

Expeditions

Around the World



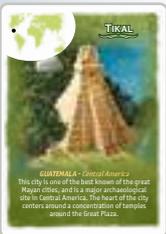
RULES OF THE GAME

GOAL OF THE GAME

Three Expeditions depart simultaneously from Northern Europe to discover unusual and unexplored Locations, new cultures, exotic animals, and magnificent landscapes. Each player participates in all three Expeditions, and tries to influence them so as to achieve their own Objectives, and thus score victory points.

CONTENTS

1 board



80 Expedition cards

135 arrows in 3 colors



40 Tickets

24 tokens in 6 colors
+ 6 large tokens



4 player aids (double sided)

SETUP AND GAME CONCEPTS

(4-player examples)

- Place the board in the middle of the table.
- The starting point in Northern Europe is the compass rose; all Expeditions will depart from this point.



- The 80 green circles are called Locations, and each has a corresponding Expedition card.



The blue squares and red stars are called Hubs, and are intermediate Spots between destinations.



Locations are connected to each other with dashed lines; these are called Paths, and are routes the Expeditions can follow, and upon which you will place arrows during the game.



1 Shuffle the Expedition cards and deal to each player:

- 12 cards (in a 2- or 3-player game)
- 9 cards (in a 4-, 5-, or 6-player game)



Keep these cards secret; these are your Objectives, the destinations the Expeditions must reach.

2 Form a deck with the rest of the cards and place it face-down near the board.

Place the top 6 cards face-up next to the deck; these 6 cards are common Objectives for all players.

Try to be the first to reach these, in addition to your personal Objectives.



4





IMPORTANT:

During setup, each common Objective must be at least 3 Paths away from the starting point. If this is not the case, place each non-compliant card on the bottom of the deck and draw a new one.

3 Each player chooses a color and takes the large token and the 4 other tokens of that color (the large token is just a reminder of your player color), as well as 3 Tickets. Return the tokens of unused colors to the box.

4 Sort the arrows by color and pile them beside the board along with the remaining Tickets.

The player who traveled abroad most recently is the First Player.

Note: There is only one card per Location (green circle) on the board. There are no cards for the Hubs (red stars and blue squares).

**PREPARATION :
MARKING KEY LOCATIONS**

Find all the Locations on the Map that are on your cards. Do this secretly; these are your Objectives for the game. You will need to guide the various Expeditions to these Locations to fulfill your Objectives.



EXPEDITION CARD ANATOMY



- 1** Name of the card (it could be the name of a city, a building, a tourist destination....)
- 2** Location on the Map
- 3** Illustration
- 4** Interesting information about the Location.



The First Player must now choose one of their Locations and place one of their tokens (not the large one) on its green circle on the board. This is a Key Location. Play now passes to the next player in clockwise order, who must choose one of their Locations and mark it with one of their tokens. Play continues like this until all players have placed all 4 of their tokens.

IMPORTANT:

Because there is only one card per Location, there can only be one token per Location. Your Key Locations must be at least 3 Paths away from the starting point (the compass rose).

Note: This process means that you must reveal 4 of your 9 (or 12, depending on the player count) Objectives.

Note: The ● symbol on a card indicates that the Location is less than 3 Paths from the starting point. You are not allowed to place a token on this Location, nor to have this Location as a common Objective during setup.

GAMEPLAY

The First Player performs an action, and then play passes to the next player in clockwise order. Play continues in this way until one of the endgame conditions is met (see p. 7).

ADVANCING EXPEDITIONS

There are 3 different Expeditions, each one a different color, and each represented by the arrows.

The Expeditions do not belong to any one player; they are shared by all players. They all start from the compass rose.

On your turn, you must advance any one Expedition.

If the Expedition you choose has not started yet (i.e. no arrows of its color are on the map), you must take an arrow of that color and place it on a Path connected to the compass rose.

Note: The term 'Spot' is used to refer to both Locations **and** Hubs.

(Example of starting an Expedition)



If the Expedition has already begun, take an arrow and place it on a Path connected to a Spot being pointed to by a previously-placed arrow of the same color. The Path may even connect Spots on different continents!

IMPORTANT:

Always extend an Expedition with an arrow of the same color.

An Expedition always continues from the last Spot it visited, meaning from the point of the last arrow placed for this Expedition.

The new arrow is not allowed to simply backtrack the previous arrow (see illustration below). All 3 Expeditions are independent, they do not interact with each other, so, the same Path might have arrows of different colors (and perhaps in different directions).

If all of the arrows of one Expedition have been placed, then you must advance one of the other Expeditions instead.



Note: There are 3 Waypoints between the left and right edges of the board, represented by red half stars, to indicate that they are two halves of the same star on the edges of the board.

This allows an Expedition to continue, for example, from the left edge of the board to the right edge. Just make sure the Expedition enters the other edge at the same “height” it left!

EXPEDITION ARRIVAL

Advancing an Expedition will result in connecting to 1 of the 3 Spots:

- If it is a Location ●, it may match an Objective in someone’s hand. If this happens, that player must announce it and place it face up in front of them (even if it’s not their turn).

If the Location had a token on it, its owner also collects the token and places it in front of them on the card.

Note: If someone notices on a later turn that an Expedition reached one of their Objectives, it’s too late; they can’t reveal their card! Instead, they must try to direct an Expedition to that Location again. Stay alert so you don’t have to do this!

If the Location matches a common Objective, the player who placed the arrow takes the Objective card and places it face up in front of them.

Then reveal a new card from the Expedition deck so there are always 6 common Objectives.

Note: A common Objective can only be claimed by advancing an Expedition. If a newly revealed card indicates a Location that has already been visited, no one can collect it until an Expedition reaches that Location again.

- If it is a blue square Hub ■, you can immediately add another arrow to any Expedition, and apply the effect of the new Spot it points to.

- If it is a red star Hub ★, collect a Ticket. This is also true for the Waypoints that connect the edges of the board.

USING TICKETS

You can use up to 2 Tickets on your turn. You can use each Ticket before and/or after you advance an Expedition.



EACH TICKET ALLOWS YOU TO PERFORM ONE OF THE FOLLOWING ADDITIONAL ACTIONS:

- **Add an additional arrow to an Expedition of your choice**

Advance any Expedition you like (same effect as the blue squares).

- **Remove the last arrow from an Expedition of your choice**

Remove the last arrow from any Expedition. If this new end of the Expedition allows someone to complete an Objective, they can announce it and place the card face up in front of them. If the new end of the Expedition now points at a blue or red Hub, take the bonus (add an arrow or collect a Ticket).

- **Swap an Expedition card**

Swap one of your Expedition cards for one from the deck.

To do this, draw 2 cards from the deck, choose 1 to keep in your hand, then tuck the other card under the deck along with the card you wish to discard from your hand.

Note: You can discard a card for a Key Location, but you must leave the token on the map Location. You can also simply discard both cards you draw, rather than discarding one that was already in your hand.

IF AN EXPEDITION ENDS IN A LOOP :

If you place an arrow that forms a loop in an Expedition, immediately place a new arrow for this Expedition from any Spot this Expedition has visited, which then becomes the new base for the rest of the Expedition, following the usual rules to advance the Expedition.

Note: It's possible that using a Ticket to remove an arrow from an Expedition causes the Expedition to end in a loop again (see p. 5).

If you form a loop by pointing to a blue square, you therefore get to place 2 additional arrows.

First place a new arrow from any Spot the Expedition has visited (because you formed a loop), then add an arrow to any Expedition (because of the blue square).

When an Expedition 'wraps' to the other edge of the board, a loop might be difficult to notice.

If the Expedition has no 'free arrowhead', there is a loop.

A free arrowhead is an arrow pointing somewhere the Expedition has not previously visited.

NOTE:

There is no limit to how many times you can cause an Expedition to end in a loop each turn.



This Expedition ends in a loop.



The Expedition 'restarts' from any Spot it has visited (here, Iguazú Falls); but it could have restarted from any other Spot the Expedition had visited, such as Angel Falls, which is not part of the loop, or the red star before it.



END OF THE GAME AND FINAL SCORING

The game ends when someone has placed the last Expedition card from their hand, or when all the arrows are on the map. Finish the round so everyone gets the same number of turns (just pass if you can't do anything on your turn).

You each count your own points:

+1 POINT for each card in front of you
(Completed Objectives)

+1 POINT per token collected
(Key Locations visited)

-1 POINT per Expedition card still in your hand

-1 POINT per token of your color still on the map

The player with the most points wins.
In the case of a tie, the tied player with the most Tickets wins.
If it's still a tie, the tied players share the victory.

CREDITS

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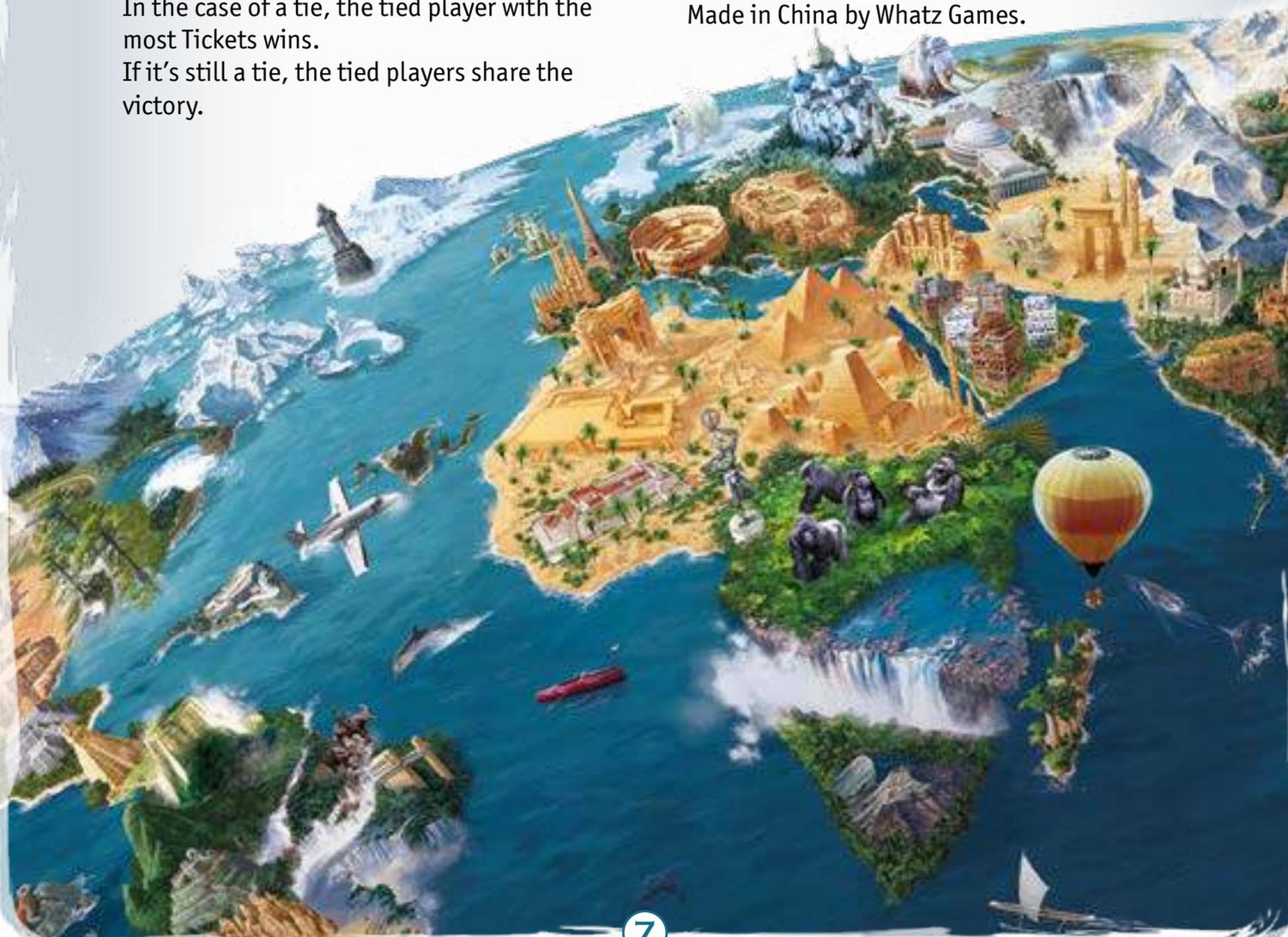
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The Super Meeple team especially thanks Simon and Bruno from Passe-Temps, who introduced us to this excellent game.

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EXAMPLE OF THE FIRST FEW TURNS

1ST TURN



Philippe is the First Player. He decides to start the yellow Expedition. He takes a yellow arrow and places it on the Path between the compass rose and Rome.

2ND TURN



It's Morgane's turn to play (after Philippe). She could continue the yellow Expedition from Rome, but she prefers to start the red Expedition. She takes a red arrow, and places it on the Path that leads to the blue square; this lets her immediately go again. She decides to continue the red Expedition, and places a new arrow from the blue square to the Caspian Sea. Morgane is happy.

3RD TURN



Anna is even happier. It's her turn to play. She decides to extend the red Expedition. She places an arrow from the Caspian Sea toward Babylon.

Because she has a token on Harappa and doesn't want to miss the opportunity to go there, she uses a Ticket to add another arrow. She places a red arrow from Babylon to Harappa.

She announces that she has achieved one of her Objectives, places the Harappa card in front of her, takes the token from the map Location, and places it on the Harappa card.



4TH TURN



It's Charles' turn. He decides to start the blue Expedition toward the blue square, which lets him add another arrow. He decides to go to Zagorsk. The Putorana Plateau is of the common Objectives.

Because he doesn't want Philippe to claim this Objective on his turn, Charles spends a Ticket to extend the blue Expedition to the Putorana Plateau.



He claims the card, places it in front of him, and reveals a new card from the deck.

5TH TURN



Philippe is annoyed with Anna, who steered the red Expedition away from Petra, one of Anna's secret Objectives.

Rather than succumbing to despair, he spends a Ticket to remove the last arrow from the red Expedition (the one Anna placed from Babylon to Harappa). Now Philippe can advance the red Expedition anew, going from Babylon to Petra, completing his Objective. He places his Petra card face up in front of him.

