

GLOBETROTTING

Travel Guide

STORY

After years of working your boring, dead-end job, you slam your resignation letter down on the boss' desk before waving goodbye to your old colleagues. Freeing your mind of that mundane lifestyle, you can now imagine all the wonderful adventures out there in this suddenly bright and vibrant world. You ambitiously begin organizing 3 epic trips you want to take next year. It's time to finally check some items off your bucket list!



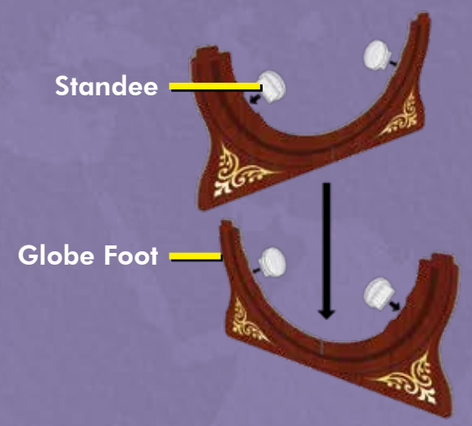


GOAL OF THE GAME

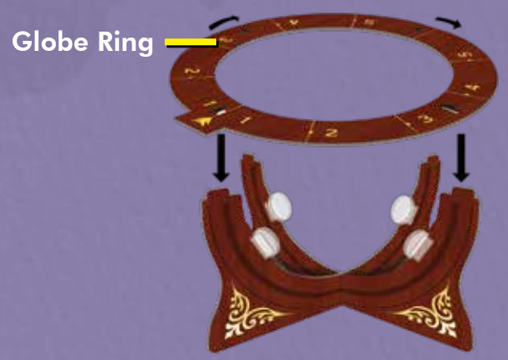
Using your Globe, plan efficient trips while trying to meet your goals to score Fulfillment Points (1). You will log 9 flights in your Passport and then the game ends. The player with the most Fulfillment Points wins.

STAND ASSEMBLY

Assemble the Stand before the Globe so that the Globe doesn't roll off the table. Take 2 Globe Feet, 1 Globe Ring, and 4 Standees.



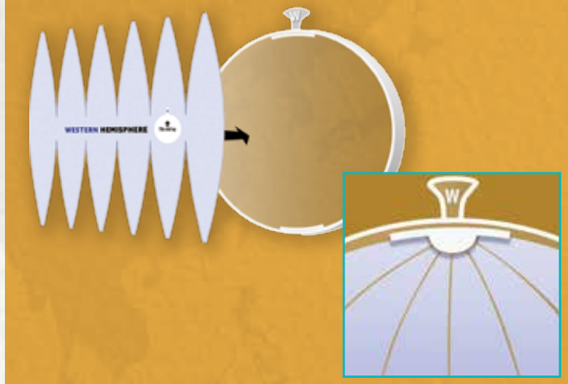
Secure 2 Standees onto each of the Globe Feet. Connect your 2 Globe feet together.



Fit the Globe Ring over the feet. Rotate the ring to secure it in place.

GLOBE ASSEMBLY

Take 2 Globe halves, 1 marked with an "E" inside the handle, and another marked with a "W." Take a map of the Eastern hemisphere and a map of the Western hemisphere.



Fit the Eastern hemisphere map into the Globe half marked with an "E." Fit the Western hemisphere map into the Globe half marked with a "W." Make sure the North Pole is aligned with the handle of the Globe.



Snap the Globe halves together and place the Globe in the Stand.

SETUP

A Choose or randomly select 2 **Global Objectives** and place them face-up in the center of the table.

B Shuffle the **Destination Cards**. Place the deck in the center of the table. Draw 3 cards and place them in a row next to the deck.

C Each player takes a **Passport**, **Wet-Erase Marker**, **Globe**, and **Stand.** On your Globe, draw the Spring icon around the Destination shown on the left card, the Summer icon around the middle Destination, and the Fall icon around the right Destination. These are your starting Destinations for each trip. *Refer to the coordinates on the tops of the Destination cards to help locate them on the Globe.*



D If playing with **1-2 players**, place the 3 **Festival Tokens** below the Destination Cards as shown. Each player takes a **Festival Tile**.

If playing with **3-4 players**, place a **Travel Companion Tile** between each pair of neighboring players. The Festival Tokens are not used in a 3-4 player game.

E Fan out the **Bucket List Cards** face-down. Each player takes 1 Spring, 1 Summer, and 1 Fall card. Return the remaining cards to the box. Place your Bucket List Cards face-up in front of you.

F Have a damp paper towel nearby to erase markings. At the end of the game, erase markings on the Globe, Stands, tiles, Passports, and cards.

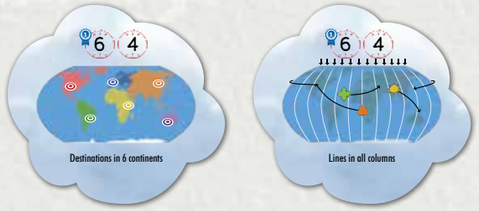
Setup for Experienced Players:

After you become familiar with the game, you may increase the complexity by changing the number of Bucket List Cards dealt to each player. Shuffle all 3 Bucket List decks together and deal cards according to the desired complexity level:

	1st Time Flyer	*Light Traveler*	*Tourist*	*Frequent Flyer*	*Globetrotter*
Cards per player:	3	4	5	6	7

Then draft the Bucket List Cards: Each player keeps 1 card and passes the other cards to the left. Once everyone has chosen a card, pick up the cards that were passed to you. Repeat until all cards have been chosen. You may have any number of cards in each season. Group your cards by season to help you organize your trips.

A Global Objectives *(x6)*





B Destination Cards *(x36)*

D Festival Tokens *(x3)*
For 1-2 Player Games only

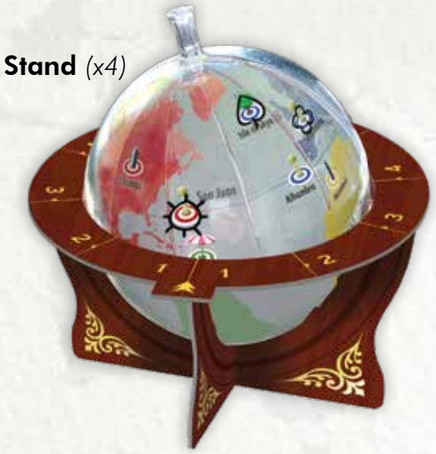
C Passport *(x4)*



Wet-Erase Marker *(x4)*



Globe & Stand *(x4)*



D Festival / Travel Companion Tiles *(x4)*



E Bucket List Cards *(x48)*



Spring *Summer* *Fall*

HOW TO PLAY

In this game you are planning 3 trips that you will take over the next year in Spring, Summer, and Fall. Each turn, perform the 3 steps shown below. The game ends after 9 turns, indicated when all 9 flights are recorded in your Passport.

STEP 1: Check Available Flights

Draw 3 Destinations from the deck and place them face-up on top of the previous Destinations.

STEP 2: Book Your Flight

Each player simultaneously chooses 1 of the 3 Destinations (Multiple players may pick the same Destination) and **choose a season (Spring, Summer, or Fall) to fly to that Destination**. Align the Globe so that the Globe Ring's gold arrow points to the center of the last Destination on the trip of your choice, and the new Destination is positioned along the edge of the Globe Ring. Draw a line along the Globe Ring to connect them. Finally, draw an arrowhead ➔ pointed at the new Destination.

Clarifications:

- A trip may have any number of Destinations.
- You may plan trips in any order. *For example, you could add a Destination to your Fall trip, then next turn your Summer trip, and later continue your Fall trip.*
- You must take the shortest path to the Destination; you cannot take the longer path around the Globe.

STEP 3: Pay Airfare

Note the airfare cost on the Globe Ring. Secretly write this cost in the next open box on your Passport. Then stand your Passport upright so that other players cannot see it. Players will be rewarded at the end of the game for spending less than other players.

Clarification:

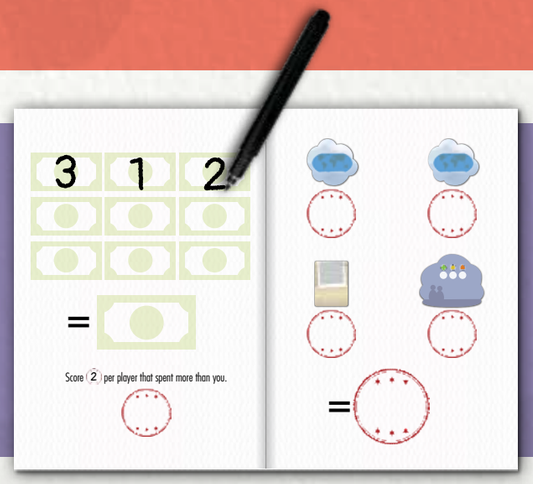
- If the center dot of the new Destination falls exactly on the line between 2 costs, use the higher cost.

EXAMPLE



Jonah chooses to add Santiago to his Summer trip. So, he lines up the last Destination on his Summer trip, Tobago, with the gold arrow and draws a line from Tobago along the edge of the Globe ring to the new Destination in Santiago.

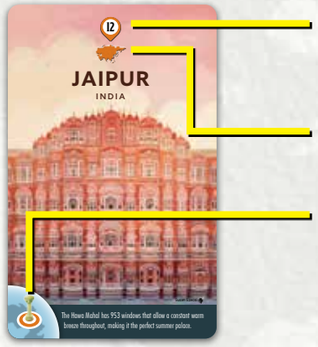




The flight to Marrakech costs Jonah 2 so he writes a "2" on his Passport.

DESTINATION CARDS

Each round you will add a Destination to 1 of your 3 trips. Try to pick Destinations that fulfill your goals.



Coordinates: This shows the column and row on the Globe where you can find the Destination.

Continent: Each Destination belongs to 1 of 6 continents. Continents matter for certain scoring objectives.

Type: Each Destination is categorized as 1 of the 4 Destination Types. Types matter for certain scoring objectives.


Historic


Nature


Resort


Urban

BUCKET LIST CARDS

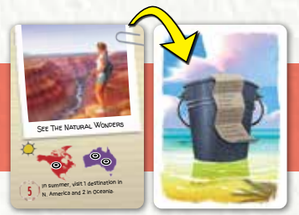
Your Bucket List Cards are a set of personal goals. They are scored at the end of the game. The starting Destinations count toward completing these goals.



Season: The goal must be completed in the indicated season (Spring, Summer, or Fall) in order to score the card.

Goal: Do this to score the card.

Fulfillment Points: This shows how many Fulfillment Points you will score if completed.



When you complete a Bucket List goal, you may flip the card face-down. This can help clear some head space so you can focus on your incomplete goals.

The cards are wet-erasable, so feel free to take notes or track your progress on the cards. Make sure to erase your notes at the end of the game.

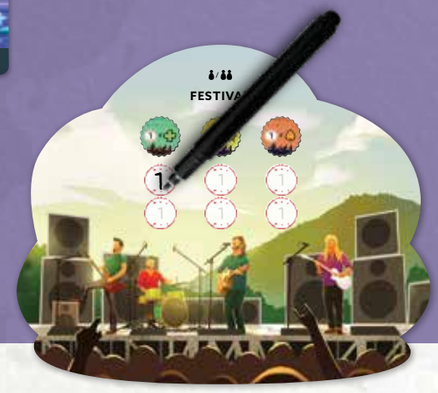


FESTIVALS

If playing with 1-2 players, place the 3 Festival Tokens below the Destination Cards as shown. Each player picks a Festival Tile. Whenever you visit the left destination in Spring, the center in Summer, or the right in Fall, write a "1" on your Festival tile under the corresponding season. You can score a maximum of 2 Festivals per season.



Jonah chooses to visit the left destination (Cat Island) in Spring, so he writes a "1" in Spring column.



TRAVEL COMPANIONS

If playing with 3 or more players, place a Travel Companion Tile between neighboring players. You share the tile with the player on your left and another tile with the player on your right. When both you and a neighbor choose the **same Destination** in the **same season**, write a "1" under the corresponding season. You can only score each season once with each of your neighbors.

Will and Charlotte both decide to go to Cat Island in Fall. They write a "1" under the Fall icon.



GLOBAL OBJECTIVES

At the end of a turn, if you achieved a Global Objective show your Globe to prove it. The first player to achieve a Global Objective writes a "6" in the corresponding score space in their Passport. Then, cross out the 6-point space on the Global Objective Tile. Afterwards, any player who achieves this objective scores 4 Fulfillment Points.

Clarifications:

- If multiple players achieve it on the same turn, they all score 6 Fulfillment Points.
- The starting Destinations count toward completing Global Objectives.
- You can score each Global Objective once.

Will has Destinations in 6 continents. He is the first to achieve this Global Objective. He crosses out the 6 on the Global Objective Tile and writes a "6" on his Passport.

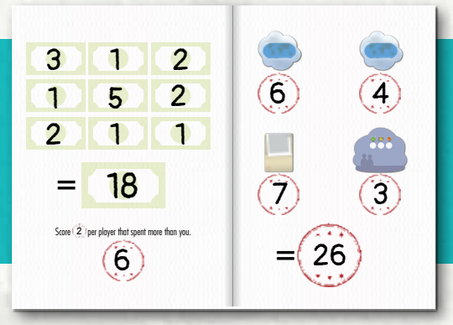




GAME END & SCORING

The game ends after 9 turns, signified when the players have logged all 9 flights in their Passports. Add up your total airfare and reveal your Passport. Score 2 Fulfillment Points for each player that spent more than you (Players that tied with you did not spend more than you.).

Add up your Fulfillment Points from airfare, completed Global Objectives, Bucket List Cards, and Travel Companions / Festivals. The player with the most Fulfillment Points wins. If tied, the player with lower airfare costs wins. If still tied, the tied players share victory.



SOLO MODE

In a solo game you play against an automated player, Abby. Follow all standard rules with these changes:

Setup for Experienced Players:

If you would like to play with increased complexity, do the following instead of the Bucket List Card draft: Draw 3 cards, keep 1 and discard the rest. Repeat until you have the desired number of cards.

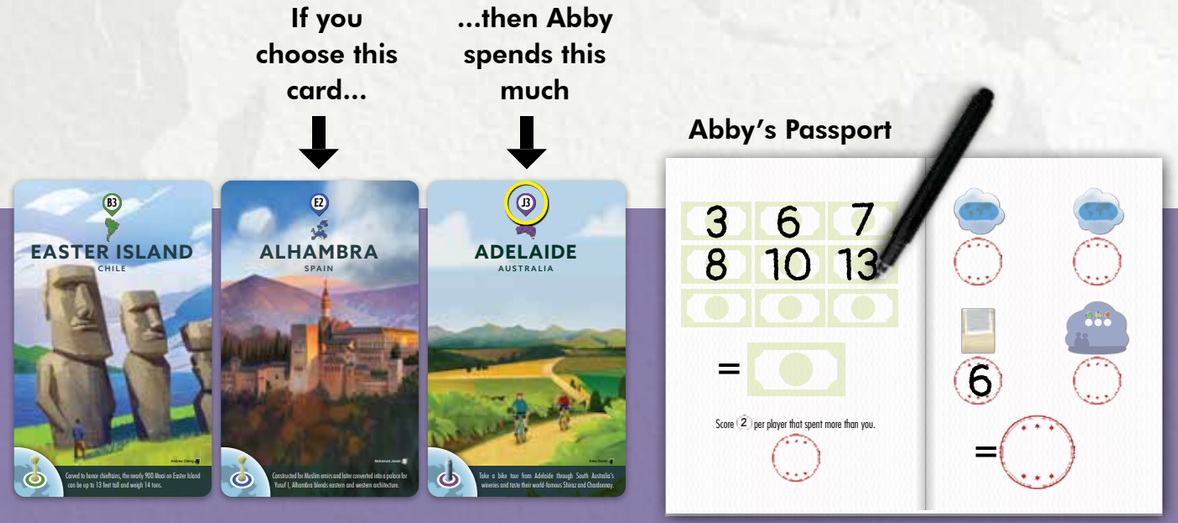
Abby Setup:

Abby gets a Passport. She does not use any other components.

Abby Scoring:

Abby scores 2 Fulfillment Points for every Bucket List Card you started with. Abby scores 3 Fulfillment Points for Festivals. On turn 6, Abby scores both Global Objectives.

Abby's airfare equals the coordinate number on the card to the right of your chosen Destination. If you choose the rightmost Destination, then Abby "wraps around" and uses the leftmost card. Instead of writing the cost of each individual flight, write the running total cost in your Passport and Abby's Passport (so that it's easy to see who has spent more). Abby scores 2 Fulfillment Points if she has spent less than you at the end of the game.



You choose Alhambra, so Abby flies to the Destination to its right, Adelaide, which has coordinates "J***3***," so Abby spends 3 and adds it to her running total airfare on her Passport.



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