



Detour: The middle path on the map is the main path of movement. If there is a red line, then a player marker can be moved using the detour action to a side path. On the side path the player moves normally until the path merges back to the main path.

Players already on a detour path can not be moved to a different detour.

Detour action has a special ability. If player marker in the detour path on the map (area marked in red) then that player can execute the move AND the detour action of the card.



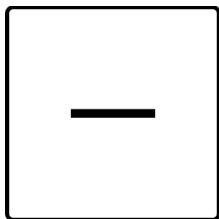
Backward: Move all players two segments backward, no matter how many transports those section costs. A player on a detour route cannot be move farther then the first space of a the detour using the backward action. The backward

action also enable the player who plays this card to move forward using a “Train” and a “Ballon” as they would be used in the move part of the card.



Block: When a block is placed, all players can not use the move section of the card next turn using the “Move” part of the card, but can use the “Action” part of the card. If the “Action” section

enables movement, that movement is allowed. In case the player has to play the card with no action, then he will not execute anything on the blocked turn. The backward action also enable the player who plays this card to move forward using a “Train” or a “Boat” as they would be used in the move part of the card. Like the “Detour” the “Block” has the special ability to play the action and the move if played on the Blue areas on the main path.



No action: The last card of the players has only a “Move” part and no “Action” part.

After all players played their cards, “First player” marker moves to the player on the left of current first player.

Once a card is played, it can not be played again until the cards are collected back to the hand.

Once all four cards were played, all four cards are

collected back to the hand. So all four cards will be played every four rounds.

Game end

The game continues until a player reaches the starting position (moving from the last position of the last card to the first position, notice the travel cost is Balloon and a Train).

In case several players reach the end in the same turn, the winner will be the player who's remaining cards in hand “Move” rank are worth more.

2 Players rules

Each player take the role of two colors. Each player plays a card for each color he plays.

Do not mix the two sets of action cards between the colors.

An action can not be transferred to the second color. The game end the same as the 3-4 players game, but the winner condition is different.

There are two conditions:

1: If the second color of the player who ended the game is on the last map tile, he wins.

2: If it is not, then the winner is the player who is not the last on the map track (either colors). The last position is measured by position on the map.

Detour or main path position does not effect the “Last position” unless it is a tie breaker. Where a counter on a detour is considered farther way.

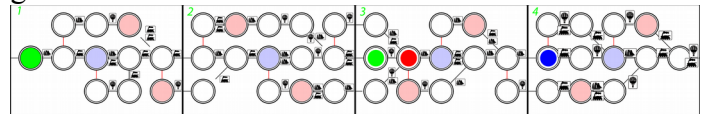
Examples:

Player 1 plays yellow and green.

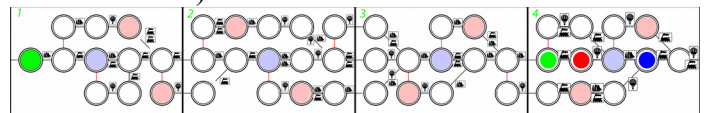
Player 2 plays red and blue.

Player 1 moves his yellow marker to the start position and triggers “End of game”

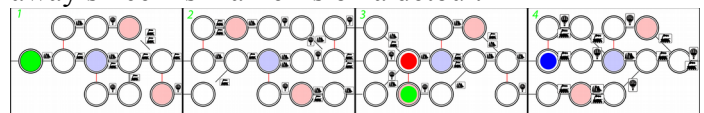
In the following example player 1 loses since his green marker is farther behind.



In the following example the first player wins, since his second marker is on the last map tile (although his marker is farther behind he still wins following win rule No. 1)



In the following example the first player still lose. Although his green marker is the same distance on the map as the the red player, he is considered farther away since his marker is on a detour.



Icons made by Felbrigg. Available on <http://game-icons.net>