4 - Setup/ Rule Cards

24 Coins as following:



8 - Red (Automobile) Coins



8 - Yellow (Steam Train) Coins



8 - Green (Aeroplane) Coins



8 - Blue (Cruise Liner) Coins

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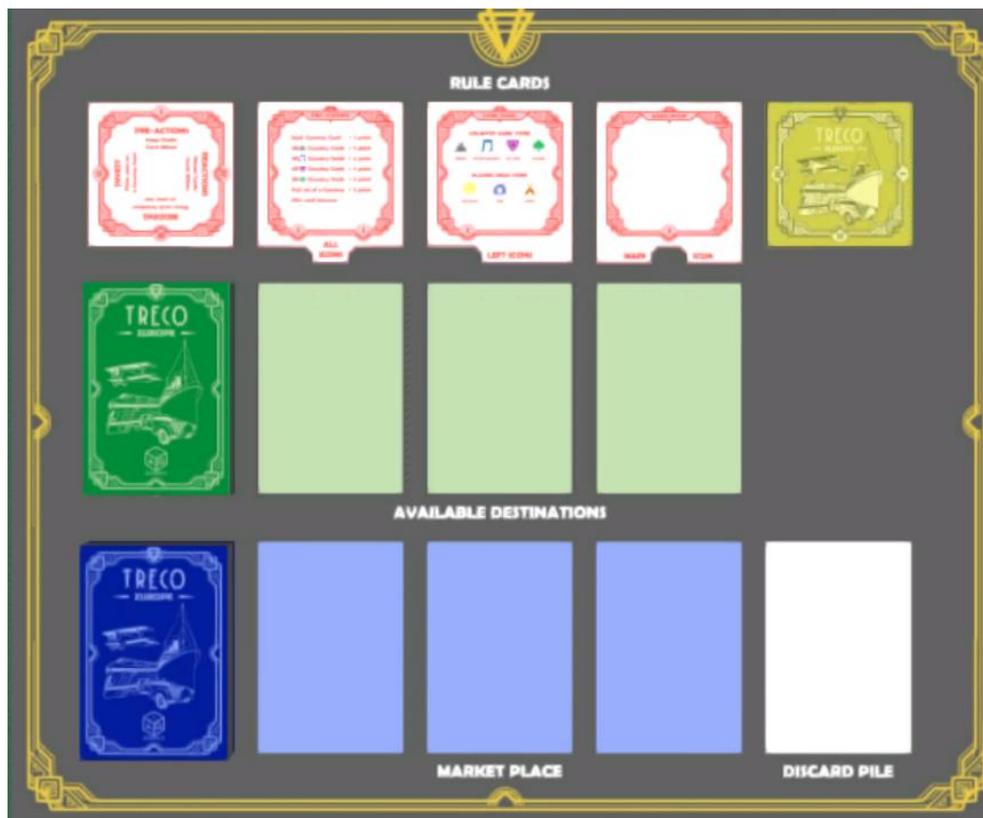
## 2. GAME SET-UP

At the top of central playing area;

- Place reference cards as below

To the right of the central playing area;

- Shuffle and place Country Deck face down
- Shuffle and place Playing Deck face down



Give each player;

- 1 Transport Card
- 3 playing cards
- 8 coins, picked from concealed bag at random

NOTE: for advance players place all coins face down on table and each player picks a coin in playing order until everyone has 8 coins



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To the right of the Decks;

- Reveal three Country Cards below set-up cards  
These are available to bid for during the *Bidding Phase (Phase 3)*
- Reveal three Player Cards below Country Cards  
*These are available to swap for in the Re-actions Phase (Phase 1)*
- Place reference cards over country cards so that they hide the relevant symbols  
*These hidden symbols will be discounted during the Bidding Phase (Phase 3)*



Give the first player;

- 1 turn card  
*This card indicates who is the first player and will be passed clockwise after each round.*

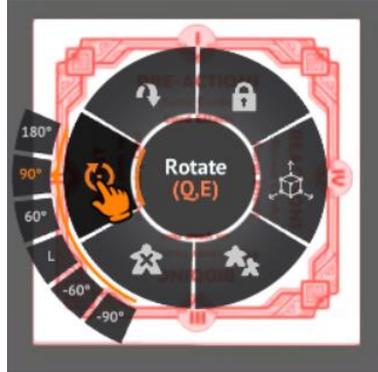


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### 3. GAME PLAY

#### TURN CARD

The first player will rotate the card to keep track the different phases



*Rotate Turn Card to help track current phase*

#### TRANSPORT CARD

Each player will rotate their personal transport card for each turn taken



**NOTE** a facedown (concealed) transport card has three actions in total each round (marked I, II, III)



**NOTE** a faceup (Revealed) transport card has two actions in total each round (marked I, II)



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**PHASE 1 – Pre-Actions**

**ACTION: Swap Cards**

place 1 card from players hand in discard pile & pick 1 card from market-place



*Discard card from Hand*



*Pick 1 card from market place*

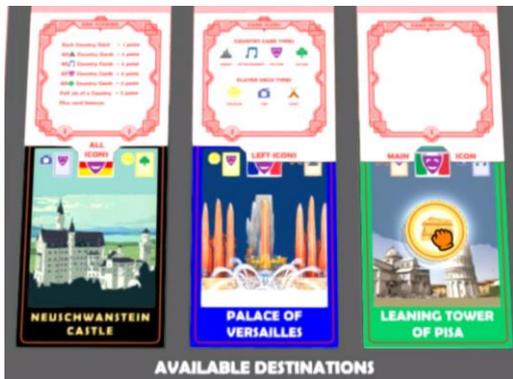
**ACTION: Card Effects**



*Card Action Text and Iconography*

**Phase 2 – Invest**

**INVEST:** Place 1 coin facedown on any Country Card



**NOTE:** this does not count as an action

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### Phase 3 – Bidding

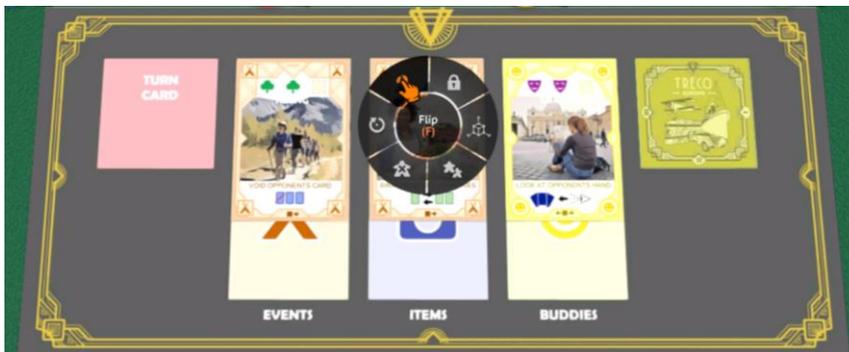
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**ACTION:** Each player in turn places cards on their rows facedown in the matching columns

Each card placed requires one action each



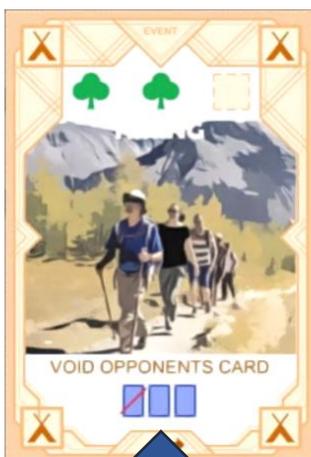
Once all players have placed their cards down, everyone reveals their cards



### Phase 4 – Reactions

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**ACTION:** Card Effects



*Card Action Text and Iconography*

#### 4. END SCORING

Each Country Card	=	1 Point
All  Urban Country Cards	=	5 Points
All  Entertainment Country Cards	=	5 Points
All  Culture Country Cards	=	5 Points
All  Nature Country Cards	=	5 Points
Full set of a Country Cards	=	5 Points
Players Transport Cards	=	Refer to cards <a href="#">see next page</a>
Uninvested coins	=	-1 per unspent coin
Country gained coins	=	Refer to coin icons below



1 Point



2 Points



- 1 Point



-2 Points



Change any country card to indicated icon (Entertainment, Nature, Culture or Urban)



Add these icons to total count when scoring towards your [Transport Card](#)



Change any country cards flag to a wild country

## 5. TRANSPORT CARDS

### AUTOMOBILE (RED)



*Only if card is concealed*

One of each country and symbol = 5 Points

 Red tokens are worth double

*Only if card is revealed*

Minus  CULTURE symbol on second icons

No cost for  Red tokens

### AEROPLANE (GREEN)



*Only if card is concealed*

Most  EVENT symbols = 5 Points

 Green tokens are worth double

*Only if card is revealed*

Minus  NATURE symbol on second icons

No cost for  Green tokens

### CRUISE LINER (BLUE)



*Only if card is concealed*

Most  ITEM symbols = 5 Points

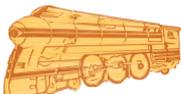
 Blue tokens are worth double

*Only if card is revealed*

Minus  ENTAINMENT symbol on second icons

No cost for  Blue tokens

### STEAM TRAIN (YELLOW)



*Only if card is concealed*

Most  COMPANION symbols = 5 Points

 Yellow tokens are worth double

*Only if card is revealed*

Minus  URBAN symbol on second icons

No cost for  Yellow tokens