

Round Trip Ticket

Designed by Uriah Otting

2-6 players Ages 8+

Playing time: 45-60 min

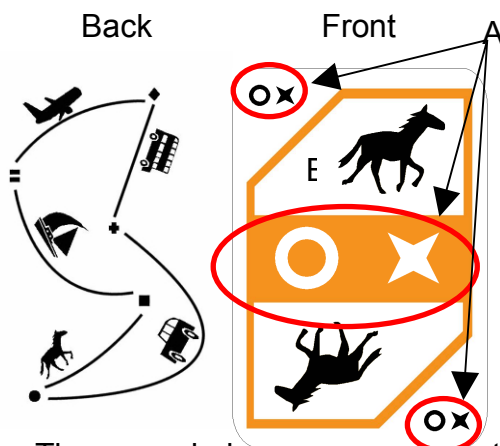
Object:

To successfully complete round trips and earn a winning score.

Contents:

108 cards including 98 trip cards and 10 goal cards. The trip cards have 12 each of hiker, bike, horse, car, bus, train and boat. They also include 14 "wild" airplane cards.

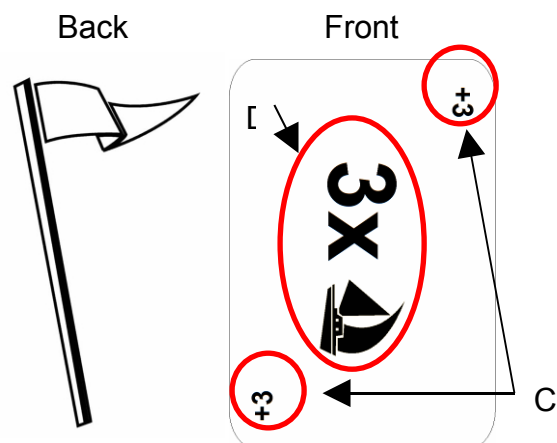
Trip Cards



A - These symbols indicate the points you are traveling from and to on this leg of your trip.

B - The picture on the card indicates your mode of transport for this leg of the journey.

Goal Cards



C - This shows the number of points you get when fulfilling this goal.

D - This shows the criteria for meeting the goal. In this case, having three boats in your trip.

Before Play

Choose one player to be the dealer. The dealer shuffles the trip cards and deals five, face down, one at a time, to each player. Players hold their cards in hand so that the other players cannot see them. Place the remaining cards face down in the center of the play area to become a draw pile. You will need a pencil and paper to keep score. Determine the score you are playing to (suggested scores are 40 for basic and 80 for advanced) based on the length of game and number of people playing. If you are playing the advanced game, spread the goal cards, face up, in the center of the play area so that all the goals are visible. If you are playing the basic game, the goal cards are not used. The player on the left of the dealer will play first.

Play

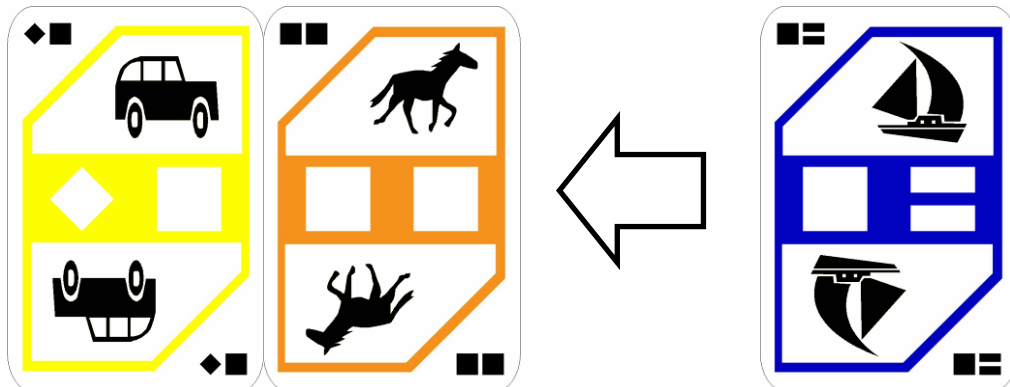
The instructions are broken into two sections. This first section details the rules for the basic game. The advanced rules introduce more strategy and interaction.

Basic Game

In this game you are creating trips which consist of a series of cards. Each individual card is considered one segment of the trip.

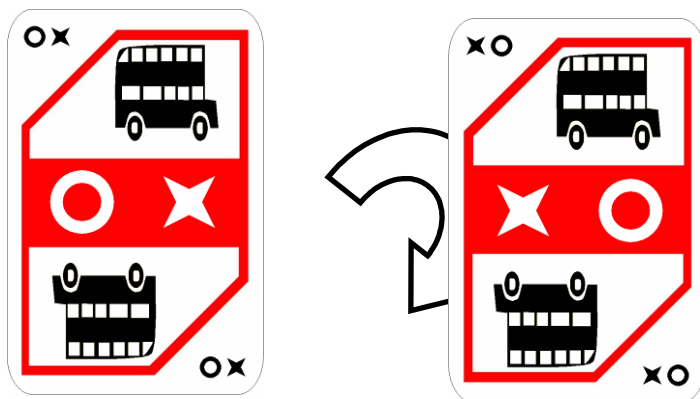
Play or Discard

Your turn consists of two actions. First, you must play or discard a card. You can only play on your own trip. Playing a card consists of matching the symbol of the played card to the symbol on the right most side of your trip.



If you cannot or choose not to play, you must discard a card to a pile in the center of the play area.

*Note that cards can be flipped around to reverse the order of the symbols.



Draw or Steal

Once you have played or discarded, you may draw a card from the deck. When you play a card that leaves your last symbol matching the last symbol of another player, you can choose to take from that player's hand instead of the deck. If you do, they take a replacement card from the deck.


If a player forgets to draw a card before the next player draws, that draw is forfeited.

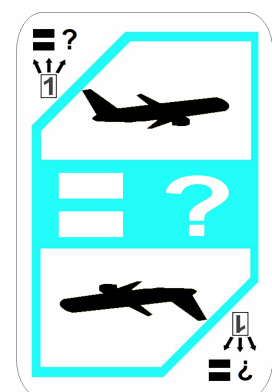
Starting Your Trip

When starting your trip, you may play any card except an airplane card. This card determines both your starting location symbol (on the left side) and the symbol you need to match to continue your trip (on the right side). Once you place this card you cannot change the orientation or place other cards before it in the series.

Playing Wilds

Wild cards all have the airplane symbol on them and consist of one normal symbol and a question mark. The question mark can be matched to any other symbol. The question mark can appear on either side of the card in your trip.

When you play a wild card there is a cost: each opponent gets the chance to play one card or draw a card before you draw your card. The  symbol on the card reminds you everyone else gets to play or draw 1 card.



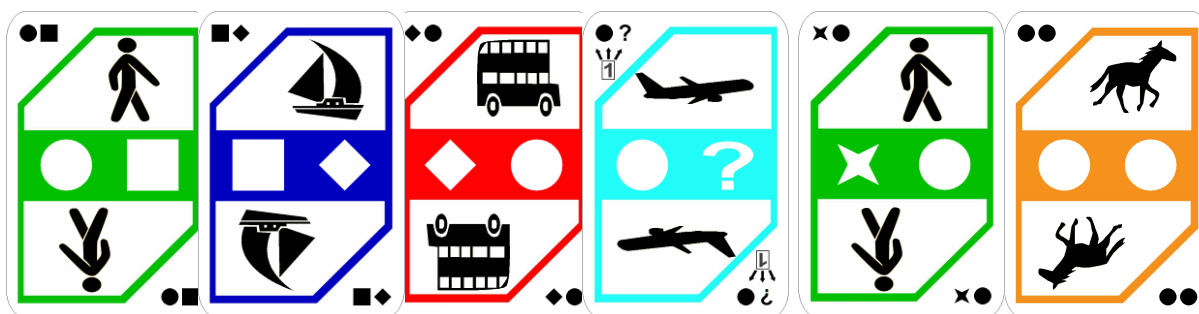
A wild card can be played for free if it is played in response to another player's wild card.

A wild card cannot be used to start a trip and it may only be used to end a trip if the question mark is not the last symbol.

Finishing Your Trip

A trip is complete when you have played at least 6 segments (trip cards) and the last symbol of the trip is the same as the first symbol. You may not end a trip with the question mark symbol. If the first person to finish their trip ends with a wild card, other players still get the opportunity to draw or play one card which may result in multiple players completing their trips.

You may repeat your beginning symbol on your trip before you reach the six card minimum but after that point, any play ending with your starting symbol will end your trip.



Neither the circle on card 3 or 5 complete the trip.

Scoring

Each Player receives 1 point for each card they played in their trip regardless of whether they finished the trip. Each player that completed their trip receives an additional 3 points added to their trip score. After the score has been recorded, all cards are discarded and the deal goes to the person to the dealer's left.

Winning

A winner is declared to be the person with the highest score when anyone passes the winning score determined at the beginning of the game. In case of a tie, the tied players will tell the "story" of their last trip (i.e. "I left New York on an early spring morning and biked all the way to Chicago. From there..."). The other players determine the winner based on which story is the most entertaining.

Advanced Game

Before you play the advanced game, it is good to play at least a couple hands of the basic game to get used to the flow of the game.

Goal Cards

When starting the advanced game, spread the goal cards out in the center of the play area. These represent additional scoring opportunities for the players. When a player fulfills the condition of the goal card, that card is placed with the appropriate trip and cannot be used again until the deck is shuffled again. Note that some goals can be fulfilled before the completion of a trip.

The cards are:



The first person to have three of the indicated method of transport in one trip is awarded 3 extra points.



The first person to have one of each type of transportation in a trip is awarded 10 extra points.

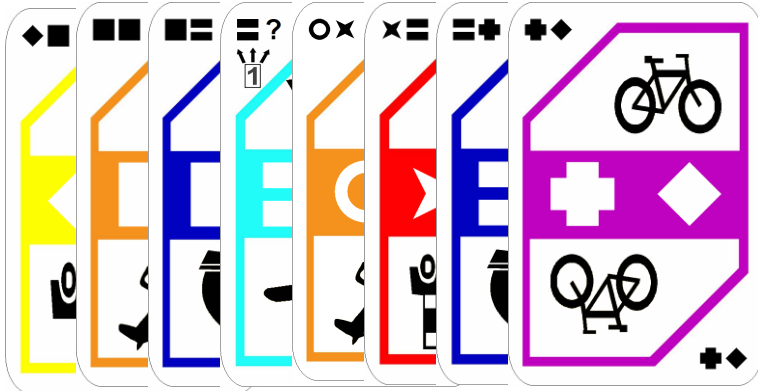


The first person to complete a trip after each shuffle gets 2x the card points for that trip but does not receive the normal +3 bonus.

The first person to complete a trip without any airplanes receives 3 extra points.

Multiple Trips

Instead of shuffling and re-dealing after each completed trip, you continue playing. When a trip is complete, you can compress them (see below) and set the cards to the side and then start a new trip. You may not start a new trip until your previous trip has been completed per the basic version rules. Play continues until the draw deck has been exhausted and no one is able to play additional cards on their trips.



Once all the cards that can be played have been, the scores are added, goal cards are returned to the center and the trip cards are shuffled and dealt again.

Notes on Scoring

Score as in the basic game except that each player may have multiple trips to score. Any goal cards that were earned also have their point values added to the score.

Variants

These rules are variations of the game that can change the playing experience. The version of the game they fit with is noted in each case.

Round the World (Basic)

Simulate a trip around the world. Minimum trip length of 10. Requires at least 2 blue cards (boat or airplane) to indicate the crossing of two bodies of water. The first one to complete their trip around the world is the winner.

Specific Trip (Basic or Advanced)

Turn over two cards from the deck and place them, side by side, in the center of the table. Players cannot use one of the trip symbols shown on these two cards as their starting symbol. Players must use each symbol on the two cards in order (going from either side) before they can complete the trip.

Aversion (Basic or Advanced)

Before playing, deal each player one or two cards, face up from the trip deck. That player may not use the modes of transportation pictured on the cards in any of their trips.

Special thanks to the play testers: Melinda, Sandy, Seth, Christian, Allison, John, Mike and Tony.