

“City Vacation” RULEBOOK

Who can play the game?

7+ year olds.

How many players should play the game?

There should be minimum of 3 players to play this game.

The game is optimized for 4 players.

How long does it take to finish this game?

Approximately 30min.

What’s the objective of the game?

To explore the city map in an adventurous and fun way.

Intro

Have you ever found it exciting and adventurous to explore the city on a subway?

Well, here is your chance!

We invite you to a journey around the city. What’s fun about it: it’s not your regular trip on a train, it’s a trip when you’re racing with your friends! And wait, that’s still not it: you are allowed to make your friends’ journey harder by delaying them and putting all the other kinds of obstacles on their way.

What are the components of this game?

This game includes a board, a deck of 97 cards, 4 play, 9 mission, 8 path, and 4 construction figures.

Board

This is the main canvas of the game. The board is in the form of the NYC Subway Map.

Play figures

These are meant for each player to move on their turn.

Mission figures

These figures represent the objects you have to collect on the way to the finish line.

Cards

The card deck is divided to these types of cards:

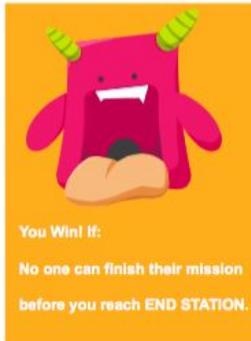
1. Mission cards
2. End cards
3. Move cards
4. Action cards

Move and Action cards are meant to be kept together in the same pile.

Mission cards

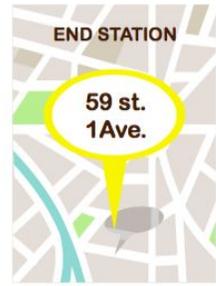
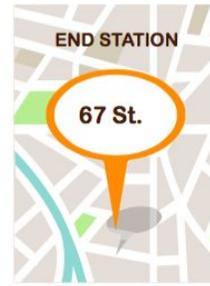
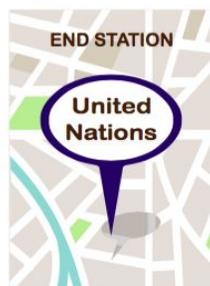
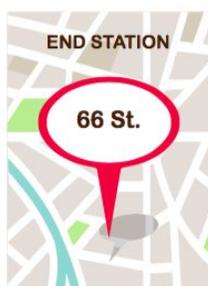
Tells what and how many objects player should collect before going to the finish line. One of the cards mission is to not let other players finish their Mission before you arrive to the END STATION. If you manage to do it, you win. Here are few possible ways of doing it:

- Collect at least one of each Mission items, so other players don't have enough
- You run fast to your End point before other players collect their Mission items



End cards

Tells in what station player should end the game.

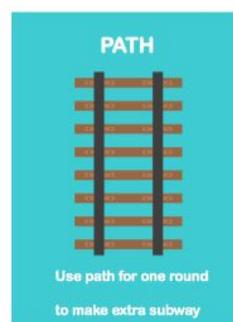


Move cards

Local +1: On your turn move 1 station

Express +3: On your turn move 3 stations

Express line +3: All people on the same line will move 3 stations



Action cards

Delay: delay another player for 1 round. It's valid for one turn only.

Detour: detour another player to the mentioned station. Player has to go right away. There are 2 *Detour* cards: W4 & Bleecker. *You can play this card only on other players.*

Construction: put any station you want to under the construction. It affects all the players.

Fix: fix a station that is under construction.

Path: build a path to the station you want to go. The card shows how many path blocks you've got.

Battle: challenge another player to win one of the Mission items that he or she owns. You can challenge only one player at a time. If you win, you can take one Mission item of your choice. If you don't need anything, you can decide not to take it.



Set up

1. Prepare to play the game: place a board on a table and before you shuffle any of the cards, randomly place *Mission* figures on the board.
2. Every player selects a play figure. It will be your representation throughout the game.
3. Shuffle *End* cards and have each player select one from the deck. This is your *End* point for the game.
4. Shuffle *Mission* cards and have each player select one from the deck. This is your *Mission* card for the game.

5. Everyone starts from the same station, but you shouldn't show your *Mission* and *End* cards to other players. Keep it a secret - this will make game more fun!
6. Shuffle the big pile of *Move* and *Action* cards and give each player 5 cards (you don't want other players to see these cards either). Put the remaining cards upside down on a board.

You are ready to play the game!

How do we play?

Player on the left side from the player who shuffled the cards, starts.

Look at your 5 cards and decide which one(s) you want to play. You can use as many cards as you want: the only rule -- don't use two of the same cards on the same turn.

Put that/those card(s) on a table and play your figure accordingly on the board.

For example:

- 1) If you have and decide to use "local +1" card, put that card on a table and move your play figure 1 station forward.
- 2) If you have and decide to use "express +2" cards, put that card on a table and move your play figure 2 stations forward.

As you make a move, depending on how many cards you play, you have to take the same number of cards from the bigger pile of remaining cards: you should always have 5 cards in your hand!

Your goal is to reach your finish point faster than all the other players.

These are the key rules for the game mechanics:

- Each player starts at the same point.
- Each player draws an *End* point: different for each player (don't show your card to other players).
- Each player draws a *Mission* card: these cards show what items and how many you should collect on the way to the finish point. You can collect the item only if you stop at the station the item is on; you cannot take it by passing through. (don't show your card to other players).
- Players are allowed to switch lines as they go.
- You cannot put transfer (square) stations under construction.
- After you put one of your cards down, you have to pick a new one from a bigger pile. Always have 5 cards in hand.
- Once the pile is finished, reshuffle the cards and use them again.
- If you don't have a card that you would want to play, you can drop one card and draw another one from the top of the bigger pile. You can drop more than one card at a time (even all). If you decide to drop a card, you cannot play any other cards and wait for your next turn
- While delayed, you can still drop your cards (and pick new ones) or use an action card (except Path card) on other players. You cannot use move cards.
- You can move back and forth (depending on your strategy).
- For the Battle card these are few of our ideas that you can choose from:
 - Do rock, paper, scissors 3 times, the winner gets one of the *Mission* items of his or her preference
 - Both of the players jump 10 times, whoever is faster gets to choose one of the *Mission* items
 - Pick a "general knowledge" question that you think your opponent doesn't know and ask it

- Path cards: each of the path blocks you build have to touch each other. Otherwise it's not a path, right?

Ending the game

The game is over when one of the players reach the final destination with all the collected items.
That player wins the game.