

Backpacking Through Europe

by Alexandros Kapidakis

Components

— 60 Cities

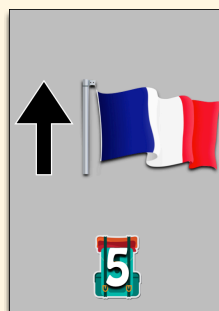
Transportations →

Country →

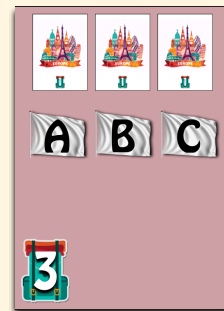


↑
Points

— 12 Challenges



Country (front)



Quick (back)

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 traveller!

Setup

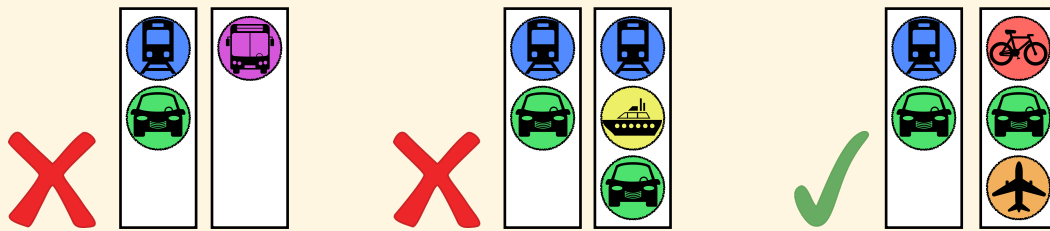
1. Shuffle the Cities, deal 5 to each player and then make a face down main deck with the rest. Reveal 5 Cities face up, creating a row.
2. Shuffle the Challenges and reveal one, with the Country side facing up.
3. Make a deck with the rest, with the Quick side facing up, and reveal two cards next to it.
4. 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 one** 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 don't have a hand limit.

At the end of your turn, you can decide if you want to end and complete your Trip. In order to complete a Trip, it **must consist of 3 to 6 Cities, and the last City must connect with the first City** of the Trip, following the normal rules.

Then, check if you can score any of the available Quick Challenges. You can score only one Quick Challenge per Trip you complete. If you do score one Quick Challenge, take the card and then refill the empty spot.

Lastly, take all the Cities of your completed Trip and place them in a scoring pile.

Important: A Trip can never consist of more than 6 Cities, and you cannot play a 6th City on your Trip that doesn't connect with the first City of your Trip.

Game end

The game ends when both players have completed three Trips. The player that completes their third Trip first will not keep taking normal turns. Instead, they will receive 1 point (take a face down City) during their turn, until the other player also completes their third Trip. Then, proceed to end scoring.

Add points from each City you visited during your three Trips. Then, add any points from scored Quick Challenges and from face down Cities (1 point each).

Lastly, determine who wins and scores the Country Challenge. In case of a tie, no player scores the points.

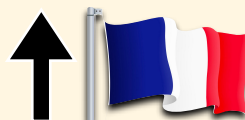
The player with the most points wins and is the best traveler! Enjoy your victory! In case of a tie, the player that visited the most Cities during the game wins.



Visit exactly two different Countries



Use exactly three different Transportations



The player who visited France the most.