



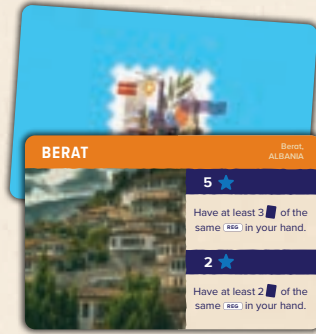
Game by Rodrigo Rego and Danilo Valente
Graphic Design by Christian Schupp

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

Components



240 Location cards



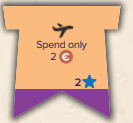
46 Postcard cards



20 Bucket List tiles
(double-sided)

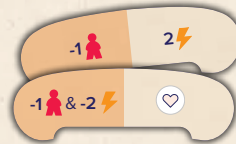


Cost
side



Ability
side

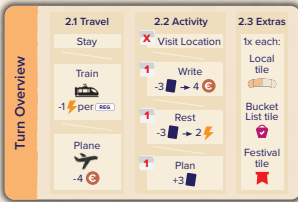
40 Festival tiles
(4 per region)



10 Local tiles



1 First Player token



5 Overview cards



50 Coins



30 Energy



30 Excitement



30 Locals



2 Scoring
Bonus tokens



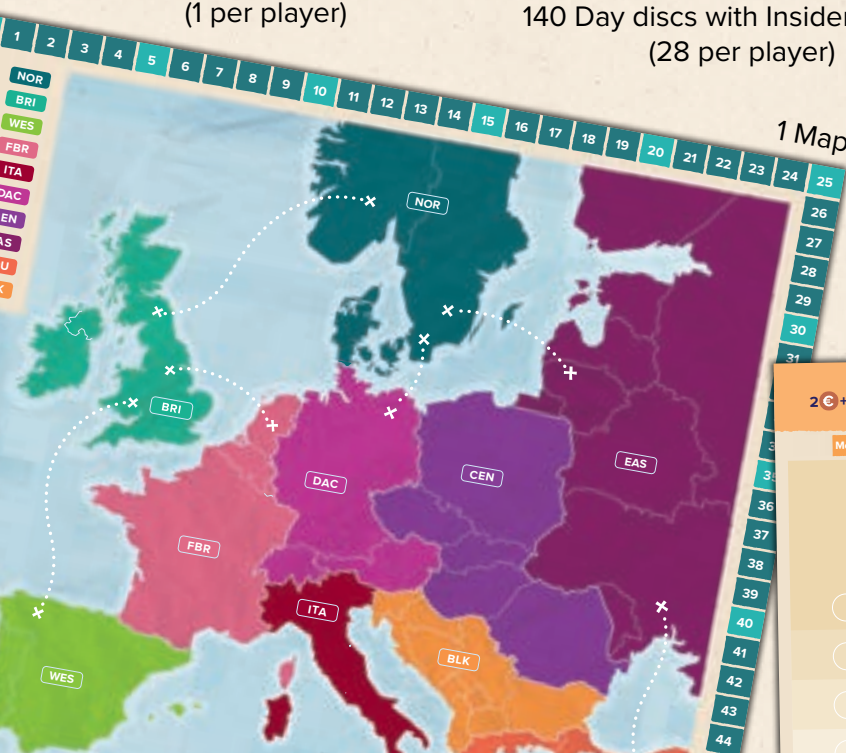
5 Pawns
(1 per player)



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



5 Scoring discs
(1 per player)



1 Map

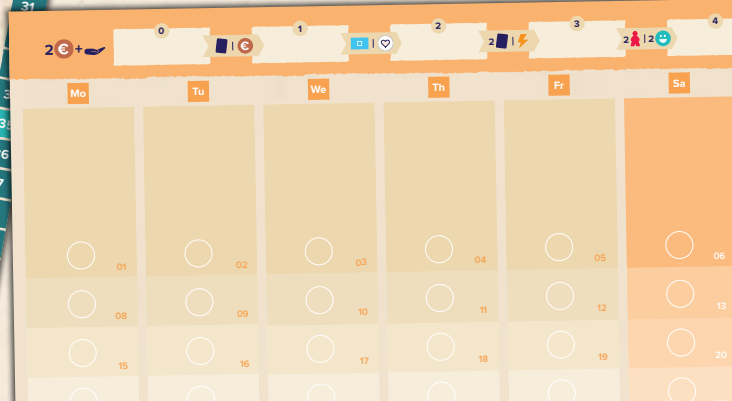


10 Multiplier tiles



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.

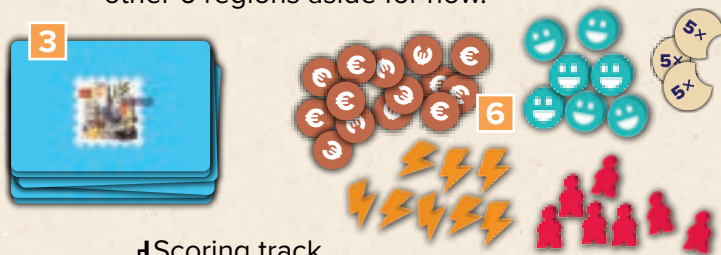
- 1 Place the Map in the center of the play area.
- 2 Put the Suitcase on the first space of the Regions track.
- 3 Shuffle the Postcards  and place them face down next to the Map to form the Postcard deck.
- 4 Shuffle the Locations  and place them face down next to the Map to form the Location deck. *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 €, 2 ⚡, 1 🧑, and 1 😊, into your personal supply.

Resources (€, ⚡, 😊, 🧑) 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.

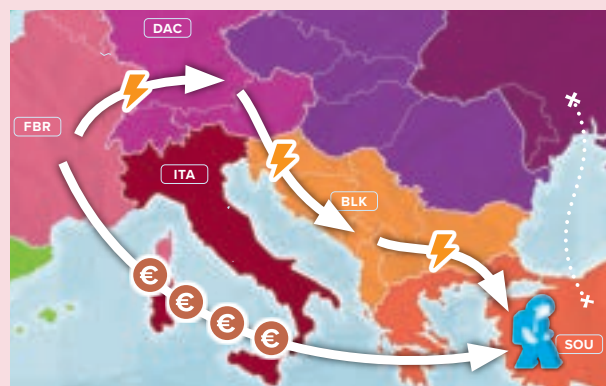
! On your first turn of the game: Place your Pawn for free in a region of your choice.

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 ✖).

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

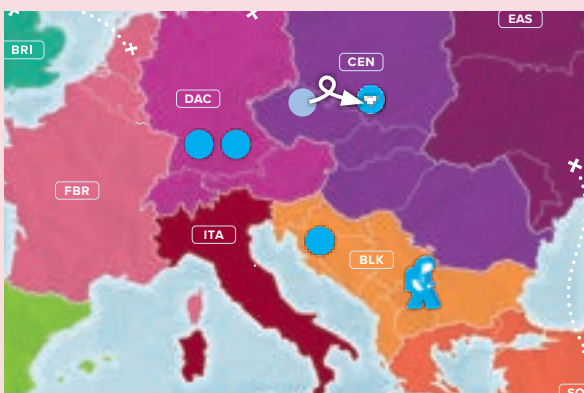
⚡ Blue can increase their Energy Income, so they advance their Energy marker 1 space on their Income track, and immediately choose to gain 1 € or draw 1 🟠. During the Income phase later this week, they will gain 1 ⚡ as income.



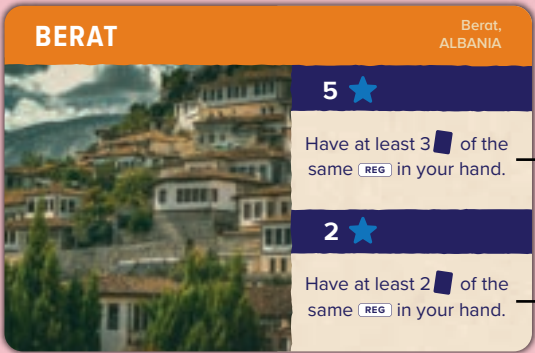
If you receive an Insider Tip 📍, flip one of your Day disc **anywhere** on the Map to its 📍 side.

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 . 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 🇪🇺.

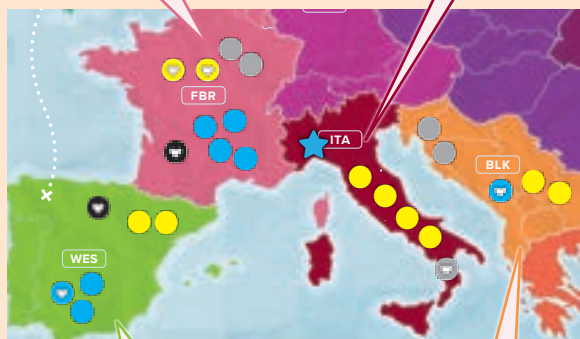
Yellow: 2 ★

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

Visit Location

/

Write
-3 📄 → 4 €

/

Rest
-3 📄 → 2 ⚡

/

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
- Location on any weekday on your Calendar
- You can increase any Income and choose 1 of the 2 bonuses
- 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

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