TREKKING THE WORLD

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-Game Components-



1 Map board



1 Bag



48 Destination cards



5 Trekkers



5 Suitcase mats



5 Player Aid cards



1 Score pad



12 Journey cards

(6 A cards and 6 B cards)



75 Trek cards

(5 icon suits, each suit contains 7 "1s", 5 "2s", and 3 "3s")



48 Souvenir cubes

(12 of each color)



10 Region Bonus tokens

(Valued 2-6. 2 of each value.)



30 VP tokens

(18 3VP, 12 5VP)



4 Most Souvenirs tiles

Object of the Game

Welcome to *Trekking the World* - a friendly competition where you and your friends will race to visit the world's most popular destinations. To win, prove you're the most experienced traveler by expertly moving around the map and **scoring Victory Points (VP)**.



A **golden compass** indicates Victory Points. Collect these wherever you can.

You'll find them on:



Destination cards

Visit places shown on Destination cards and then "Take a Tour" to experience their wonder and history. Destination cards will earn you a lot of Victory Points.



Victory Point tokens

Touring some Destinations will earn you an additional 3 or 5 Victory Point token. Some Journey cards also give Victory Point tokens.



Your Suitcase

As you travel around the map you will collect Souvenir cubes, which are kept in your suitcase. Collecting sets of different color Souvenirs will earn you Victory Points.



Most Souvenirs tiles

Collecting enough Souvenir cubes of any one color can earn you the matching Most Souvenirs tile, which is worth Victory Points.



Region Bonus tokens

Collecting the last Souvenir from a region lets you collect a Region Bonus token. Each Region Bonus token you collect is kept secret and is worth between 2 and 6 Victory Points.

Setup

1. Place the Map board in the center of the play area.

2. Each player takes one Trekker and one Suitcase mat in their chosen color. Place your Suitcase in front of you and make sure it is flipped to the correct side based on your player count:

   For 2 Players: 

   For 3-5 Players: 

   Return any unclaimed Trekkers and Suitcases to the box.

   The player who most recently went to an airport is **first player**. They begin by placing their Trekker on any Airport location, and all other players follow suit clockwise (only one Trekker per Airport). Then, setup resumes.

3. Return some Souvenir cubes to the box based on player count:

   2 Players: Return three of each color.

   3 Players: Return two red, two blue, three yellow, and three white.

   4 & 5 Players: Return no cubes.

   Put all the remaining cubes in the bag and mix them thoroughly. For each Destination location on the map, randomly draw one cube out of the bag and place it on that location, with the following exceptions:

   Do not place cubes on Airport locations.

   For 2 Players: Do not place cubes on the 3+ or 4+ locations.

   For 3 Players: Do not place cubes on the 4+ locations.

   Once the bag is empty, return it to the game box.

4. Place the four Most Souvenirs tiles near the map and flip them to the correct side based on your player count:

   For 2 Players: 

   For 3-5 Players: 

5. Shuffle all 10 Region Bonus tokens, and randomly select six of them (keeping their value secret). Place one of these Region Bonus tokens face down on the Region Bonus space for each of the colored regions on the map. Return the remaining unused Region Bonus tokens to the box.

6. Shuffle all the Destination cards and place them as a deck near the board, text-side up. Take the top four Destination cards and place them art-side up in a row to the right of this deck.

7. Remove the small tray that holds all the 3VP and 5VP tokens from the box. Place it above the face up Destination cards so that the 5VP tokens sit above the rightmost card, and the 3VP tokens sit above the second rightmost card.

8. Determine which Journey cards to use this game. If this is your first game, we recommend using the cards **A: *Exchange Rate*** and **B: *Catch Me If You Can***. Place these cards face up in their designated spots on the map.

   Otherwise, you may **randomly** pick an **A** card and a **B** card and place them face up in their designated spots. Return all unused Journey cards to the game box.

9. Shuffle the Trek card deck and **deal three cards to each player**. Trek cards in a player's hand are kept secret from other players. Place the remaining Trek cards face down as a deck near the board. Take the top four Trek cards and place them face up near the deck. Save some room for a discard pile.

You are now ready to play *Trekking the World!*



The layout above represents a four-player game.

Gameplay

Beginning with the **first player** and proceeding clockwise around the table, each player takes a turn, one at a time until the game ends. Each of your turns has the following phases that must be completed in order:

Optional: Start of turn **Fly** action (if at an Airport).

① Move

If able, you **must** discard at least one Trek card to move to another location.

② Choose

Choose one action to perform:

- Draw two
- Take a Tour
- Journey

About Trek cards

Trek cards are the currency of the game and represent your ability to move across the map and experience the sights at each Destination. Every Trek card has two different pieces of information:



The Trek card pictured can only be used as a camera icon **or** *to move a distance of 2. It is not worth two camera icons.*

ICON:
For **Take a Tour** and **Journey**

The icon is used to Take a Tour and to activate Journey cards. Each Trek card has only one type of icon.

NUMBER:
For **moving** around the map

The number is used to move your Trekker to locations on the map.

Important: The number is NOT the quantity of icons on the card. A Trek card is always worth a single icon. During the game, players must decide how they will use their Trek cards: either for the number value to move, or for the icon to Take a Tour or activate a Journey card.

Start of Turn - Fly



There are six Airport locations on the map. Players begin the game at these Airports and may also visit them during the game.

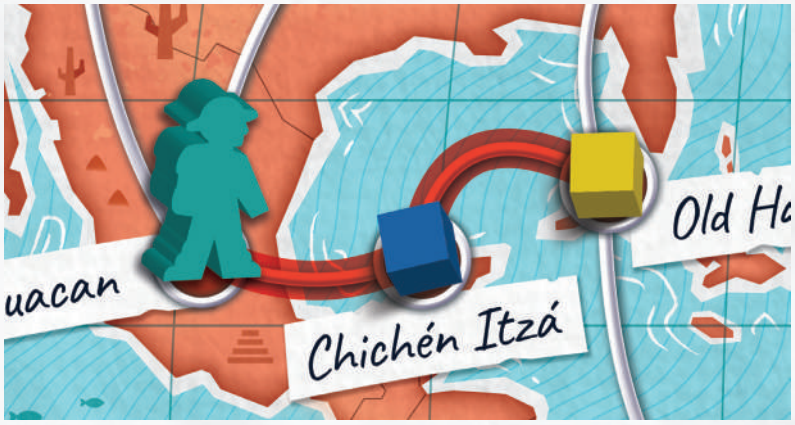
If you begin your turn occupying one of these Airport locations, you are eligible to take the special action **FLY: you may pick up your Trekker and place it on any unoccupied Airport location.**

This Fly action may **only** happen at the beginning of your turn, before other actions are taken. You must still perform a Move action.

① Move

If able, you MUST move your Trekker to another location every turn. If you have no Trek cards or are blocked from moving anywhere, skip this phase. Follow these steps when moving:

1. Announce the location to which you are moving.



George wants to move to Old Havana. He announces which connections he will use to get to his destination.

2. Play one or more Trek cards from your hand with a combined value that EXACTLY equals the number of connections separating you from the location you are moving to. Discard these cards.



If you are moving a distance of 2, you could use a "2" Trek card, or two "1" Trek cards. You could not use a "3" Trek card, because it is more than the distance of 2.

3. Move your Trekker to the new location. If there is a Souvenir cube at that location, collect it.

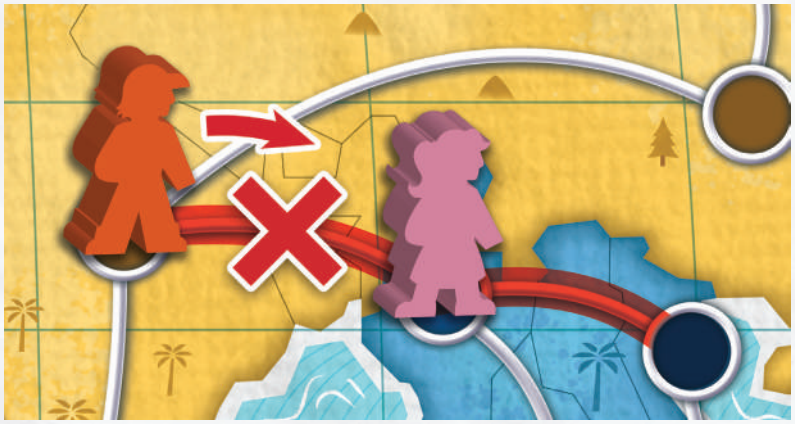


George collects the yellow Souvenir cube when he arrives at Old Havana.

During your move, you may pass through several locations while traveling to your new location (you do not stop at each one). However, **you only collect the Souvenir at the location where you end your move** (if available).

Always follow these rules when taking a move action:

- You may NOT use a single connection more than once in a move.
- You may NOT move through or land on any location occupied by another player; they block the route entirely. This includes Airports.



Tim wants to move to Ha Long Bay but can't because Sheila blocks his path.

- The Airport locations act as an intersection between connections in the same way that all other locations do.
- Locations marked 3+ and 4+ may be moved through and onto at any player count. They act as an intersection for connections in the same way that all other locations do.

Collecting Souvenirs:



When you collect a Souvenir cube, place it in your suitcase in the leftmost open slot that matches the Souvenir's color. If you fill all of the single slots, all additional cubes you collect go in the long slot furthest to the right.

The ★ in every second slot indicates the minimum number of cubes of that color you must collect before you are eligible to claim the Most Souvenirs tile.

Claiming a Most Souvenirs tile:



If you have the most Souvenirs of a type (**and at least 2**), take the Most Souvenirs tile for that Souvenir type and keep it in front of you.

Later in the game, **if another player collects more Souvenirs than you of that type**, they take the Most Souvenirs tile from you.

Example: George takes the Most Crafts tile when he collects his second yellow cube. Later in the game, Liz collects her third yellow Souvenir, surpassing George's collection of two. Liz takes the Most Crafts tile away from George.

Collecting a Region Bonus:

If you collect the last Souvenir from one of the map's six separate colored regions, you also claim that Region's Bonus token. Take the Region Bonus token and place it face down near your suitcase (you may look at it, but keep it secret from other players).



There is only one Souvenir remaining in the North American region. George picks it up on his turn. For doing so he also gets to collect North America's Region Bonus token.

② Choose

After you complete the move phase of your turn, you then must choose one of the following actions to take:

Draw two, Take a Tour, or Journey

Draw two

Draw two Trek cards and add them to your hand. You may take these cards either from the face up Trek cards or you may draw from the top of the Trek card deck. If you draw a face up card, immediately refill its empty spot by taking the top card of the Trek card deck and placing it face up there. There should always be four face up Trek cards to choose from. If the deck is ever depleted, re-shuffle all the discarded cards and refresh the deck. There is no hand size limit.



Take a Tour

To Take a Tour of one of the face up Destination cards, your Trekker must be at the corresponding location on the map, and you must play Trek cards from your hand with icons that match the icons shown on the Destination card *(remember, the numbers on Trek cards don't matter when you Take a Tour)*. Discard these Trek cards, and then take the Destination card and place it near your suitcase.



Destination cards in the rightmost and second rightmost spots in the row are considered *"Must-See Destinations"* and award the player who Tours them additional VP tokens. When you take a Destination card from the rightmost spot, also take a 5VP token. When you take a Destination card from the second rightmost spot, also take a 3VP token. Place taken VP toke ns near your Suitcase. If the 5VP tokens run out, move the remaining 3VP tokens over to take their place above the rightmost card. If either of the 5VP or 3VP token piles are depleted, no more of that VP token type can be collected this game.



After any Destination card is taken, slide the remaining Destination cards over to occupy the three rightmost spots in the row, keeping them in the same order. Then, take the top card of the Destination card deck and place it face up on the leftmost spot in the row. There should always be four face up Destination cards.



After a Tour is Taken, all remaining face up Destination cards shift right.



Then, the top card of the Destination deck flips to fill the last slot.

Journey

Taking this action allows you to activate one of the available Journey cards. To activate a Journey card, you must play two Trek cards from your hand with matching icons. The number values of these Trek cards do not matter. Discard these two cards, then perform the actions described on one of the Journey cards.



** Two of the same icon/color Trek cards*



Liz plays and discards a pair of camera icon Trek cards to use the actions on the ***Catch Me If You Can*** *Journey card.*

The actions listed on a Journey card are performed top to bottom. However, if you can't perform one of the actions listed, or choose not to, you may skip it. Do not take the Journey cards. They are kept face up in their slots for the entire game. Any player may activate the same Journey card as another player. Additionally, a player can activate the same Journey card multiple times throughout the game.

Journey card clarifications:

Move up to *X***:** You may move across any number of connections up to *X*, or choose not to move at all. Do not play or discard any Trek cards for this movement.

Move to any Airport: Place your Trekker on any unoccupied Airport.

Draw *X* **cards from the deck:** Take *X* Trek cards from the top of the Trek card deck.

Take a Tour for *X* **less:** Perform a Take a Tour action but ignore *X* number of icons of your choice on the Destination card. Play and discard Trek cards of any remaining icons as normal.

Gain (3)**:** Take one 3VP token.

A Bumpy Ride: When this Journey card's ability is used, the cube selected is moved to a slot in a different colored row, and it exclusively becomes that color of Souvenir for the remainder of the game (unless it is moved again). Cubes moved this way do not also retain their original color for the purposes of resolving who controls a Most Souvenirs tile.

End of the Game

The end of the game can be triggered in two different ways:

- 5 of the 6 Region Bonus tokens are claimed.
- A player Tours their fifth Destination card.

When one of these two things happen, the player who triggered the end finishes their turn and the game ends.

Final Scoring

Players reveal any face down cards or tokens they have. Then, use the Score pad to help calculate final player scores.
Players are awarded Victory Points for the following:

- **Most Souvenirs tiles collected**
- **Region Bonus tokens collected**
- **Victory Point tokens collected**
- **Destination cards Toured**
- **Souvenir Sets collected in your Suitcase**
  One complete "set" of Souvenirs is four cubes, one of each color. You can score a maximum of four sets in the game; however, more cubes may always be collected. Only score the Victory Points under the rightmost full set of Souvenirs in your suitcase (do not add up points from your other sets).

Sheila collected three complete sets of Souvenirs. At the end of the game she receives 17 Victory Points for his collection.



The player with the most Victory Points is declared the winner!
If any players are tied for the most points, the player with the most Souvenirs breaks this tie. If there is also a tie for most Souvenirs, then these players share the victory.

Credits

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A History of "Trekking"



Back in the late 2000s, the Binkele family created a game called ***Trekking the National Parks,*** which was inspired by their love of visiting the American national parks. The game would go on to sell many thousands of copies and inspire new generations to explore the national parks.

You can learn more about *Trekking the National Parks* at:
trektheparks.com

Trekking the World is the spiritual successor of that game. It reimplements the original game rules in creative new ways we hope will challenge and delight our players. We also hope this game sparks a desire to trek our incredible world and learn about its many beautiful cultures and environments.

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