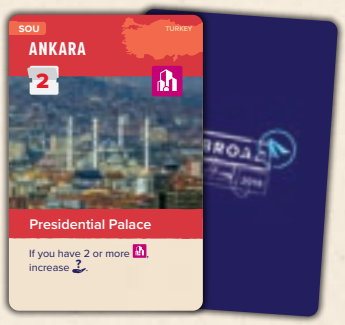
ABROAD 2019

Game by Rodrigo Rego and Danilo Valente
Graphic Design by Christian Schupp

For 1–5 travelers, ages 12 and up, who want to visit Europe in about 90 minutes.

Components



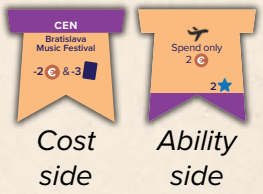
240 Location cards



46 Postcard cards

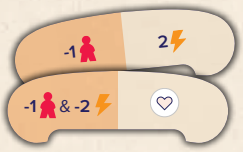


20 Bucket List tiles (double-sided)



Cost side *Ability side*

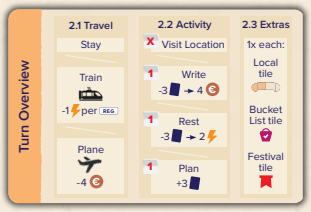
40 Festival tiles (4 per region)



10 Local tiles



1 First Player token



5 Overview cards



50 Coins



30 Energy



30 Excitement



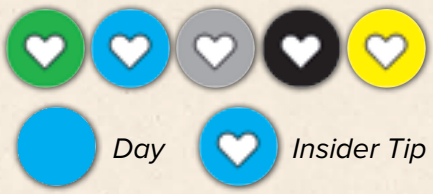
30 Locals



2 Scoring Bonus tokens



5 Pawns (1 per player)



Day *Insider Tip*

140 Day discs with Insider Tip side (28 per player)



5 Scoring discs (1 per player)



1 Map

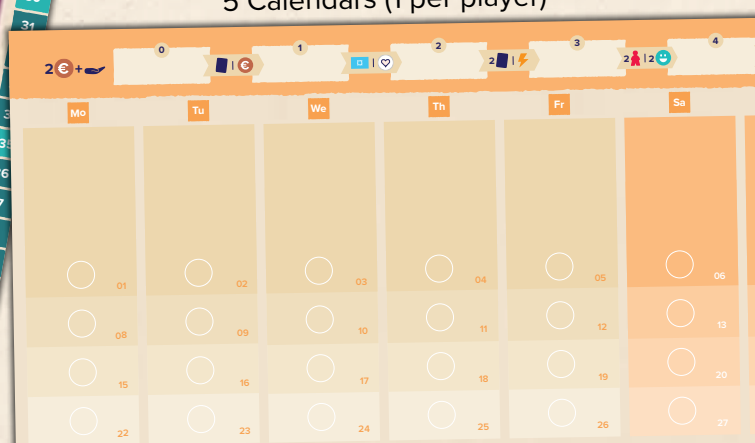


10 Multiplier tiles



1 Suitcase

5 Calendars (1 per player)



Game Overview

You've always wanted to travel the world and now's your chance to do it for a living! A position has just opened up for a prestigious travel guide publisher and you have four weeks to travel Europe and prove you're the right person for the job. Visit stunning locations, meet locals, get insider tips and collect postcards from famous attractions. If you plan well, you can attend incredible festivals and even fulfill all the adventures on your bucket list. Now's your chance to have a spectacular voyage and land your dream job!

General Setup

Find the setup and rules for the Solo game on the extra sheet.

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

2 Put the Suitcase on the first space of the Regions track.

3 Shuffle the Postcards and place them face down next to the Map to form the Postcard deck.

4 Shuffle the Locations and place them face down next to the Map to form the Location deck. *Feel free to split the deck into separate piles to avoid it tipping over.*

5 Randomly pick 1 side per Bucket List and then place both with the same side in their region, with the tile worth 5 ★ stacked on top.
For your first game, use 5 Bucket Lists with side A and 5 with side B.

For a 2-player game: Place 2 Day discs of an unused neutral color in each region. Flip 1 Day disc in each region to its Insider Tip symbol ♡.

6 Place all Coins €, Energy ⚡, Excitement ☺, Locals, and Multiplier tiles as the general supply within reach of all players.

7 Place 1 random Local tile in each region on the Map above their 3-letter acronym.

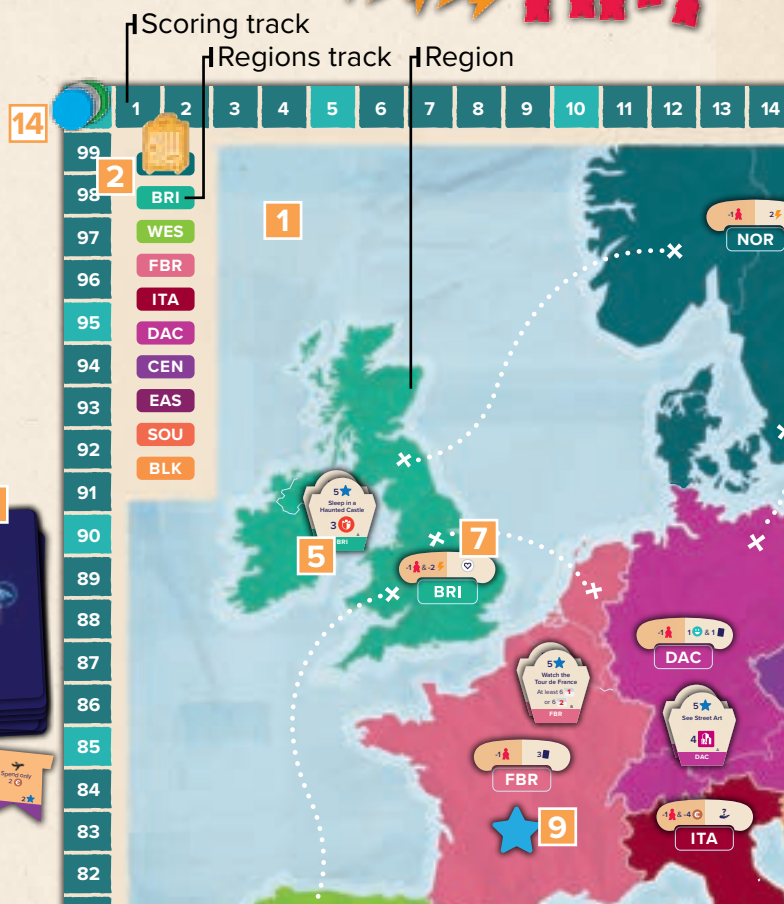
8 Give the First Player token to the player who needs a vacation the most.

9 Place the Scoring Bonus tokens in 2 randomly chosen regions.

For your first game, skip step 10, leaving all Festival tiles in the game box. Add them in for the full game experience after you've played the game at least once.

10 Return all Festival tiles matching the 2 regions where the Scoring Bonus tokens were placed to the game box. For the remaining 8 regions, set aside a number of the indicated Festival tiles equal to the player count minus 1 (e.g., in a 3 player game, 2 tiles per region). For Week 1, randomly choose Festival tiles for 2 different regions and place one of each in their region with the cost side face up. Keep the remaining Festival tiles for those regions with the ability side face up next to the Map for ease of reference. Put the Festival tiles for other 6 regions aside for now.





Personal Setup

11 Place a Calendar in front of yourself.

12 Place 1 Energy, 1 Coin, 1 Excitement, and 1 Local on the "0" space of your Income track at the top of your Calendar. These 4 markers are your resource markers.

13 Choose a color. Take the 28 Day discs of your color and place them in the 28 spots of your Calendar with the Insider Tip symbol face down.

14 Place your Scoring disc on the "0" space of the Scoring track.

15 Place your Pawn, 4 Coin, 2 Energy, 1 Local, and 1 Excitement into your personal supply.

Resources (Coin, Energy, Excitement, Local) are not limited in this game. If you run out, use the Multiplier tiles or a suitable substitute.

16 Draw 7 Locations into your hand. Don't show them to the other players.

17 Draw 3 Postcards. Choose 1 to keep secretly. Return the other 2 to the bottom of the Postcard deck.

For your first game just draw 1 Postcard and keep it.

Anatomy of a Location

Days: How long it takes to visit.

Region: Your Pawn must be in this region to visit this Location.



Tag: Locations have 1 to 4 Tags. They are used to complete Bucket Lists and game effects.

Each square Tag appears on 21% of Locations.

Each round Tag appears on 13% of Locations.

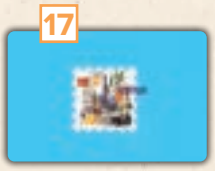
Weekday special: Extra effect if placed on this weekday.

Effect: Immediate action you may take once when you place this Location.

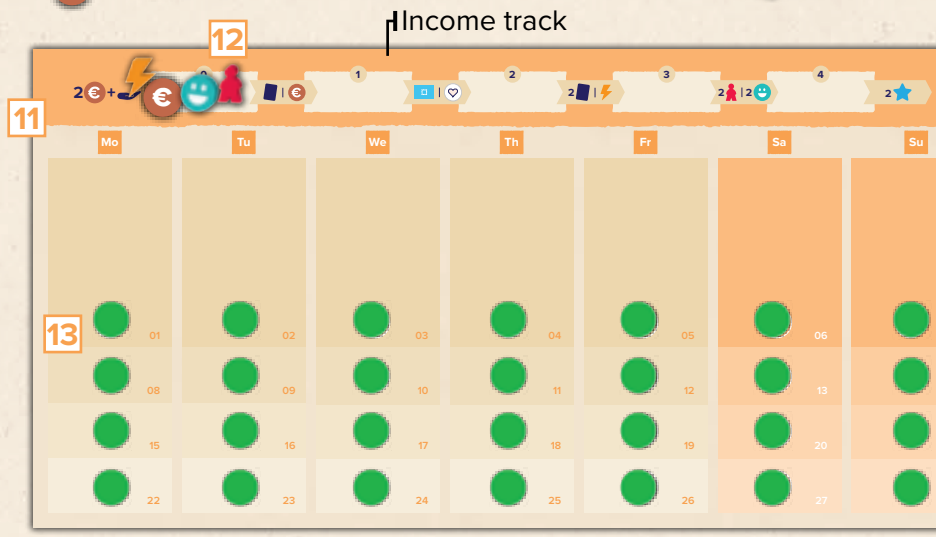
An overview for Regions and Tags can be found on the last page of this rulebook.











Gameplay

Abroad is played over 4 rounds.
A round represents 1 week of travel.

Each week has the following 7 phases:

1. **Draw Locations**
2. **Play Week**
3. **Region Scoring**
4. **Refresh Festivals** ***(only in the full game)***
5. **Income**
6. **Discard Locations (except in week 4)**
7. **First Player Change (except in week 4)**

Gameplay terms

Gain: Comes from the general supply.

Spend: Comes from your personal supply.

Gain ★: Advance your Scoring disc 1 space on the Scoring track.

Discard ▮: Comes from your hand.

Reveal: Draw and show the indicated number of cards. Put them onto the discarded ▮ immediately after resolving the effects of the card that caused the reveal.

1. Draw Locations – until 7 ▮

Each player draws Locations ▮ until they have 7 in hand.

If the Location deck runs out, shuffle the discarded ▮ into a new deck.

2. Play Week – 2.1 > 2.2 > 2.3

Starting with the player who has the First Player token and going clockwise, players take turns.

On your turn, perform 2.1 Travel, 2.2 Activity, and 2.3 Extras **in that order**.

If it is your turn but you have no more Day discs available in the current week, you are skipped.

Phase 2 ends when all players have no remaining Day discs in the current week.

It is possible that some players use up all of their Day discs of the week, while others still have Day discs left to play.

2.1. Travel

Choose 1 of the following 3 options:

Airplane: Spend 4 €, then move your Pawn to any region of your choice.

Train: Spend 1 ⚡ to move your Pawn to an adjacent region.

Repeat this step (spend + move) as many times as you like.

Adjacent regions are those that share a border and are a different color or are connected by a dotted line.

Stay: Leave your Pawn where you are if you do not want to travel or cannot pay the cost.

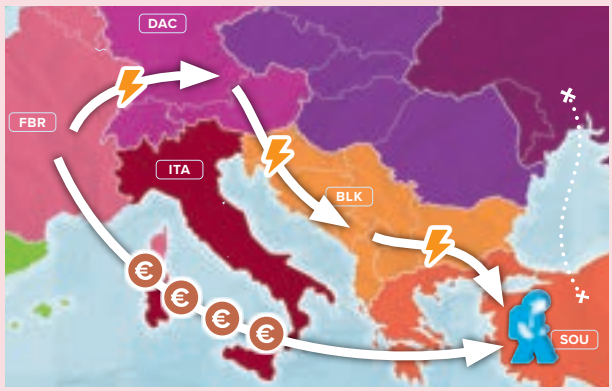
On your first turn of the game: Place your Pawn for free in a region of your choice.

Travel Example

Blue wants to travel from FBR *to* SOU.

By ✈, they would spend 4 €.

By 🚆, they would spend 3 ⚡, since the shortest route enters 3 regions:
(> DAC *or* ITA *>* BLK *>* SOU*).*



2.2. Activity

Resolve 1 of the following 4 types of Activities, spending as many Days as its cost (marked by a X).

For each Day you spend, place this week's leftmost Day disc from your Calendar to the region where your Pawn is.

You cannot spend more Days than you have remaining in your current week.

A. Visit Location: You can **only** visit Locations that **match** your Pawn's region.

Play a Location from your hand, spending as many Days as indicated on the card. Then place the Location on the last spent Day of your Calendar.

You can reduce the Day cost of a Location by spending 😀. Each 😀 spent reduces the Day cost by 1, down to a minimum of 1.

> **! You cannot reduce a Location's Day cost using 😀 gained from it.**

Then, in any order, resolve that Location's effect and, if applicable, its Weekday special. You only resolve a Location's Weekday special if it was placed on the indicated weekday of the Calendar.

Some effects require you to spend resources or to have a number of Tags among the Locations in your Calendar. You may still visit a Location even if you cannot or don't want to use its effects.

> **! Tags on a Location can count towards its own requirement.**

Visit Location Example

Blue traveled to DAC *and wants to visit a Location there. They must choose between Heidelberg and Vienna, since these are the only Locations in the* DAC *region they have in their hand. They visit Heidelberg. This Location requires 2 Day discs, so they place 2 Day discs from their Calendar into* DAC*, alongside their Pawn. Then Blue resolves the effect of Heidelberg. They cannot use the Weekday special because the Location is being played on a Thursday, and the card shows a special on Tuesdays.*



B. Write: Spend 1 and discard 3 🂠 from your hand to gain 4 €.

C. Rest: Spend 1 and discard 3 🂠 from your hand to gain 2 ⚡.

D. Plan: Spend 1 to draw 3 🂠.

> **! Tip: For activities (B, C, D), you place a Day disc into the region where your Pawn is. Similar to activity A, but without needing to have a Location of that region.**

If you can increase your income 📈, advance the corresponding resource marker 1 space on your Income track, then choose 1 of the 2 bonuses depicted on it. If the marker is already on the "4" space, leave it there and gain 2 ★. With ❓📈, choose any 1 resource marker to increase.

Income Example

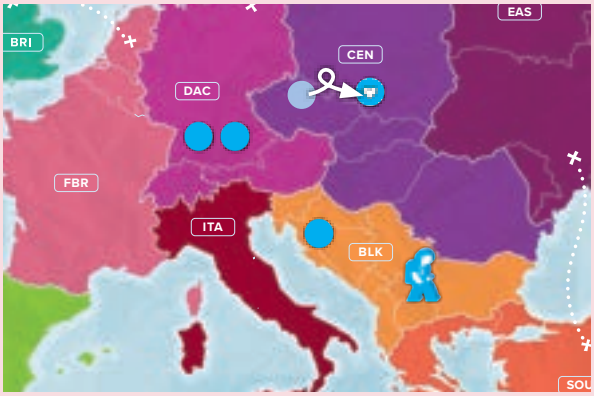
📈⚡ Blue can increase their Energy Income, so they advance their Energy marker 1 space on their Income track, and immediately choose to gain 1 € or draw 1 🂠. During the Income phase later this week, they will gain 1 ⚡ as income.



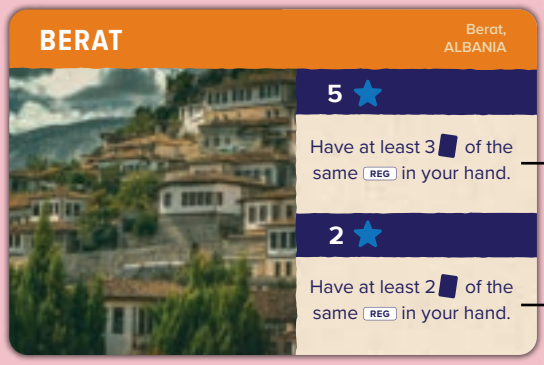
If you receive an Insider Tip ♡, flip one of your Day disc **anywhere** on the Map to its ♡ side.

Insider Tip Example

Blue received an Insider Tip and chose to flip 1 Day disc in CEN *to its ♡ side.*



If you can gain a Postcard, draw 3 from the Postcard deck, keep 1, and return the other 2 Postcards to the bottom of the deck.



Goals: If you fulfill the conditions, you gain at Game End for either the top **or** the bottom goal.

2.3. Extras

Choose **up to 3** of the following options and perform them in any order.

You may only perform each option within the region containing your Pawn.

A. Local tile:

Pay the cost (dark half) of the Local tile to use its effect (light half).

You may use the Local tile a maximum of once per turn.

Locals Example

After Blue visited Heidelberg, they chose to spend a Local to gain 1 Excitement and draw 1 Location.



B. Bucket List tile:

Check if you meet the requirements of the Bucket List tile before taking it. Take the tile with the most, place it in front of you, and gain immediately.

You may not complete a Bucket List if any of the following are true:

- You do not meet the requirements.
- You already have a from this region.
- No more exist in this region.

C. Festival tile *(only* Sa or Su*)*:

Pay the cost of the Festival tile, take it from the Map and immediately gain 2.
From now on, you have the ability shown on this. If there is a matching next to the Map, place it in this region.

You may not choose a Festival if either:

- There are Day discs on Monday-Friday in your Calendar this week.
- You already have from this region.

Festival Example

Blue spent Saturday in ITA. Because it's the weekend, they may go to the Venice Carnival, paying the cost shown on the Festival tile (discard 2 and spend 1) and gain 2. They take the Festival tile from the Map and from now on have its ability.



3. Region Scoring 1.★★✪ / 2.★

Score each region as indicated below:

- The player with **the most** ♡ in a region gains 2★, or 3★ if the region has a Scoring Bonus token.
- The player with **the second most** ♡ in a region gains 1★.

To help keep track of which region was already scored, follow the order in the Regions track, moving the Suitcase down each time you finish one.

Note that 1 ♡ is enough to win against any number of ● but no ♡.

In case of a tie for the most ♡, the player with the most ● there wins. In case of a further tie, all tied players score as normal. However, in the case of a tie for the most ♡, second place is not awarded.

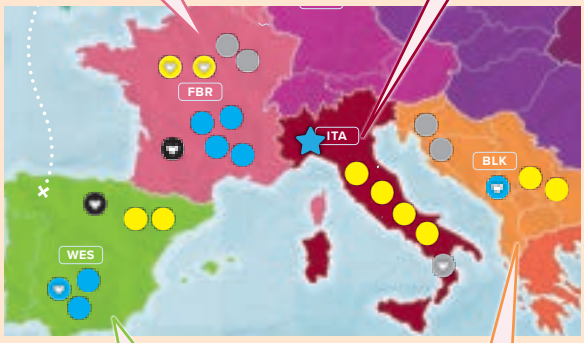
You need at least 1 ♡ in a region to gain ★ there. Regions are also scored when NO ♡ is there.

In a 2-player game:
Also consider ♡ of the neutral color when checking who has the most or the second most ♡ in a region.

Scoring Example

1 ♡ counts more than any number of ●.
Yellow: 2★
Black: 1★

Because of the Bonus Scoring token in this region whoever has most ♡ gains 3★.
Grey: 3★
Yellow: 1★



If 2 or more players have the same amount of ♡, then the number of ● breaks the tie.
Blue: 2★
Black: 1★

In case of a tie all tied players gain the corresponding ★.
Blue: 2★
Yellow: 1★
Grey: 1★

4. Refresh Festivals *(only in the full game)*

Return the remaining Festivals both from the Map, and next to the Map, to the game box.

Randomly place 2 new on their respective regions, cost side face up. Keep the remaining Festivals next to the Map, ability side face up.

5. Income

Each player gains 2 € plus as much of each resource as indicated by their Income track—that is, the number indicated on the respective resource income track.

There are no phases 6 and 7 in week 4.

6. Discard Locations – until 7 or fewer

Each player discards as many as they want, but at least down to 7.

placed on your Calendar and are NOT discarded.

You may choose to discard more than required in order to draw more in phase 1 (Draw Locations) of the next round. During phase 2 (Play Week), you may have more than 7 in your hand.

7. First Player Change

The First Player token is passed clockwise to the next player.

Game End

After the Income phase of week 4, tally up each player's final score as follows:

- Each Postcard is worth as many ★ as its highest-scoring goal completed by its player.
- Count the total number of resources (€ + + +). Gain 1★ for every 4 leftover resources.

The player with the most ★ is the winner!

If 2 or more players have the most ★, the player(s) with most and win(s).

If there is still a tie, the players share the victory!

Round structure

1. Draw Locations – until 7

2. Play Week – first 2.1, followed by 2.2, and finally 2.3

2.1 Travel

Stay / -1 per REG / -4

2.2 Activity

X Visit Location / 1 Write -3 → 4 / 1 Rest -3 → 2 / 1 Plan +3

2.3 Extras – in any order

Local tile + Bucket List tile + Sa / Su Festival tile

3. Region Scoring

1st / 2nd

4. Refresh Festivals

(only in the full game)

5. Income

6. Discard Locations until 7 or fewer

7. First Player Change

Icon-Overview

- Your Insider Tips and Day discs on the Map
- You can flip 1 Day disc anywhere on the Map
- Draw 3 Postcards, keep 1 and place the other 2 on the bottom of the deck
- Xx Location on any weekday on your Calendar
- You can increase any Income and choose 1 of the 2 bonuses
- REG Any Region

- Explore urban life
- Admire nature
- Experience history
- Enjoy delicacies
- Towers & Walls
- Cliffs & Beaches
- Art & Culture
- Religion & Spirituality
- Ice & Snow
- Party & Nightlife

NOR / EAS / SOU / WES / CEN
Position on the map of Europe

ITA
Italian Peninsula

FBR
France & Benelux Region

BLK
Balkans

BRI
British Isles

DAC
DACH-Region

Credits:

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Development: Julian Steindorfer, Roman Rybiczka
Graphic Design: Christian Schupp
Layout: atelier198
English version: Pedro Latro, Tyler Brown, Karol Mandel, Chevee Dodd
The designers want to especially thank:
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Solo Game — Against the Bot

Set-up

Perform the general setup as in a 2-player game (including the modification with 2 Day discs of an unused neutral color in each region) and your personal setup.

Take 1 unused Calendar (from now on, the Bot Calendar) and place all 28 Day discs of one unused color on it. Then turn over all Day discs that are on a Monday, Thursday, or Sunday to their Insider Tip symbol ♡.

At any point, if you draw VIENNA, STOCKHOLM, or LIECHTENSTEIN during solo play, discard them and draw 1 ■ for each card discarded.

Reveal 3 ■ from the Location deck and place them in a row (from now on, the Bot Row) above the Bot Calendar.

Gameplay

After each of your turns, perform the following steps:

1. You may spend 2 € or 1 ⚡ to discard Locations from the Bot Row. When you do so, either discard the leftmost one or both that and the middle one.
2. The Bot spends as many Days as you just spent in your turn. These Day discs are placed in the region of the leftmost Location in the Bot Row.

> **!** If you spend ☺ to reduce a Location´s Day cost, the Bot will also place fewer ♡.

3. Discard the leftmost Location in the Bot Row.
4. Add Locations from the Location Deck to the right of the Bot Row until there are 3 Locations again.

Region Scoring

You score as usual in a 2-player game, but the Bot receives 4 ★ for having the most ♡ in a region, or 6 ★ if there is a Scoring Bonus token in that region.

For having the second most ♡ in a region, the Bot receives 2 ★.

Game End

After 4 rounds you gain ★ for Postcards and leftover resources as usual. If you now have more ★ than the Bot, you win!

Hard Mode

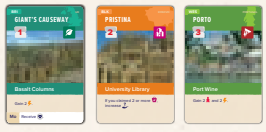
For a bigger challenge, the cost for discarding Locations from the Bot's Row increases depending on how often you do it.

0–1 times: 2 € or 1 ⚡
2–3 times: 3 € or 1 ⚡ + 1 €
4+ times: 4 € or 2 ⚡

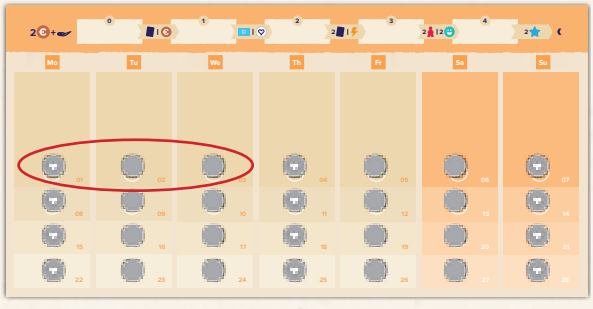
> **!** Each time you discard Locations from the Bot Row, place 1 ☺ from the supply on the Bot Calendar. This way you don't have to remember anything, you can just count them.

Solo Example

On the first turn of the game you play the Location "Black Forest", which costs 3 Days. Then, on the Bot's turn, if you don't do anything, it will place 1 ♡ and 2 ○ in BRI*. If you pay 2 € or 1 ⚡, however, you can discard 1 or 2 Locations in the Bot Row and thus place its Day discs either in* BLK *or* WES *instead.*



Bot Row



Bot Calendar

References

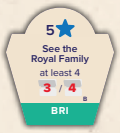
Bucket List tiles

To meet the requirements of the A-sides, you need at least as many Tags in your Calendar as are indicated on the tile.

For B-sides, see below:



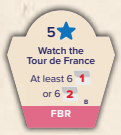
Have at least 1 in at least 7 different regions.



Have at least 4 Locations that require 3 and/or 4 Days on your Calendar. It does not matter if you have spent to spend fewer Days when you played them.



Have 12 in hand. You don't need to discard them when claiming this Bucket List tile.



Have at least 6 Locations that require 1 Day or at least 6 that require 2 Days on your Calendar. It does not matter if you have spent to spend less Days when you played them.



Have at least 4 Postcards. All 3 face-down Postcards of the "Fátima" Location count.



Have at least 6 in at least 1 same region.



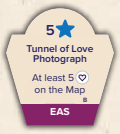
Have at least 1 resource marker on at least the "3" space of your Income track.



Have at least 3 resource markers on at least the "1" space of your Income track.



Have at least 2, 2, and 2. You don't need to spend them when claiming this Bucket List tile.



Have at least 5 on the Map. They do not have to be in the same region.

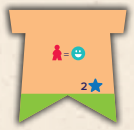
Festival tiles



If you "Write", "Rest", or "Plan", you draw 2 before. These may be used to cover the cost for "Rest" or "Write".



At Game End, gain an additional 2 for each of your where you fulfill the top goal.



You may spend as if they were and vice versa.



On your last turn of each week, after completing your turn, you may flip one of your to its in the region where your Pawn is.



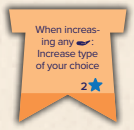
Once per turn, you may spend 2 to have a virtual Tag for that turn. You can use that Tag to fulfill effect requirements and claim Bucket Lists. However you cannot use it for Postcard goals at Game End.



You may use the Weekday special of Locations 1 Day earlier or later than what is stated on the Location. The Monday Weekday special may be resolved for the Location played on Sunday.



Spend only 2 when you travel by plane.



Every time you can increase your Income, you choose which resource Income you want to increase.



You now draw up to 9 Locations in phase 1, and discard down to 9 Locations in phase 6. When you take this tile you **don't** immediately draw Locations.



If you travel to 1 adjacent region by train, you don't spend . But as soon as you travel at least 2 REG you must still spend 1 per REG.