

Backpacking Through Europe

by Alexandros Kapidakis

Components

— 90 City cards

Transportations

Country

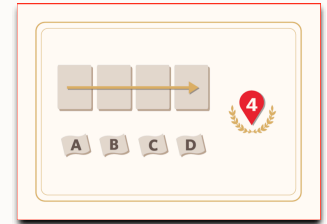
Points



— 18 Challenge cards



Country (front)



Trip (back)

— 10 Round Trip tokens



— 15 point tokens



To travel is to live. Now is your chance to see the world, and you decided to embark on an amazing trip through Europe. Filled with culture, history and delightful locals, Europe is the bedrock of human civilization and you will travel from city to city, absorbing as much as you can. During this game you will have to connect Cities by their transportations in order to travel further and earn points. Use various Transportations, visit different Countries and complete Challenges to win and become the best backpacker!

Setup

1. Shuffle the Cities, deal 5 to each player and then make a face down main deck with the rest. Reveal 5 Cities face up, creating a row.
2. Shuffle the Challenges and reveal one, with the Country side facing up.
3. Make a deck with the rest, with the Trip side facing up, and reveal two cards next to it.
4. Make a pile with the Round Trip tokens, in descending value order. For a 3 player game remove the tokens marked for 4 players, and for a 2 player game remove the tokens marked for 3 players as well.
5. The player who travelled most recently will begin the game.



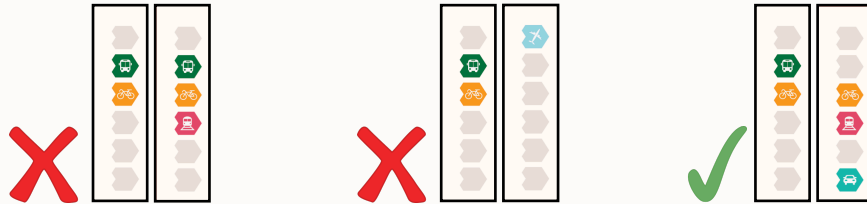
Turn order

This game isn't broken down in rounds. Instead, you will keep taking turns until both players have completed three Trips each.

During your turn, you can either **Travel** (play a City) or **Stay** (take Cities).

To **Travel**, place a City from your hand on your Trip. You must connect **exactly 1** Transportation with the previous City of your Trip, no more and no less.

If you traveled on the same Country, you **don't have** to discard a City. If you changed Countries, though, you must immediately discard **any one** City from your hand. If this is the beginning of your Trip you can play any City you want, without discarding a City from your hand. You can have only one active Trip.



To **Stay**, take a City (or Cities) from the row. Choose a Country and take all the available Cities of that Country. Then, refill the empty spot(s). If the main deck ever runs out, shuffle the discard pile and make a new deck. You have a hand limit of 8 cards.

At the end of your turn, you may decide to complete your Trip. In order to complete a Trip, it **must consist of 3 to 6 Cities.**

Then, check if you can score any of the available Trip Challenges. You can score only one Trip Challenge per Trip you complete. If you do score a Trip Challenge, take the card and then refill the empty spot. Please note, all Trip Challenges require a specific number of Cities.

Also check if the last City of your Trip connects with the first City of the Trip, following the normal rules. If it does, take the top most available Round Trip token.

Lastly, score your Cities! Count the points of the Cities on the Trip, plus any bonus points from abilities and take the corresponding point tokens. Then, discard all the Cities, except any Cities from the Country of the revealed Country challenge. Set these aside, next to your point tokens.

When you complete your 3rd Trip, you will not keep taking normal turns. Instead, take 1 point from the token pool and pass your turn.

Game end

When all players have completed 3 Trips, the game ends. Proceed to end scoring.

Add all the point tokens you gained throughout the game. Then, add points from scored Trip Challenges and from collected Round Trip tokens.

Lastly, determine who wins and scores the Country Challenge, from the set aside Cities of each player. Award a 1st position, and a 2nd position in a 3 or 4 player game. In case of a tie, all tied players score the points.

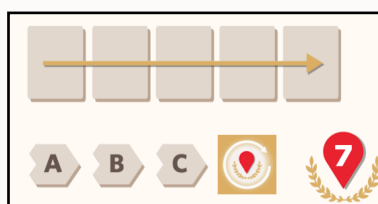
The player with the most points wins! Enjoy your victory!

In case of a tie, the player with the most Trip Challenges and Round Trip tokens combined, wins.

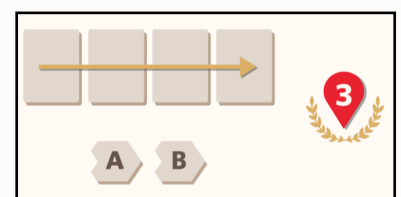
Trip Challenges



In a 6-City trip, visit exactly 2 different Countries.



In a 5-City trip, use exactly 3 different Transportations, and get a Round Trip token.



In a 4-City trip, use exactly 2 different Transportations.

Abilities



Immediately draw a City from the face down deck. Keep in mind the hand limit.



Immediately play another City in your current Trip. Not mandatory. Follow the normal rules.



From now on, you don't have to discard a City when changing Countries, for this Trip.

Solo / Co-Op mode

Setup

Follow the normal setup procedure, with this exception: Shuffle all the Challenges and reveal 1 of them, Country side face up. Remove all the Cities of that country from the main deck. For a harder game, reveal another one and remove all the Cities of that country as well. Then, reveal 4 Trip Challenges and return all the other cards to the game box.

Turn order

Follow the normal turn order procedure, with these exceptions:

- If you Travel, play your turn normally. Then, discard the first City from the middle row, and every other City of the same Country. Slide any leftover Cities to the left and refill all empty spots.
- If you Stay, play your turn normally. You have a hand limit of 8 cards.

At the end of your turn, you may decide to finish and complete your Trip. In order to complete a Trip, it **must consist of 3 to 6 Cities**.

Then, check if you can score any of the available Trip Challenges. You can score only one Trip Challenge per Trip you complete.

Game End

As soon as you manage to claim all 4 Trip Challenges, you win the game!

But if at any point you must refill the middle row and the main deck is depleted, you immediately lose the game.

Co-Op mode

Players are creating one common trip, collectively! All rules remain the same, and players can't communicate at any point which Cities they have in hand.

Important: When changing Countries in a Trip, any player can discard a City.